

ORIGINAL FANTASY RPG

ADDITIONAL

Options for the Avremier Fantasy Campaign Setting Playable with Original 0e Rules



Supplement IV

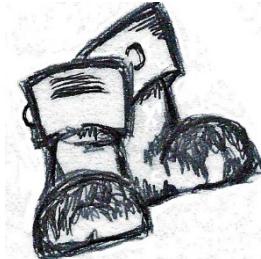
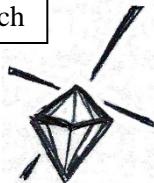
DEITIES, DEMINITIES & PERSONALITIES

DAVID A. HILL



PUBLISHED BY
MOTHSHADE CONCEPTS

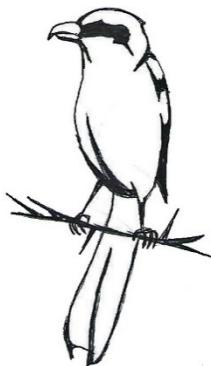
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Candlewick



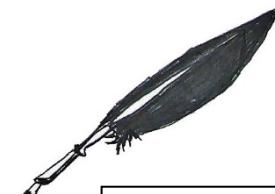
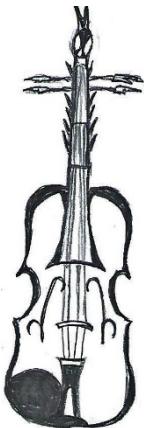
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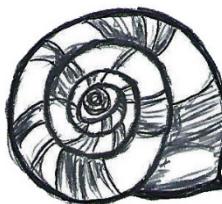


Lorekeeper

Fiddler Green



Spiralshell



Eyes of Tanglewood

ORIGINAL FANTASY RPG

Avremier Supplement IV

DEITIES, DEMINITIES & PERSONALITIES

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

To the many players that inspired and drove me to create legions of challenging and engaging NPCs, opponents, and villains throughout the years. And, my gratitude for interacting with these pivotal characters so they could develop and thrive. You helped bring substance and color to my imaginary world.

For my wife, Bridget Colleen Hill. The greatest manifestation of the Divine in my life, and my truest inspiration.

ILLUSTRATIONS BY DAVID A. HILL

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DIGITAL EDITION

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Foreword

We come to the fifth, and final, volume in the planned limited series of Avremier 0e. This introductory set barely covers the range of potential for the campaign setting. Such would be a near-impossibility in this limited format. But, there will be more to come — whether in this fashion, or with something more “advanced.”

For now, we deal with the myths and legends of Avremier. The entities that pass for gods, and those that would be gods. The representations of divine forces, along with the Manifestations of Nature. Along the way, we will even delve a little into the nature of the divine within the Avremier milieu.

Even that’s not all. Through the more than thirty years of campaigning within this setting, a number of influential personages have made their influence felt from one adventure to another. Whether overtly, or behind the scenes, these individuals helped shape the interactions between player and Referee, or between hero and NPC. What space remains in these pages will be devoted to these notables.

Deities and heroes have never been offered as opponents or sword fodder to spice up the occasional “boss battle” at the end of an adventure. That tradition is not about to change now, but some of the deminities and divine minions presented in these pages also include cursory stats for comparison and consideration. They are not meant to be relegated to the same category as monsters, but they do suffer some limitations not common to true gods and goddesses.

Everyone and everything is said to have some kind of weakness or vulnerable spot. Some more than others. None of us is perfect. May you always strive to overcome whatever flaws you might possess. Never let the dice weigh you down.

David A. Hill

Mothshade Concepts Editor

30 January 2016

SCOPE:

This compilation is not meant to stand alone. The original **DUNGEONS & DRAGONS** rule set of *Men & Magic*, *Monsters & Treasure*, and *The Underworld & Wilderness Adventures* will be essential to your use and enjoyment of this guide. That, or rules of a comparable sort.

Avremier is the house setting for my personal game and is the only setting I've ever used as a Referee. In the early days, there was little in the way of prefabricated campaign world guides or supplements and I was inclined to design my own from the start in any case. What you have here is an overview of that setting, including material that suits the structure taken from the first publications and divided accordingly.

SETTING:

Divinity can be a strange and dangerous term in the Avremier setting. For the most part, it is a human concept. Before Humanity came to the world, there was little organized religion, or worship of higher powers. No other “core” player character race of Avremier boasts its own gods or clerics. Their experience with the divine came mostly with the Manifestations of Nature and the great supernatural beasts, known as Primevals, that serve them.

What is a deity in this setting? A source of spells and turning ability for clerics? The most powerful ally or foe available to high-level PCs? Background flavor or motivation for campaign events? A symbolic figurehead for racial or societal initiatives? How does one fit into the game itself? This volume is an exploration of those concepts.

Player and Non-Player Characters have helped shape the campaign setting from the beginning. This volume includes a number of NPCs that have served as allies, enemies, rivals, patrons, nuisances, or inspirations for the heroes throughout the history of the Avremier Campaign.

Adventuring can be a great challenge for a human cleric that journeys far from the lands of Dhavon or Mauvolg. The deminities are not known as “great gods,” and their influence can be limited in realms of other faiths. Adventuring clerics must demonstrate a deeper level of faith to bring influence of the divine to the far reaches of the known world. Regions such as Undomni and the Mara Imperium are firmly in control of beings that claim divinity and demand worship or devotion. Ophriqur, in particular, is a realm of rich magical tradition that rejects any influence of the divine.

PREPARATIONS FOR THE CAMPAIGN:

This time, I'd like to simply offer a listing that is of great importance to the ongoing preparations for the official Avremier campaign, from conception to today. What follows is a roster of players (and their Avremier characters - when possible) that have contributed to the development and success of this endeavor. The list is by no means complete.

Let these pages ring with the glory of those who came before. Heroes that braved the unknown and achieved the impossible. Without some of whom, this world might not be yours to explore today. Immortals, all!

Acknowledgements/Roster of Heroes

David Aho (Jorin Deepforge, Le Chevalier Resolu Antoine D'Auril)

Jim Alfano (Nirith Nightspur)

Jay Barnson (Stelvon, Vargis, Malenick, Ragathor)

LeRoy Byrd

Van Corey (One Sock)

Christopher Goodno

Bridget Hill (Ryzerra, Illianae)

Gentry LaMartin

Mark Meszar

Pam Nyburg (Iishlinae)

Nick Rosaci (Leonin)

Ryan Rotuna (Shiro)

Nichole Snow (Dahlia)

Nicholas Willick (Kerwin)

Patrick Wolf

Jonnalyhn Wolfcat (Zarhana)



Men & Theurgy

CHARACTERS: (Additions and Changes)

For this volume, new classes and player character information will focus upon clerics, druids, and divine magic.

Reliquarians: Variant clerics that worship no deminity or divinity, practicing a faith of will supported by rituals and relics. Most are NPC guardians or caretakers of relics and icons, dwelling in fortified sacristies. Player character reliquarians focus their faith inward, bolstering it in an effort to represent Humanity without the limitations or demands of Mythocracy.

Druids: The human practice of Druidism has resulted in a number of splintered sects devoted to various aspects (and sometimes corruptions) of Nature. Examples include the Iron Circle, Nightshade, and Pallid Druid.

This section explores some of the options for clerical characters beyond standard heralds of established deities.

CLERICS (RELIQUARIANS): During the establishment of human religion in the early days of settlement, relics and reliquaries were among the only means of focus for divine energies in the mortal realm. Early churches were founded around their specific relics, but soon set them aside in favor of established icons and symbolism. Thus, when a number of relics began to disappear by targeted thievery, the churches were slow to react. Today, they spell the word as *reliq* to distinguish from the more powerful True Relics.

Today, the “Reliquary Sects” are named heretical cults by the state church of the Shared Faith. The upper hierarchy of the Reliquarian Fold is accused of channeling faith through ritual and *reliq* to achieve power, immortality, and possible divinity. Reliquarians sometimes lie about their faith when applying to become licensed adventurers. Many established guilds are quietly accepting of these renegades, valuing conduct over conclave.

Reliquarians are clerics in every essential sense — a variant, not a sub-class. The reliquarian must have wisdom and charisma scores of at least 13. The class uses the same experience and combat progressions as the standard cleric, with access to a limited number of magic-user spells, in addition to their own.

Members of this class may wear any armor, as a cleric. They are trained in the use of one-handed weapons — including edged weapons. They carry a *reliq* symbol (see below) instead of a holy symbol. All general cleric spells are available to the reliquarian, plus those others listed below.

1st Level	2nd Level	3rd Level	4th Level
Locate Object	Detect Invis.	Infravision	Fear
Read Languages	Shield	Prot./Normal Missiles	Slow

In a pinch, instead of expending spell slots, the character may spend hit points to cast spells up to 4th level at a rate of 2 HP/spell level. Spent HP may only be regained through rest, not by magical means.

The reliquarian cannot turn undead. Instead, the character can make a Hallowed Stand. By brandishing a *reliq* and standing fast, the reliquarian manifests a 10' circle of protection (as *Protection from Evil 10'*) from divine creatures, items, and sendings. This includes clerical spells or magic items, and creatures summoned, created, or animated through clerical magic.

A reliquary (or *reliq* symbol) will contain a physical remnant of a divinely-imbued creature or individual. It is also possible to employ an object that was important to the “myth” of the individual. Some examples include:

- One or more strands of hair woven or braided into a cord, as a bracelet or necklace.
- Bone shard(s) contained in a kind of phylactery.
- Tanned skin (parchment) tattooed with holy symbols or script.
- Flakes or powder of dried blood, also in a kind of phylactery.
- Scraps or cloth, or threads, from clothing or burial shroud.
- A piece of the weapon or object that martyred a saint.

It is not unknown for a reliquarian to have a *reliq* surgically implanted beneath the skin. There are also some with symbolic tattoos made from *reliq* blood. Obviously, these individuals are not easily parted from their *reliqs*.

Much like True Relics, even these “partial relics” may have minor side effects or drawbacks that manifest on occasion. Some possibilities include:

- A: User loses one hit point temporarily.
- B: User temporarily possessed by the spirit of the *reliq* subject.
- C: User rendered temporarily into gaseous form.
- D: User temporarily reduced or increased in size.
- E: User temporarily reduced or increased in age.
- F: User overwhelmed by sensation of invincibility and holy might.

At 1st level, the reliquarian gains a bonus to saves vs. clerical/divine spells and effects equal to their Loyalty Base modifier for charisma, if any. Or, a bonus of +1, if none.

At 2nd level, the reliquarian can render a magic item inert by touch, as by *Dispel Magic*, for a number of turns equal to the character's level. Only one item may be affected at any given time.

At 6th level, the reliquarian gains and casts spells of up to 3rd level without the need for prayer or ceremony. These spells function without penalty or divine proximity, regardless of the character's location.

DRUIDS (SECTS): Druids are often the most welcoming “priestly” options for non-human player characters. Even among humans, there are a number of different orders or sects that practice rather unconventional forms of faith. Each is a druid variant, with the same experience progression, combat abilities, and spell acquisition as the standard druid. Only additions or adjustments are noted in the individual entries that follow.

Iron Circle Druid: Known also as the “Anti-Druid,” this unorthodox sect believes in the rise of civilization and the subsequent management of nature as a vital resource and public trust. They honor the elemental forces of earth, fire, electricity, and metal — the “elements of progress.”

An Initiate of the 1st Circle (2nd level) can identify pure water, plants and animals. No ability to pass through overgrowth is gained.

An Initiate of the 3rd Circle (4th level) is able to Transmute Wood to Metal (similar to reversed Transmute Metal to Wood) a held (non-living) object as large as a one-handed weapon, such as a longsword or mace.

At 5th level (Initiate of the 4th Circle), the druid can transmute a wooden object about as large as a staff or two-handed sword. The effect lasts for as long as the object is held. Wooden weapons altered this way may be wielded by the druid. The druid includes Karga in the list of added languages. Also, the druid may choose a form of communication used by many constructs and mechanicals. This “language” is known as Teshan, and is very difficult for other living creatures to speak or translate without magical means.

An Initiate of the 5th Circle (6th level) may shape change, as a standard druid, but into animal shapes made up of shifting pieces of metal. Armor class and damage are both improved by 2 points, but none of these shapes can be of a flying or swimming animal. Magical rusting affects will affect the shape changed druid as a Slow spell. The metal is not magnetic, but can be *Heated* magically.

Iron Circle Druids gain no immunity to fae glamor effects of any kind.

Add the following spells to the Iron Circle Druid spell list.

Spell Name	Spell Level
Hold Portal	1 st
Light	1 st
Locate Object	2 nd
Continual Light	2 nd
Knock	2 nd
Lightning Bolt	3 rd
Protection/Normal Missiles	3 rd
Explosive Runes	3 rd
Rope Trick	3 rd
Wall of Stone	5 th
Wall of Iron	5 th
Passwall	5 th
Move Earth	6 th
Charm Plants	7 th

Rumors speak of a more secretive and dangerous sect known as the Blackiron Circle. Even the Iron Circle Druids hold these practitioners in cautious contempt.

Nightshade Druid: As grim and as poisonous as their name, these druids worship a dark aspect of the Green Man, with dangerous ties to the faerie realm. They honor plant life and seek immortality through communion with meddlesome fae powers. These druids may be Neutral or Neutral Evil in alignment/ethos. Nightshade, instead of mistletoe, is their holy symbol.

All Nightshade Druids can identify plants and cast plant- or wood-based spells as if 1 level higher. They are also unaffected by Charm Person spells or effects — not considered a person under this circumstance.

An Initiate (2nd level) may identify pure water and pass through overgrowth. They do not gain the ability to identify animals. The Initiate is immune to the ill effects of all plant toxins. The druid also sees as well in low-light conditions as in normal daylight.

An Initiate of the 3rd Circle (4th level) can metabolize plant toxins through biological alchemy to produce specific effects. One such effect is a poison touch transferred through skin contact (including a kiss). Using the same method, the druid can alternately bestow a Neutralize Poison (as the spell) effect upon another living creature. The druid is also immune to Hold Person spells or effects — not considered a person under this circumstance.

As with the standard druid, a Nightshade Druid speaks the secret Druidic language at 1st level, but also gains additional languages after 4th level (Initiate of the 3rd Circle). As an Initiate of the 4th Circle (5th level), the Nightshade Druid is able to speak with plants, as if under the effect of a Speak with Plants spell at all times.

An Initiate of the 5th Circle (6th level) may change shape as a standard druid, but into a plant-based form resembling an animal in size and shape. The plant form has the same abilities as the animal form, but no need to breathe, and affected by magic as a plant.

Using the Speak with Plants ability, the 6th level Nightshade Druid can attempt to Charm Plants through tone and words. Ordinary plants will attempt to do the druid's bidding as best as they are able. Sentient plant creatures are affected, up to a number of hit dice equal to the druid's **Maximum # Hirelings** score for charisma, plus 2d6. The Nightshade Druid is not affected by the glamer (charm or illusion) of plant or woodland fae.

An Initiate of the 7th Circle (8th level) may choose Shambling Mound as one shape change form per day.

An Initiate of the 9th Circle (10th level) may choose Treant as one shape change form per day.

Pallid Druid: One of the few sects found more often underground, the pallid druid is at home in the deep, dark places of the world. Trading a measure of humanity for a kind of painless and heartless half-life, even compared to traditional druids, the pallid druid is typically an outcast and loner. Even when accepted in standard druidic circles, they rarely associate themselves too closely. Misunderstandings and past conflicts have driven a wedge between the two groups that sometimes flare into open violence. Pallid druids are more inclined toward brief stays in small villages, preferring dark cellars or quiet cottages away from the demands of urban life. A pallid druidic grove will have a circle of mushrooms at its center, with trees covered in rampant fungal growths.

All Pallid Druids can identify plants and plant-based toxins. They are unaffected by Charm Person spells or effects, and immune to plant-based poisons or hallucinogens.

An Initiate (2nd level) may identify pure water and pass through overgrowth (including such fungal hazards as shriekers or violet fungus). They do not gain the ability to identify animals. The Initiate is also immune to all poisons and toxins, including airborne fungal spores. The druid also sees as well in low-light conditions as in normal daylight.

An Initiate of the 3rd Circle (4th level) is immune to pain and pain-causing effects. The character is also immune to Hold Person spells or effects. The druid can see in total (natural) darkness as well as in low-light conditions.

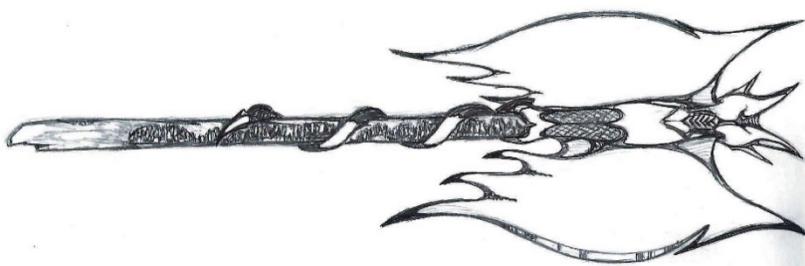
As with the standard druid, a Pallid Druid speaks the secret Druidic language at 1st level, but also gains additional languages after 4th level (Initiate of the 3rd Circle). As an Initiate of the 4th Circle (5th level), the Pallid Druid is able to speak with plants (and fungus), as if under the effect of a Speak with Plants spell at all times.

An Initiate of the 5th Circle (6th level) may change shape as a standard druid, but assuming a fungus-based form resembling an animal in size and shape. The fungus shape has the same abilities as the original animal form, but has no need to breathe and is affected by magic as if a fungus. The Nightshade Druid is not affected by the glamer (charm or illusion) of plant or woodland fae. At this level, the character ceases to age naturally — but is still subject to magical aging.

ARMIGERIAL RELICS

Part of becoming an established Armigerial Court is the possession of at least one true relic of the bloodline. Often, this comes in the form of a weapon or piece of armor, but the oldest Courts claim at least one saint in their lineage. A listing is given below, with brief details found later in **The Relics** section.

Court	Relic
Basilisk	Scaled Aegis
Bulette	Tremulous Lance
Chimera	Chimeric Helms
Dragonne	Bronze Gauntlet of St. Athrun
Gryphon	Armor of Ivory and Gold
Manticore	Saw-Toothed Menpo (Mask)
Unicorn	Clarion Horn
Wyvern	Wyvernsblood Axe



HUMAN CLERICS: (Additions)

Devotees of the Areshani Pantheons (Shared Faith), standard clerics draw power from practice of the Dhavonish “state religion.” The six pantheons are generally cooperative, but they do not always complement one another well.

A cleric devoted to a single deminity receives a +1 save bonus vs. spells and effects that originate from other deminities of the same pantheon: including spells and magic items. The same cleric receives a +3 save bonus vs. spells and effects from the deminities of other Areshani pantheons.

The clerics of a full pantheon receive a +3 save bonus vs. spells and effects from the deminities of *all* Areshani pantheons.

Each deminity grants a single spell (up to 3rd level) to the cleric that can be cast without occupying a spell slot, a set number of times per day. See the individual deminity’s entry in the **Entities & Relics** section for specifics.

PC Cleric Title	Level	Notes
Novitiate	1	No required form of address
Acolyte	2	No required form of address
Devotee	3	Addressed as “Devoted –“
Adherent	4	
Voice	5	
Exalt	6	Addressed as “Exalted –“
Exult	7	Addressed as “Exulted –“

The preferential treatment that clerics can receive may vary depending upon the cleric’s deminity or pantheon, the cleric’s reputation or renown, the resources of those involved, the proximity of holy days, the wants/needs of the cleric, and any number of similar factors. This is not a free lunch for the character, rather it is intended to be a sometimes-useful resource and roleplaying aid. The cleric has no right to expect anything for free, and it is the height of poor taste for the character to make such requests unless the need is great. Some examples of reverential gifts or benefits are listed below.

- **Courtesy:** Some rules and laws may be bent or waived on behalf of the character if no direct harm would result. Such as allowing the cleric abroad after curfew, permission to bear weapons at will, and partial or total exemptions from taxes and tariffs.
- **Goods and services:** The character may receive discounts or gifts from merchants, innkeepers, artisans, and others. Functions much as regular monthly upkeep for a modest player character lifestyle.

- Protection: A cleric can expect to travel the land unmolested by intelligent and god-fearing beings of comparable ethos as long as the character is innocent of wrongdoing, or association with wrongdoers.
- Respect: Even rulers and officials tend to treat a cleric with appropriate deference. A cleric in good standing is nearly a minor noble in the eyes of most, and is often received accordingly.

A cleric must be in good standing with the church to expect such treatment, and should behave in a manner that reflects well upon that church. While a cleric might benefit in this manner, companions may or may not enjoy similar advantages. A cleric's good word may assist a companion in an emergency, but no one is obligated to defer or cater to friends or comrades.

When the cleric receives some form of privilege from a member of the flock (any worshipper of the Shared Faith), it is customary to impart a Boon or other minor service in return. A cleric can grant a Boon a number of times per day equal to the character's Loyalty Base for charisma (1, 2, or 4) plus hit dice (not including "plusses"). Thus, a 5th level cleric with a 17 charisma would be able to bestow six Boons per day: 2 for 17 charisma plus 4 for 5th level (4+1 without the +1). See **Boon** under **EXPLANATION OF SPELLS (Clerics)** for effects.

Clerics of around 14th level gain unusual longevity. Their natural lifespan is doubled at 14th level, tripled at 17th level, and quadrupled at 20th level.

NON-HUMAN CLERICS: (Setting Specifics)

While PC races other than human can sometimes become clerics, **none may cast spells above 3rd level** — except the mur (see below). This does not apply to druid spells. Those that reach the 6th level of experience (Bishop/Exalt) Receive 2 spells each of 1st, 2nd and 3rd level (bonus spell slot). **They do not receive a 4th level spell slot.** Non-human clerics do not receive the Areshire "language" (see below).

Dwarves: More than other non-human races, the dwarf is willing to embrace divine teachings. Still, they cannot effectively advance beyond the 6th level of experience.

Highdelvers: Only the church of the Illuminators pantheon seems to hold enough appeal for any dwarves to become clerics, and mostly as adventurers. Cindersnatch is a definite favorite.

Lowdelvers: Worship of the Court of Echoes (listed in the Entities & Relics section to follow) is widespread among the dark dwarves. Their clerics are unusually powerful and influential. Refer to the forthcoming **UNDERMIER** supplement for more details.

Elves: As a race, and a society, the elves of Avremier are not worshippers of deities. Certain singular fae Lords and Ladies receive fealty or recognition, but not worship (details given in the forthcoming **INDRUNEL** supplement). Some of these beings receive misguided worship from human cultists. While elves may acknowledge the existence and influence of higher powers, the institution of organized religion is alien to them. Still, a very few individuals may pursue priestly enlightenment by joining a human church.

Cyraannyn (Cyr): Player character elves may begin play as clerics of any human pantheon they wish, able to reach the 6th level of experience.

Mūrannyn (Mūr): Able to become, and advance as, clerics up to 11th level, and cast spells of up to 5th level. The mur is a rare exception to the non-human 3rd level cleric spell limit rule.

Class (Updated Additions and Changes): While the typical elf advances as a fighter and a magic-user, possibly switching from one to the other from adventure to adventure, the cyr may advance as a druid — up to 8th level, instead of as a magic-user. A cyr with an 18 wisdom is able to gain 12th level as a druid.

Halflings: Clerics of this race are exceedingly rare, and devoted only to Candlewick, Hearthwarder, or Stoneskipper.

Bücca (Büc): A halfling cleric of Candlewick, Hearthwarder, or Stoneskipper may advance to the 6th level of experience.

Hobgoblins: Devotion to human deities is not part of the yalkhoi path of enlightenment. Non-player hobgoblins are known to sometimes honor or worship savage entities of godlike power.

Yalkhoi: There are no PC clerics of the yalkhoi race in the “official” Avremier setting. If a Player and/or Referee wish to establish an alternate path of enlightenment that involves a human deity or pantheon, there is nothing to stop them. They remain subject to the limitation of **no clerical spells above 3rd level.**

Character Alignment, Including Ethos and Setting Specifics:

Unlike characters, a deity (or deminity) will almost always have an absolute alignment, and many will also embody an ethos. A cleric must share at least the same professed alignment as the patron deminity or pantheon.

LANGUAGES: (Setting-Specific)

The priesthoods of the Dhavonish pantheons share an extraordinary form of communication, called *Areshine*, that is almost always lost if the character departs the Church for any reason.

Used especially among the Archons and upper echelons of the Mythocratic leadership, Areshine could be considered a “secret language” since it is a form of communication that is non-verbal and has no written alphabet. It is like telepathy in that words and impressions form in the minds of those in conversation. Areshine is known almost exclusively by those with true holy symbols and a position within the Dhavonish priesthood. The range of this communication is extensive, with distances increased between members of the same priestly pantheon. Areshine is typically available to clerics of 2nd level and above.

CLERICAL ORDERS: (Esoteric)

In a setting with so many powerful and inscrutable beings, it is to be expected that some individuals, or groups, would be drawn into the worship or service of those that are not deminities. The **Entities & Relics** section introduces and details a number of divinities and pantheons beyond those of the Shared Faith. Historically, the humans of Avremier have been known to deify certain individuals among the Fae Lords, Infernal Orders, Jotun Overlords, and even some gods considered to be dead.

ARCHONS

The anointed representative of a Deminity, and second-highest rank of the clerical order, an Archon lives for quite a long time – even longer than a standard high-level cleric. Known for having the power to grant divine spells up to 5th level, though a more accurate description may be channeling divine energy from a distant source to a selected cleric. Each pantheon is represented by two Archons, and each wears full armor with a masked helm or cowl.

The exalted office of High Archon lies above all others of a pantheonic church. The High Archon is never seen without full armor and mask.

Few know anymore how Archons come to be. The fact that ceremonies are rarely longer performed publicly is a point of contention for those who would see the government change. Though, there have been few new Archons since the old days. There was a time when Archons could manifest golem-like eidolons of their patron deminity as a kind of herald or avatar.

RENOWN: (Clerical and Heroic)

Clerical Renown: Possibly more than alignment, a cleric's Renown influences relationships with the Church, the deminities, and society as a whole. If being a cleric is a matter of faith, being a successful cleric is a matter of the faith others have in you.

Renown Levels: As a cleric gains renown, certain benefits are gained.

Renown levels are: 1 at 1-2 points, 2 at 3-5 points, 3 at 6-8 points, 4 at 9-10 points, 5 at 11-13 points, 6 at 14-16 points, and 7 at 17+ points.

3-5 points: The cleric may *lay on hands* a number of times per day equal to his renown level (1-7). Each use of this ability is equal to *Cure Light Wounds*.

6-8 points: The cleric gains a bonus to all saving throws equal to her Charisma Loyalty Base (+1, +2, or +4). This bonus can be shared temporarily with those the cleric touches with her empty palm — up to two additional creatures.

9-10 points: The cleric's *lay on hands* ability now can be used to *Cure Disease* or *Cure Serious Wounds* with each application.

11-13 points: The cleric's words carry even greater influence during *oratory*. When she is doing nothing but exhorting others to greater faith or effort, everyone within hearing that is acting for similar cause receives a +1 bonus to morale, attack dice, and all saving throws. Those within hearing that are against the cleric's cause suffer a -1 penalty to all the same categories. The effect lasts for as long as the cleric *orates*, plus three turns after.

Clerical advantages beyond this point are not within the scope of this supplement.

Heroic Renown: At 9-10 renown points, the character is recognized as a true hero. Beyond heroic renown lies legendary renown (14-16 points), and mythic renown (somewhere around 20 points).

Remains of legendary or mythic heroes are sometimes recovered as totems, fetishes, or even relics. Weapons or armor of such heroes may often become imbued with the glory of their deeds in battle. The Referee may decide if a PC or NPC hero is worthy of such honor, perhaps in the form of a d% roll against the character's Renown score, or Renown + level.

EQUIPMENT AND COSTS: (Setting-Specific Additions)

The listings below encompass arms and resources of particular interest to clerics and druids, as found in the Avremier setting. Costs are in gold pieces.

<u>Weapon</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Alchemical Glass	x3 (see below)	Alchemical Glass	x3 (see below)
		Holy Metal	x5 (see below)
<u>Armor</u>	<u>Cost</u>		
Iconic Breastplate	40		

Weapons

Glass, Alchemical: Produced through specialized processes, glass weapons are about as strong as steel, but lighter and not subject to effects that target metal objects, such as rusting, magnetism, or Heat Metal. Only edged (cutting) weapons are produced in this fashion — and usually of a one-handed size. Being not-metal, glass weapons can be used by druids. Weapons and items of alchemical glass are less rare in regions where iron and steel are scarce, or where the environment is harmful to such metals.

Rumors speak of tinted “holy glass” with divinely-infused effects when light shines through — especially *Light* created by clerical spell.

Armor

Iconic Breastplate: This metal cuirass protects the torso and is emblazoned with the holy symbol of a specific deity or pantheon. The armor and iconography are consecrated to function as a holy symbol for the purpose of turning attempts and similar clerical effects. This leaves the wearer's hands free for other tasks.

Items

Glass, Alchemical: Items of alchemical glass tend to be small and expensive. Of interest to adventurers, there are flasks, lantern panes, lenses, and mirrors. Alchemical glass is about as strong as steel and can be of nearly any color imaginable. To estimate the cost of an alchemical glass item, multiply the cost of the ordinary item by at least three.

Holy Metal: Rare substance created as an alloy of common metals and remains of metallic holy relics. Also quenched in holy water during tempering. Used in the making of armor, weapons, holy symbols, coins, ceremonial accoutrements, and other items. Most commonly displays a pale rose-gold tinge. Has much the same effect as holy water on a successful strike. To estimate the cost of a holy metal item, multiply the cost of the ordinary item by at least five.

COINAGE

All standing churches of Dhavon are authorized to mint a limited amount of coinage every five years. These coins follow the standard currency in type, weight, and value (see page 22 of the **AVREMIER** supplement), but bear different emblems and symbology. Each coin also has a visibly different metal at the outer edge.

DIVINE MAGIC IN AVREMIER

Divine magic (theurgia) has its source in the gods. Clear and simple. The manifestation of this magic is a bit less straightforward. Deminities are often worshipped in pantheons that bring the power of multiple divine sources into a single “pool” of greater potential. Dhavonish churches (or Spires) are intended as focal points and “transmission facilities” for this gathered energy to reach the faithful — especially clerics. In proximity to a Spire, the cleric has more available resources for spellcasting and other theurgia.

1st level spells are largely acts of will, faith, and ritual. A Dhavonish human belonging to a church, and with a Wisdom or Charisma of 13 or more, can probably manifest one (or two with a Wisdom or Charisma of at least 16) such spell(s) in a given week. Those without cleric levels would need to be in the general vicinity of their church. Those with cleric levels could cast one or two “bonus” 1st level spells per day without the need for spell slots.

Theurgia will fluctuate in form and function within non-human regions beyond Dhavon and Mauvolg. Character level and ability scores in wisdom and charisma will be influencing factors upon the success of clerical spellcasting far from home. Some regions (most famously, the Mara Imperium) actively oppose human deminities, or specific types of theurgia. Cleric player characters will have an idea of such potential difficulties in advance — their training includes the fickle nature of the divine across the whole of Avremier. In such cases, true holy symbols or reliquaries will be even more precious.

Details and specifics will be given for each region in their individual supplements.

SPELLS TABLE

Clerics (Divine):

1st Level	2nd Level	3rd Level
1. Blue Moon	Corpselight	<u>Healing Light</u>
2. Ensnarl	<i>Foxfire</i>	<i>Locate Metals</i> *
3. Parting Glance	<u>Quietus</u>	Purifying Flame
4. <i>Unrust</i> *	<i>Thorn Lash</i>	
4th Level	5th Level	6th Level
1. Corrupt Water	<i>Lightning Jaunt</i>	Elementegy
2. <i>Urlo's Irresistible Apple</i>	Neutralize Potion	<i>Metal Shape</i> *
3. <i>Warp Metal</i> *	Spiritual Servant	Monolithic Repose
7th Level		
1. Accursed Cremation		
2. <i>Turn Metal</i> *		

Underlined spells are reversible by evil Clerics.

Italicized spells are usable only by Druids.

*Italicized spells** are usable only by Iron Circle Druids.

EXPLANATION OF SPELLS:

Clerics:

Boon: A spell based entirely upon circumstance and mutual faith, Boon is a class feature of the cleric that affects only those of the Shared Faith. The recipient of a Boon gains a bonus to his next saving throw equal to the cleric's Renown Level (1-7). Alternately, the recipient could receive a spontaneous *Cure Light Wounds* the very next time she is injured.

1st Level:

Blue Moon: Manifests a lambent blue globe of light, about 1 foot in diameter, that floats just above the caster's head. Sheds a soft, steady, blue radiance about equal to a torch. Any *Cure* spell cast within this radiance receives one extra die (d6) of healing. Any reversed *Cure* spell targeting the caster is ineffective. The spell lasts for the duration, or until three *Cure* (normal or reversed) spells have been cast within its effect. Duration: 6 turns.

Ensnarl: Causes the target's own hair to grow and entwine to the point where he cannot move for the duration of the spell. A successful save allows the victim to move at 50% rate. The elongated hair remains at the end of the spell's duration, but no longer gripping or constricting. Does not function on creatures with no ability to produce hair. Will function on non-living creatures with hair. This spell can be cast by both clerics and druids. Duration: 1 turn + level of caster. Range: 6".

Parting Glance: Gazing into the target's own eye, the caster sees what that eye last saw through a kind of scrying. The resulting vision can reveal up to about two full minutes of visual input, adjusted by the Referee as necessary to encompass an event. The target creature may be living or dead, but the eye must be intact. Results are visual only. Duration: 2 turns.

Unrust: The Iron Circle Druid can remove the effects of rust from a metal object, or render such an object proof against rusting. An object must be at least mostly intact for restoration or proofing. Up to about 200 gp weight of metal per druid level can be affected. Duration: Permanent (restoration) or 1 hour + 1 hour per druid level (proofing). Range: 3".

2nd Level:

Corpselight: Tapping into the departing lifeforce of the newly-dead (within 1 turn/caster level), the caster creates a radiant energy effect to help or harm, depending upon the disposition of the source. If the departed (who receives a save vs. death ray) was a friend or ally, the light bestows Cure Light Wounds and Protection From Evil to the caster's companions. If a foe, the light is glaring and equal to full daylight to dazzle (-1 to hit and to morale) and debilitate (-1 to all saves) enemies of the caster. If neither, the light is merely equal to a *Light* spell, but with an added *Silence* effect. In all cases, the area of effect is 12". Duration: 6 turns.

Foxfire: Similar to Faerie Fire, this spell allows the druid to illuminate chosen objects with a flickering blue-green glow. Any creature affected by Foxfire suffers impaired and intermittent vision, causing a -2 penalty to all die rolls relying upon line-of-sight for success. Area coverage: 10 square feet + caster level. Duration: 9 turns. Range: 6".

Quietus: Separates d4+2 HD of corporeal undead creatures from their animating energies, causing them to fall where they stand. Free-willed undead save vs. spells. At the end of the spell's duration, the undead creatures rise up as before — if possible. Duration: 12 turns. Range: 18".

Thorn Lash: A barbed collection of roots or tendrils lash out at a nearby target or area (up to 20' distance), causing those affected to be slowed in movement by 50% and inflicting 1-6 damage per round spent in its embrace. If there is no existing vegetation, the source of the lash will be the caster, who must remain stationary for the duration of the spell. Duration: 1 turn x caster level. Range: 12".

3rd Level:

Healing Light: Caster sheds a rose-gold radiance 5" in diameter that cures damage to wounded allies within range. A total of 3d6 hit points are cured, divided as evenly as possible among the recipients, with those nearest the cleric to receive healing first.

Locate Metals: An Iron Circle Druid may choose a type of metal (such as gold or steel) to be located by this spell, which functions otherwise as a *Locate Object* spell. Metals can be refined, or raw ore.

Purifying Flame: This *Fireball* of white-and-gold burns evil and curses within its 2" burst radius — but does not inflict physical damage. Creatures of evil alignment/ethos are dazzled (-1 to hit and morale) and affected as if by an immediate *Confusion* spell, as long as the “damage” inflicted by the *Fireball* exceeds their original hit point total. The flame also acts as *Remove Curse* within its 2" burst radius. Duration: 6 turns (dazzle), 12 turns (confusion). Range: 24”.

4th Level:

Corrupt Water: This is *not* a reversed form of *Purify (Food &)* *Water*. Under the effects of this spell, up to about 1 cubic foot/caster level of water turns brackish, and wine becomes vinegar. Even holy water and potions may become permanently spoiled (save vs. spell). Blood becomes anemic — causing those affected (about one man-size creature/caster level) to be at ½ strength and constitution, unable to exert themselves for long (exhausted in a number of rounds equal to their reduced constitution score) and moving at 50% normal rate. Water elementals (up to 2 HD/caster level) are weakened (HD reduced by 4) and slowed to 50% movement. Duration: 1 turn/caster level (for blood and elementals). Range: 12”.

Urlo’s Irresistible Apple: This druid spell enchants an apple (or any fruit of similar size and shape) to become an object of supernatural obsession for those within 20'. Those affected will fight over possession, and the one that wins the apple will be compelled to take a bite. Whomever takes the first bite is transformed permanently into an apple tree. Duration: 3 turns + caster level. Range: 3”.

Warp Metal: For an Iron Circle Druid, this spell functions exactly as the *Warp Wood* spell, except it affects metal objects.

5th Level:

Lightning Jaunt: Much the same effect as *Dimension Door*, but with a 24" range, and the druid travels via lightning bolt. Those in the path take damage equal to 8 dice + caster level.

Neutralize Potion: Removes the effects of a potion currently in a creature’s system, and gives immunity to all other potions for one full day.

Spiritual Servant: Tapping into the departing lifeforce of the newly-dead (within 2 turns/caster level), a temporary *vestige* appears to perform tasks (not fight) for a time, depending upon the disposition of the source. If the departed (who receives a save vs. death ray) was of good or neutral alignment/ethos, the vestige performs without difficulty. If evil, the vestige will attempt to corrupt the intent of any request put to it. The vestige appears as a vague and translucent version of the creature at the point of death. AC 4, MV 18", HD (as in life), # ATT 0. A vestige is as strong as it was in life. It can only communicate with the caster of the spell. The vestige is naturally intangible, but can become solid if necessary. Duration: 1 day. Range: 1".

6th Level:

Elementegy: This spell sends one or more elemental creatures directly to their component elemental plane — essentially, hurling them directly to the afterlife. The spell can affect a total number of hit dice equal to the caster's level + 1. Range: 6".

Metal Shape: An Iron Circle Druid can mold an existing piece of metal into another metal form. About one cubic foot of metal per level is affected and the final shape will be fairly simple in composition. A metal rod could be shaped into a plain sword, or a prison bar formed into a large hoop to allow escape. Duration: Permanent. Range: Touch.

Monolithic Repose: One creature is encased within a slab of marble, in suspended animation, typically while wounds or other threats are tended over time. While so entombed, the creature receives the following benefits.

- *Cure Wounds:* 1 hit point per day, until fully healed.
- *Remove Curse:* 1 curse per day, until no longer cursed.
- *Neutralize Poison:* 1 type of poison per day, until no longer poisoned.
- *Restoration:* 1 lost energy level per day, until fully restored.
- *Regeneration:* 1 lost appendage or limb per day, until fully whole.

The recipient is contained until all ill effects are tended by the listed effects. The effects are applied in the order listed above, one at a time, until complete. So, a character injured by wights and drained of levels would be in Repose until the damage was healed, and then until the levels were restored. Damage from limb loss would be cured, and then the lost limb regenerated.

Once the recipient is fully healed, the spell ends with the marble crumbling slowly to powder — lowering the creature gently to the ground.

7th Level:

Accursed Cremation: A spell of questionable morality, its usage should be clarified between Referee and Player as to whether the casting is an evil act. If the caster's deity is displeased, this may manifest as a loss of turning ability until atonement is made. In the standard Avremier setting, this spell is not readily available for daily memorization.

This spell will immolate only evil targets (within a 4" x 4" radius around the caster) of up to 8 HD, reducing them to ash, which will then rise (in one round) to form either wraiths (if the creatures are of 4 HD or less), or spectres (if the creatures are of 5-8 HD). The wraiths/spectres are under the command of the caster for the duration of the spell. Any levels drained will be passed to the caster in the form of temporary levels — in the same fashion as a *Potion of Heroism*. The Referee decides what the limit is on levels accumulated in this manner — if any. Duration: 7 turns.

Turn Metal: Allows an Iron Circle Druid to affect metal exactly as the spell *Turn Wood*.



Kharn: Troll god of the dark.

Entities & Relics

Those who watch over Humanity are not the only divine entities of the Avremier setting. Other races and species honor, fear, and worship beings that claim, or approach, divinity. Those worshipped by humankind are not usually even known as gods or deities. The term, “Deminity” identifies a form of power more limited in scope and purpose.

Within the bounds and vicinity of Dhavon and Mauvolg, the deminities typically hold divine sway over clerical power and influence. When manifest, a deminity displays no tangible divine aura of awe or terror as true deities are said to. Still, they are often recognized on sight by the faithful, and are sometimes represented by masks.

Each will possess the following traits/abilities.

- Appear and disappear at will.
- Cannot be influenced by mental or emotional effects.
- Cannot be *Held*, *Paralyzed*, or *Slowed*.
- Immune to mind-reading, alignment-detection, or lie-detection.
- Know most civilized languages, including those from other planes.
- Control of, and access to, a special pocket dimension or demiplane that is home and sanctuary. Each deminity can step into this demiplane at will, bringing others along or leaving them behind. These pocket dimensions do not appear on any known charts or diagrams of the planar axes. In this volume, only one such demiplane is detailed, by way of example. See: the Briar King, below.

Each deminity grants a limited number of “bonus spells” to their clerics each day. These are specific spells that can be cast “for free” a set number of times per day. These spells can only be cast if the cleric is of high enough level to cast them normally.

DEMINITIES OF THE SHARED FAITH

<i>Deminity</i>	<i>Ethos</i>	<i>Areas of Interest</i>
Briar King, The	CN	Darkness, cruelty, dangerous plants
Candlewick	N	Homes, shops, craft, light
Cider Jak	NG	Brewing, orchard farming, fruit products
Cindersnatch	CG	Metalcraft, mending, innovation, tools
Crow Woman, The	LN	Secrets, books stories, poetry, riddles
Eyes of Tanglewood	CG	Lost knowledge, squirrels, collecting
Falling Leaf	N	Autumn, trees, herbalism, survival
Fiddler Green	NG	Musicians, traveling performers, bards
Grandfather Oak	N	Scholars of nature, fae, elementals
Hearthwarder	NG	Homes, inns, doorways, keys, security
Jeni Pumpkinseed	CN	Harvest, autumn, madness, seduction
Kitecrafter	N	Assisted mundane flight, wind, navigation
Little Thunder	CG	Clouds, rain, thunder, wind
Longstrider	CG	Journeys, maps, exploration, roads
Lorekeeper	N	Knowledge, writing, libraries, history
Mistress Filigree	CG	Creative arts, ornamental crafts, beauty
Morninglight	LN	Dawn/morning, beginnings, awakening
Mossyboots	CG	Strength, unarmed combat/contests, sagas
Patchwork Man, The	CN	Castoffs, lost things, junk, remnants
Spiralshell	N	Dreams, mollusks/gastropods, sanctuary
Stoneskipper	NG	Boats, water travel, thrown weapons
Stormcaller	CG	Sky, clouds, precipitation, lightning
Stormqueller	NG	Sky, clouds, precipitation, wind
Thistledown	NG	Plants, planting, agriculture, breeze, dew
Threadspinner	N	Textiles, weaving, dyeing, sewing
Tumblebridge Hag, The	N	Boundaries, passage, ice, cold, fear
Valedancer	NG	Sunlight, floral gardening/arts, insects
Weaving Woman, The	NG	Woven arts, doll making, constructs
Whimsywing	CG	Humor, performing arts, color, joy, life
Wishsinger	LN	Magic, spellcasters, research, schooling

THE ILLUMINATORS

Of the six pantheons, this group is most invested in maintaining and advancing the cause of human civilization. The prevailing alignment/ethos of the pantheon is NG.

CANDLEWICK (DEMINITY OF HOME AND LIVELIHOOD)

“THE WELCOMING FLAME”

Armor Class: 1

Magic Ability: 16th level Cleric

Move: 15”

Fighter Ability: 14th level

Hit Points: 105

Mask: Serene pewter face — candleflame eyes

Otherwise appearing as an ordinary man of middle years, Candlewick’s eyes are a warm yellow-orange that flicker gently. Found most often in small villages, his pleasant demeanor invites camaraderie and conversation, with no recourse to deception or abuse. The deminity can calm any rage or fear, and diminish or extinguish any flame. Clerics receive one free casting of *Firewash* (**AVREMIER** pg. 30) or *Purifying Flame* (pg. 22) per day.

CINDERSNATCH (DEMINITY OF METALWORK AND INNOVATION)

“KING COAL”

Armor Class: -2

Magic Ability: 16th level

Move: 18”

Fighter Ability: 16th level

Hit Points: 111

Mask: Mosaicked metals — smoke from eyes

A portly dwarf-like figure with bright orange hair and coal-black skin, Cindersnatch cannot be harmed by any object of metal. He is often joking or laughing, and his humor is very infectious. This deminity limits his interest to crafting and inventing, rarely found outside of his workshop. If disturbed or assaulted, he uses these opportunities to test out new devices and weapons in practical circumstances. He may also manifest any fire-based spell at any time. Honored greatly by many within the delvish (dwarven) community, Cindersnatch commands as much influence in Nekari as he does in Dhavon. Clerics receive two free castings of *Heat Metal* per day.

HEARTHWARDER (DEMINITY OF HOME AND SECURITY)

“GUARDIAN OF THE THRESHOLD”

Armor Class: -5

Magic Ability: 18th level Cleric

Move: 12”

Fighter Ability: 16th level

Hit Points: 119

Mask: Heart-shape, sanded wood, painted symbols

Considered the head of the Illuminators pantheon, Hearthwarder appears as an ordinary man or woman, unassuming and soft-spoken — but with a voice that the faithful have all heard and know. Wherever civilization and family are held in high regard, the worship of Hearthwarder thrives. Represented equally as

male or female, this deminity is welcomed as a family member by the faithful, leaving an empty seat in his/her honor at the meal table during holy days. Hearthwarder represents the security and support of community as well as the comfort and closeness of the family unit. Devout worshippers may form close, lasting friendships with those of like mind and outlook. Comrades tend to become friends and friends like family. In the aftermath of The Harrowing, Hearthwarder was a deminity that intervened on the side of Humanity, supporting peace efforts on behalf of all those involved. Hearthwarder cannot be deceived by disguise or falsehood and fights with the combined strength of every member of a church or community. Clerics receive three free castings of *Purify Food & Water* per day.

LOREKEEPER (DEMINITY OF HISTORY AND KNOWLEDGE) “KEEPER OF THE QUILLS”

Armor Class: 3	Magic Ability: 15 th level
Move: 15”	Fighter Ability: 12 th level
Hit Points: 80	Mask: Parchment with archaic writing

A dark, elderly man, with a bald head and long, white beard. Clad in loose garments of indigo and black. Lorekeeper is mighty with both word and with pen. May speak one Power Word per turn, of any type he wishes, but no word can influence or harm him. May even *Stop Time* with a commanding, “Stop!” Though he may not know the answer to every question, he tends to know the location of the book or scroll that does. Can produce writing quills from nothing, and hurl them as magical darts in combat. Clerics receive two free castings of *ESP* or *Knock* per day.

MISTRESS FILIGREE (DEMINITY OF ARTS AND BEAUTY) “LADY GRACE”

Armor Class: -2	Magic Ability: 14 th level
Move: 18”	Fighter Ability: 13 th level
Hit Points: 83	Mask: Gold/silver filigree and small jewels.

A feminine figure made up of layered embroidery, filigree, lace, latticework, quilling, and more. Her face is always concealed by a beautiful, ornate mask — though many believe the mask *is* the face. Those who gaze upon her cannot consider doing her harm, simply admire and adore. Even when threatened with harm, she is just not precisely where the blow comes to land. She is muse, patron, model, and artist. Clerics receive one free casting of *Remove Curse* or *Cure Disease* per day.

THREADSPINNER (DEMINITY OF TEXTILES AND SEWING)

“GATHERER OF JOYS”

Armor Class: 0

Magic Ability: 14th level

Move: 15”

Fighter Ability: 12th level

Hit Points: 86

Mask: Veil-like, of beautifully dyed cloth

Another deminity that appears as male or female, usually identified by hair with each strand of a different hue or shade. Often detached or distracted during interactions with others. Able to produce nearly any form of textile (magical or otherwise) within moments. Also known to cast *Webs* of many colors at will. Can see a brief distance into the future, and never fails a saving throw. Clerics receive two free castings of *Bless* per day.

WISHSINGER (DEMINITY OF ARCANE MAGIC AND

SPELLCASTERS)

“THE WISE MAN”

Armor Class: 1

Magic Ability: 30th level

Move: 12”

Fighter Ability: None

Hit Points: 88

Mask: Polished silver engraved w/ magical glyphs

A roughly male figure that always appears in (blue) silhouette, Wishsinger is said to be the caretaker of the Arcanaflow. He speaks only in song and may cast, counter, or dismiss any arcane spell. Wishsinger may manipulate the local conditions of the Arcanaflow to any level or direction at all. He is mostly unaffected by physical attacks, unless the weapon is of powerful enchantment. The deminity does not touch the ground, and never walks. Wishsinger is an inhuman enigma with few concerns beyond arcanic magic and its use. Clerics receive three free castings of *Detect Magic* per day.

THE KEEPERS

These deminities serve as intermediaries and guides between Humanity and the non-human world around them. The prevailing alignment/ethos of the pantheon is Neutral.

CROW WOMAN (DEMINITY OF SECRETS AND RIDDLES)

“LITTLE MEDDLER”

Armor Class: 3

Magic Ability: 17th level each Magic-User/Cleric

Move: 12”

Fighter Ability: 10th level assassin

Hit Points: 100

Mask: Black, feathered raven w/ one closed eye

Practical head of the Keepers pantheon, Crow Woman is a black-haired female of indeterminate age, with eyes of green when her mood is fair, or black when she is not to be crossed. May appear as any kind of crow or raven, but able to fly in any form. Have the answer to any question (even if it requires thought or study — Referee's option). Through simple observation, she can discern the relative strengths and weaknesses of a subject, giving herself a +3 bonus to all die rolls against them, and the subject a -3 penalty to all die rolls against her. Can produce just about any type of non-artifact wand from within her voluminous sleeves. Clerics receive two free castings of *Find Traps* or *Speak With Animals* per day.

EYES OF TANGLEWOOD (DEMINITY OF LOST KNOWLEDGE AND GATHERING)

“MANYPAWS”

Armor Class: -6	Magic Ability: 15 th level
Move: 24”	Fighter Ability: 12 th level monk
Hit Points: 88	Mask: Three of wood, fit/curved to fit one head

A large squirrel or wiry young man with coppery hair and amber eyes. Regardless of appearance, he has a nervous and agitated manner, never entirely calm or still. In combat, or any circumstance where initiative is in play, the deminity is able to take a single action following any participant's turn. If free to move, can only be hit by a thrown or missile weapon on a die roll of 20. It is nearly impossible to conceal anything (or hide from) the deminity. Clerics receive two free castings of *Faerie Missile* (AVREMIE pg. 30) per day.

SPIRALSHELL (DEMINITY OF DREAMS AND SANCTUARY)

“THE WENDING STILLNESS”

Armor Class: -8	Magic Ability: 17 th level
Move: 18”	Fighter Ability: 10 th level
Hit Points: 74	Mask: Of shell, carved w/ elaborate whorls

A 15' snail with human eyes upon its stalks and an opalescent shell. Alien and inscrutable, Spiralshell's patient consideration may compensate for an off-putting, quirky demeanor. Can make a slam attack of its elastic form for 3-30 damage, but prefers to baffle foes with its *Dreamstate* ability, delivered by a lulling song to render those within hearing (save vs. spells at -2) immaterial (as Gaseous Form) and *Confused* (at 17th level magic ability — setting the duration). The opalescent shell can *Scintillate* as a double-strength (up to 48

levels/HD of creatures) *Hypnotic Pattern*, entrancing all who view it. The *Scintillating shell* may manifest a mobile *Prismatic Sphere* effect. No mortal gastropod can resist the deminity's will, and may not attack Spiralshell for any reason. Clerics receive two free castings of *Viscosity* (**AVREMIE** pg. 30) per day.

TUMBLEBRIDGE HAG (DEMINITY OF BOUNDARIES AND COLD) “GRANNY FROST”

Armor Class: -1

Magic Ability: 18th level

Move: 12"

Fighter Ability: 15th level

Hit Points: 95

Mask: Rough crystal w/ mane of icicles for hair

This ancient, stooped woman with gray skin and white hair may be encountered hobbling along a lonely road (with an icicle for a walking stick), resting upon a broad stone, or standing at an overlook to watch the sunrise. Her breath mists when she speaks, regardless of the environment. She can create wintry weather in up to a 1 mile radius, and freeze objects by touch. When angered, she radiates *Fear* and may call down an *Ice Storm* at will. Clerics receive three free castings of *Snowstars* (**AVREMIE** pg. 29) per day.



One of the Weaving Woman's more popular creations – a small barbearian, suitable for coloring.

WEAVING WOMAN (DEMINITY OF WOVEN ARTS AND ARTIFICIAL LIFE) “LIFEKNITTER”

Armor Class: -1

Magic Ability: 21st level

Move: 15”

Fighter Ability: 10th level

Hit Points: 92

Mask: Woven yarn of many soft colors

Matronly figure in plain, homespun clothing. Constantly knitting, crocheting, or simply fiddling with yarn. While her demeanor is pleasant enough, the Weaving Woman prefers the company of constructs over the living. Her ever-present knitting needles are +3 stabbing weapons, with the *Slay Living* property, that she also throws with great skill. May craft a construct of up to small size in one turn. Unaffected by magic that requires the target to be a living creature. Clerics receive two free castings of *Hold Person* per day.

THE PRESERVERS

A pantheon devoted to the acceptance and appreciation of the natural world. The prevailing alignment/ethos of the pantheon is Neutral.

FALLING LEAF (DEMINITY OF WILDERNESS SURVIVAL AND PLANT LORE)

“AUTUMN’S DAUGHTER”

Armor Class: -1

Magic Ability: 12th level Druid

Move: 18”

Fighter Ability: 13th level

Hit Points: 78

Mask: Gilded leaves with a mouth of painted wood

Slender young woman clad in colorful leaves. Never walks when she can run instead. When running, she is unimpeded by natural terrain or undergrowth. When pursued, her move rate is at least one category higher than her nearest pursuer. Like a dryad, she can merge physically into any tree, and hurl leaves as shuriken. Falling Leaf cannot be tracked by scent, trail, or tracks. Clerics receive one free casting of *Spring Rain* (AVREMIER pg. 30) per day.

GRANDFATHER OAK (DEMINITY OF NATURE SCHOLARSHIP AND FAE LORE)

“THE GNARLED GOD”

Armor Class: -4

Magic Ability: 14th level each Cleric/Druid

Move: 12”

Fighter Ability: 15th level

Hit Points: 130

Mask: Heavy wood with a beard of green leaves

The acknowledged head of the Preservers pantheon, Grandfather Oak is rarely encountered except as an immense oak tree of great age and strength, with the features of a kindly old man. Possessed of near-absolute knowledge regarding the natural world. Physically strong as a storm giant and cannot be moved against his will by any force less than that of a hurricane. Unaffected by attacks that inflict less than 30 points of damage in a single blow. Able to create a *Time Stop* effect up to three times per day. Clerics receive three free castings of *Predict Weather* or *Protection From Evil* per day.

KITECRAFTER (DEMINITY OF MECHANICAL FLIGHT AND AVIATION)

“THE CLOUD RIDER”

Armor Class: -3	Magic Ability: 15 th level
Move: 21”	Fighter Ability: 12 th level
Hit Points: 75	Mask: Paper/linen across a delicate wooden frame

A tall woman with thick hair of white-streaked gray. Most comfortable in light work garments and coveralls. Her sensitivity to, and awareness of, the surrounding air allows her to detect invisible or hidden creatures and objects, and dodge incoming missile attacks. Often uses kites as weapons. When forced into conflict, she prefers to fight from the air, or to simply fly away. Known for her mastery of origami, the deminity is often fiddling with paper and wood to craft creatures or objects that animate as very effective constructs. Clerics receive three free castings of *Predict Weather* per day.

LONGSTRIDER (DEMINITY OF JOURNEYS AND CARTOGRAPHY) “WORLDWALKER”

Armor Class: -2	Magic Ability: 13 th level Druid
Move: 30”	Fighter Ability: 14 th level
Hit Points: 85	Mask: Gray stone, carven arrows in all directions

A lanky man with pale-green skin and dark-green hair, Longstrider subsists on sunlight and water. Dislikes being indoors, always on the move, seeking new vistas and discoveries. His plain walking stick is a branch of the World Tree, able to strike any creature born of Avremier, no matter their resistance or composition. When walking, any surface will bear his weight — including water. He may even keep his feet during an earthquake. Travelers sometimes encounter him on a lonely path or trail, finding a welcoming companion, and later realize they have walked many miles in a short time without fatigue.

Longstrider has encyclopedic knowledge of terrain and landscapes. He is never lost, not even under the influence of such magic as *Hallucinatory Terrain* or *Maze*, and always functions as if benefitting from *Find the Path*. Clerics receive three free castings of *Detect Snares & Pits* per day.

MORNINGLIGHT (DEMINITY OF BEGINNINGS AND AWAKENINGS)

“SHE WHO RISES”

Armor Class: 1	Magic Ability: 15 th level each Magic-User/Cleric
Move: 15”	Fighter Ability: None
Hit Points: 92	Mask: Carved from one piece of polished opal

Young in the morning and aged by nightfall, this deminity has rose-gold skin and reddish hair. She can alter the physical age of a creature or object by touch, up to 5d10 years older or younger each time. Able to create or manipulate ambient light, light-based effects, and electrical phenomena. She can increase or decrease light, absorb or channel electricity, and refract light for a variety of colorful effects. She can be (or see) invisible at will. Clerics receive two free castings of *Continual Light* per day.

STONESKIPPER (DEMINITY OF WATER TRAVEL AND THROWING)

“RIPPLERIDER”

Armor Class: -4	Magic Ability: 17 th level
Move: 18”	Fighter Ability: 14 th level
Hit Points: 71	Mask: Driftwood painted w/ blue & green patterns

Appearing as male or female, of the size and appearance of a blue-eyed child or buccan. Throws objects with uncanny accuracy, missing usually only on a roll of 1. Also able to dodge or catch objects that target him/her. Walks or runs naturally across the surface of water. Prefers contests over combat and known to accept almost any wager of skill. Clerics receive two free castings of *Take the Edge Off* (AVREMIER pg. 30) per day.

THISTLEDOWN (DEMINITY OF AGRICULTURE AND PLANTING)

“SEEDSPREADER”

Armor Class: -2	Magic Ability: 12 th level each Magic-User/Druid
Move: 18”	Fighter Ability: 10 th level
Hit Points: 68	Mask: Leaves and petals, white seed down for hair

Slender and sexless, this small figure is always in motion and never touches the ground. Thistledown is almost impossible to hit since any object or force that gets close simply pushes the deminity aside, as if weightless. Able to accelerate or diminish the growth of any non-intelligent plant. Clerics receive one free casting of *Cure Disease* or *Plant Growth* per day.

VALEDANCER (DEMINITY OF FLORAL CULTIVATION AND INSECTS)

“DAYDREAMER”

Armor Class: -1

Magic Ability: 14th level Magic-User/Cleric

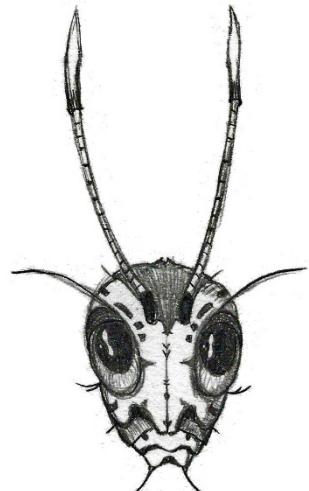
Move: 18”

Fighter Ability: 12th level

Hit Points: 84

Mask: Butterfly wings and woven flowering vines

Appearing as a human-shaped insect, Valedancer buzzes from place to place, never idle. Always accompanied by insects of one sort or another, and may call up a swarm or “plague” at any time. While not unfriendly, Valedancer lacks a measure of empathy for individual human wants — viewing only the “grand scheme.” Known for turning those who become threatening or bothersome into ordinary bugs. Clerics receive two free castings of *Insect Charm* (as *Snake Charm*, but an equal HD amount of insects or spiders) per day.



THE PROVIDERS

This is a family of weather deminities that prefers to assist Humanity on its own terms. The prevailing alignment/ethos of the pantheon is CG.

LITTLE THUNDER (DEMINITY OF RAIN AND MISCHIEF) “STORMKICKER”

Armor Class: 0

Magic Ability: 10th level Magic User/Druid

Move: 18”

Fighter Ability: 13th level

Hit Points: 101

Mask: Grinning child face of soot-streaked wood

A small boy with skin the color of a dark storm cloud, and shining silvery hair that crackles with electricity. Clerics receive one free casting of *Call Lightning* or *Pyrotechnics* per day.

STORMCALLER (DEMINITY OF STORMS)

“MOTHER THUNDER”

Armor Class: -2

Magic Ability: 13th level Magic-User/Druid

Move: 18”

Fighter Ability: 15th level

Hit Points: 110

Mask: Flint, wire hair, eyes crackle w/ electricity

The prevailing head of the small Providers pantheon, this heavyset woman speaks quietly and never seems to smile. On the rare occasions she does raise her voice, it is with the force of rolling thunder. Still, she manages to convey a measure of warmth and joy in her words and manner. Clerics receive two free castings of *Call Lightning* or *Prayer* per day.

STORMQUELLER (DEMINITY OF WEATHER)

“FATHER RAINCLOUD”

Armor Class: -3

Magic Ability: 15th level M-U/13th level Druid

Move: 18”

Fighter Ability: 15th level

Hit Points: 112

Mask: Woven reeds, pale wood, teardrop eyes

A paunchy man with big arms and one crooked leg, Stormqueller walks with a limp. His white beard drips with moisture and his laughter is the rumble of distant, fading thunder. No effect of air, water, or lightning will harm him, and he can dismiss all such displays with merely a wink and a nod. Clerics receive three free castings of *Predict Weather* or *Obscurement* per day.

THE REVELERS

Embodying the joys of life, these deminities are popular, if somewhat unpredictable. The prevailing alignment/ethos of the pantheon is/are CG/NG.

CIDER JAK (DEMINITY OF FRUIT CULTIVATION AND BREWING)

“BREWMASTER”

Armor Class: 2

Magic Ability: 13th level Magic-User/Druid

Move: 18”

Fighter Ability: 14th level

Hit Points: 82

Mask: Facade of a keg with a tap for a mouth

A big man with a big laugh, Cider Jak has nut-brown skin, reddish hair, and bushy brows dancing above bright green eyes. Just breathing in the sweet fumes of his exhalations can cause instant intoxication. Able to transmute

any liquid into just about any other. Identifies plants immediately on sight, able to speak with them and to influence their growth or behavior. Strong as a frost giant, but disinclined to violence, Cider Jak prefers contests of strength, wit, or drinking. He is a magnanimous winner and a generous loser. Lost or desperate travelers have spoken of a welcoming inn where none should be, owned by a big man resembling Cider Jak, who refused to take their money for food, drink, and a room for the night. Clerics receive two free castings of *Create Water* per day.

FIDDLER GREEN (DEMINITY OF MUSIC AND PERFORMANCE) “UNCLE LONGLEGS”

Armor Class: -4	Magic Ability: 16 th level M-U/12 th level Druid
Move: 24”	Fighter Ability: 12 th level
Hit Points: 77	Mask: Smiling, green leather and silver filigree

A tall, aged man, this spindly deminity is dapper in his fine, green suit. Always carries a fiddle. Moves with energy and grace, never tiring or lapsing in attention. His melodious voice dispels cares and ailments, while his music may conjure tangible visions of far places and events. When threatened, his voice can be impossibly commanding, while his music becomes an irresistible call to dance to the Fiddler’s tune. Seems to know every language, song, or story. There is a small chance he will appear at a festival, celebration, party, or event to perform and bestow blessings upon attendees. Clerics receive two free castings of *Hold Person* or *Silence 15'* per day.

MOSSYBOOTS (DEMINITY OF STRENGTH AND UNARMED COMBAT) “UNCLE STOMPER”

Armor Class: -3	Magic Ability: 12 th level druid
Move: 18”	Fighter Ability: 16 th level
Hit Points: 125	Mask: Heavy wood with a beard of moss

Reluctant head of the Revelers pantheon, standing just shy of 6’ in height, Mossyboots is exceptionally broad and powerfully built. While his thick boots are most certainly covered with a growth of rich, green moss, his shaggy hair and bushy beard appear to be formed of the same stuff. Boisterous, but gentle, the deminity prefers unarmed and non-lethal combat. Clerics receive two free castings of *Plant Growth* or *Strength* per day.

WHIMSYWING (DEMINITY OF PERFORMANCE AND LIFE)

“BRIGHTFLUTTER”

Armor Class: -3

Magic Ability: 16th level Magic-User/Cleric

Move: 24”

Fighter Ability: 13th level

Hit Points: 97

Mask: Shimmering insect wings and stained glass



A young woman with pixie-ish features, this deminity wears dazzling butterfly wings as an affectation. Her mere presence inspires joy, but the music of her voice can dispel fear, quell hatred, or dispel madness. She seems never to touch the ground and is always fluttering about. Immune to all forms of *Charm* or mental coercion. Clerics receive one free casting of *Remove Curse* per day.

THE STRANGERS

Never forgetting that darkness and cruelty lurk within shadows and hearts, this pantheon suits those who often need help the most. The prevailing alignment/ethos of the pantheon is CN.

BRIAR KING (DEMINITY OF DARKNESS AND DANGEROUS PLANTS)

“THE THORNS LORD OF BRIARDOWN”

Armor Class: 1

Magic Ability: 13th level druid

Move: 15”

Fighter Ability: 12th level

Hit Points: 125

Mask: Twisted, thorns and vines, bloodstained

Through plot and threat, this deminity is the tyrannical head of the unsettled Strangers pantheon. A scarecrow figure of twisted wood and thorny vines, the Briar King wears a perpetual expression of disdain. Patron to those who reject the shackles of civilization, and to the few that make new paths of their own. His voice causes fear and his touch is wracking pain. Wood is his element and it obeys his will. Clerics receive two free castings of *Autumn Wind* (**AVREMIE** pg. 30) per day.

Briardown

The realm of an ancient and powerful fae lord before the Briar King invaded, choking the once-pleasant vale with tangled brambles and thorny vines. The original ruler still lives, impaled upon long thorns and pecked by malicious shrikes – unable to die. In Briardown, pain is almost a certainty and death comes slowly, if ever.

While beautiful in a nightmarish and fanciful way, Briardown is filled with barbed plant life, broken stones, brackish water, and poisonous fruits. The animals are treacherous things that shun the light and stalk any passing stranger (exceedingly few and rarely intentional). There are no settlements, and a single sluggish river meanders past rocky outcrops and tangled roots. The water tends to be brackish and silty, forming small rusty-orange pools or rivulets. Enormous water flowers, some up to ten feet across, can be found near the swampy end of the river, where it empties into a shallow lake choked with weeds and reddish algae. The wildlife there consists mostly of lurking crustaceans, nearly-skeletal flying fish with needle-like teeth, and enormous eels with spiny skins.

Now, within this vale, it is always late autumn (gilding) just verging on winter (gloaming), the wan sun hidden by clouds and rarely casting its light through the gathering limbs of thorny trees. The only known entrance is a twisting spiral of gigantic barbed vines, forming a treacherous downward tunnel. Sometimes, visitors are permitted to strive long enough to reach an audience with the Briar King, if they prove to be sufficiently respectful and amusing.

JENI PUMPKINSEED (DEMINITY OF HARVEST AND MADNESS) “THE WILE O’ WISP”

Armor Class: 0

Magic Ability: 11th level druid

Move: 18”

Fighter Ability: 12th level

Hit Points: 82

Mask: Grinning jack-o’-lantern.

Mad and mercurial woman, lean and angular, with a wild mane of red-orange hair. Typically wears black paint on her face to emulate a traditional jack o’ lantern grin. Her crooked smile is known to inspire terror, or desire. Also known as the Harvest Queen, she appears on the night of the harvest moon to seduce some unsuspecting mortal — who is never seen again. Something of a Grim Reaper figure, a goddess of plenty, and a cruel siren. Worshipped by a cult known as the Order of the Harvest Moon. Clerics receive one free casting of *Speak With Dead* per day.

PATCHWORK MAN (DEMINITY OF CASTOFFS AND LOST THINGS)

“THE LORD OF SCRAPS”

Armor Class: -2

Magic Ability: 15th level

Move: 15”

Fighter Ability: 12th level monk

Hit Points: 91

Mask: Piecemeal fabrics and hides

Covered in rags of faded earth tones, this lanky figure moves in an awkward, jerky fashion, with joints often bending the wrong way. May croak and hiss in an approximation of speech, but usually remains silent. An encounter with the Patchwork Man results in some sort of loss. An item, a friend, a memory, a hit point, a level — something. In combat, it is almost impossible to tell which way the deminity will move, or from which direction a strike may come. Legends claim the Patchwork Man cannot be defeated, only appeased. The deminity of loss, but also known for giving unwanted things a place and a purpose. Clerics receive two free castings of *Locate Object* per day.

CHANCELLOR OF THE WASPS

This mysterious figure is called the Overdeminity in obscure religious texts. There are no detailed records, ceremonies, or observances for this entity. Whatever the Chancellor may be, it neither seeks nor supports worship. There are no prayers. No spells are granted. It has no Spire. Still, all other deminities defer to this being and bend to its will. Has never made a documented physical appearance. Symbolized simply by a golden wasp.

ARESH SAINTS

DAISOVAN (ARCHSAINT OF HUMANITY)

“THE RADIANT EMPEROR”

“There have been gods who promise to keep their faithful safe from harm; to hold them in the palm of their hand for all time. This is so those deities may crush these misguided souls themselves, and at their leisure. Some gods are like that.”

Known as the Founder of Dhavonish Civilization, Daisovan led Humanity to Avremier, laying the foundation of society for generations to come. By his own declaration, Daisovan is the last absolute ruler of Dhavon — unless a worthy heir claims the empty throne. His doctrine honors the rule of Law above all, but

has little to say regarding morality. Pushes for progress — at almost any cost.

His color is gold, the pure sheen of wealth and glory. Takes credit for calling the deminities to intervene on behalf of humanity near the end of the Harrowing. Believes that Humanity has survived, and thrives, through his example and laws. An Akashic Master (as are most saints).

SPHINXES

These creatures originate in the Luminal realm, their bloodlines engineered at Daisovan's instruction to create the perfect instruments of his will. During the early days of human advancement, Emperor Daisovan employed sphinxes of awesome beauty and power as personal guardians and councilors. Today's sphinxes greatly diminished descendants of their near-divine ancestors, but Daisovan's chosen can sometimes be found among the other planes, or even (more rarely) in Avremier itself. These sphinxes prefer isolation and peace, seemingly finished with their days of might and glory.

“Sanctusphinx”

Armor Class: -3

Magic Ability: As 19th-level cleric

Move: 16”/24”

Fighter Ability: 15th-level monster

Hit Points: 105

Majestic androsphinx with marble-white skin and shining gold hair, eyes, lips, wings, and claws. Preferring peaceful resolutions, the sanctusphinx is nonetheless quite savage in combat, prone to rending and devouring fallen foes. His front paws inflict 2-20 damage each. The sanctusphinx takes no damage from fire or “holy” sources of any kind. Undead cannot approach within 20’ without taking 3-30 damage per round. This creature can *Detect Evil, Invisible, and Lies* at will. He is immune to fear and all mind control effects. Only Daisovan himself may command the sanctusphinx.

“Sphoenix” (Phoenix-Sphinx)

Armor Class: -1

Magic Ability: As 14th level magic-user

Move: 12”/24”

Fighter Ability: 10th level monster

Hit Points: 75

Only two of these angelic sphinxes are known to exist — an androsphinx and gynosphinx with rose-gold skin, and with hair and wings of shimmering

crimson and copper. They flicker with flame and shimmer with heat, destroying most non-magical items on contact. Their front paws inflict 2-16 (plus 2d4 fire) damage each. Magical weapons or objects striking these creatures must save vs. dragon breath or be destroyed. They are immune to normal fire, while magical fire heals any damage they may have taken. Both of these creatures are known to reincarnate in similar forms after death.

ROJI (MASTER OF THE RIPPLING PATH) “THE MEDDLESOME IMP”

“I never claimed the gods don’t exist. I said I didn’t believe in them.”

Occasional balancing force to the Radiant Emperor's unbending pursuit of "Ultimate Law," and instrumental in the rise of Volgate culture. Roji is known also as "The Aged," or, "The Elder." Believes in human potential and seeks solutions through understanding, adaptation, and evolution. His color is the blue of their shared mother's eyes — they have different fathers. According to half-forgotten legend, Daisovan has killed Roji at least once during their long history.

Where Roji once explored elemental paths, he is now an Akashic Master who strives for monastic equilibrium in all things. Founder of the Four Elemental Paths that form the oldest foundation of human monastic practice: Flickering Path of Fire, Rippling Path of Water, Rumbling Path of Earth, and Whispering Path of Air.

OTHER SAINTS

ST ALBRAI, The Lightbearer: The Shining Beacon, The Flame of Righteousness.

ST ATHRUN, The Brazen: Founding saint of the Dragonne Court.

ST AVATHY, The Redeemer: The Narrow Path, The Threshold of Hope.

ST BILA, The Forgiver: The Open Hand, The Mantle of Peace.

ST EMBRUA, The Corruptor: The Bonedancer, The Chilling Smile.

ST EWNE, The Avenger: The Gleaming Blade, The Bastion of Faith.

ST HARROC, The Knowing: The Truth-Speaker, The Final Word.

ST MAGUINNE, The Fargazer: The Seeing Eye, The Witness of Fate.

OTHER DIVINITIES AND POWERS

COURT OF ECHOES

Both of the following pantheons are worshipped almost exclusively by subterranean races and societies. Full details will be found in the **UNDERMIE** supplement. Cruel and capricious, these entities may have once been denizens of one or more Umbral planes. As a group, they are known as the Volkhara.

<i>Title</i>	<i>Position</i>	<i>Symbol</i>
Baron Sinister	Reigning male	Grinning male silhouette
Harbinger of Entropy	Messenger/Speaker	Cloven bell in cobwebs
Herald of the Plague	Vermin Keeper	Rat with scorpion tail
Knight of Silence	Guard Captain	Helm w/ tentacles from bottom
Lady Dark	Court Magician	Broken wand dripping blood
Lady Scream	Chief Torturer/Spy	Silver wasp in amber drop
Lord Scrounge	Majordomo	White spider w/ walking stick
Madame Basilisk	Poisoner/Assassin	Hand w/ reptile eye fingertips
Mother of Bats	Reigning female	Flying bat silhouette

ELDERS OF DENOBAN

Thought to have once been tatters (cloakers) from the elder days, now become something very different — and very powerful.

<i>Title</i>	<i>Interests</i>	<i>Symbol (Mask)</i>
Architect of Shifting Stone	Structure, sabotage	Fractured stone
Caretaker of Forgotten Vaults	Secrets, hidden	Keyhole mouth
Conductor of Timeless Sighs	Perception, dreams	Eyeless. Open mouth
Guardian of Lightless Depths	Darkness, isolation	Grinning. Slit eyes
Shepherd of Lurking Ooze	Hunger, decay	Distorted flowstone

DEITIES OF BEYOND

These entities that follow are not generally worshipped as much as implored or satiated. They are alien aberrations of divine stature that tend to harm the very structure of reality as they pass.

CHARYBDIS (THE ABYSSAL MAELSTROM) “THE EVERENDING”

Symbolized by a dark whirlpool surrounded by black tentacles, Charybdis (or, just Dis) is an alien entity of divine power with little-to-no concern for the wants or attentions of mortals. Exemplifies limitless appetite and ultimate destruction. In Avremier, there are a few apocalyptic human cults that yearn for the end of all things through Charybdis, with the tenuous promise of a new state of glorious existence on the other side. To these misguided worshippers, Charybdis is known as the Keeper of the Way. Through it all, Charybdis utterly ignores all forms of worship and devours everything it can. Its realm is known as The Consumptivarium.

DARK GOAT MOTHER

This black-furred capritaur, a devotee of witchcraft, left her tribe to explore the mysteries of Hollowwood Swamp. There, she discovered a nameless power of dark fecundity, becoming its devotee and priestess. In time, she left the swamp to pursue her deity's interests — taking a part of it within herself. Now towering as large as an ogre, and blessed with horrific strength, she manifests great tentacles covered with gnashing mouths. Her servitors are hideously deformed treant-like monsters. Feared by many witches and hags, she has been known to devour those she encounters. Can turn either arm into a biting tentacle, a hit from which causes 1-4 damage + 2-8 blood drain.

SUSURRUS (SOURCE OF SECRETS) “THE TATTERED KING”

Becoming aware of its own emptiness, the sentient void spoke, and those first words became Susurrus.

Its coming is a whisper of the desiccated souls of fallen leaves, an everchanging shiver of sound at the edge of awareness...a soothing noise to lull the listener into gentle madness — unmistakable to anyone hearing it even once, in any lifetime...invoking a disquieting fascination in most...weaving subtle patterns of helpless lassitude — gently, persistently abrading the edges of sanity.

Unintelligible murmurs and suggestions of many voices...

The Whispering God. Archangel of Words. The Manifest Void. Lord of Empty Spaces. If there is an Overlord of Darkness within the Vastness, its name is Susurru. It manifests as a featureless humanoid figure of any size, wrapped in a rustling weave of indigo-violet-black rags and ribbons. Though all else may be still, the raiment of Susurru is ever-shifting and its form is ever-fluid. The body produces arms or appendages as needed, as well as an empty mouth and eye-sockets for expression. This physical form appears contained, but threatening to burst forth at any moment. Sometimes, Susurru is a great, faceless androsphinx of angular, black stone — menacing and enigmatic.

The home plane of this entity is named Tatterdemonium — but none can truly say where it lies or how it may be reached. The palace or lair of Susurru is named The Whispered Pit — assuming it even exists.

ULHOB-OCHRAL (HORROR IN MOONLIGHT)

“THE PALE FECUNDITY”

Armor Class: -2

Magic Ability: 15th level M-U/Cleric

Move: 18”

Fighter Ability: 15th level

Hit Points: 159

There are those that view the Charnel Moon above the world as an alien realm intruding within the night sky. A curse upon Avremier that might someday be lifted. If there is a ruler of that realm, or an architect of that curse, it is named Ulhob-Ochral. A thing of living moonlight and fungus.

WORLDWEAVER, THE (SPINNER OF LIES)

“QUEEN OF THE SPINNER SWARM”

A female deity of spidery aspect, the Worldweaver lurks within the Ethereal Plane, quietly expanding her dominion into neighboring regions through conquest. Her story will be told in the forthcoming **Ether Age** campaign arc.

The world is ending. Nothing can be done. There is no sickness to cure. No enemy to fight. No cataclysm to flee. There is only the fog. We cannot find the source. We cannot halt its advance. The swirling mists envelop more of the land with each passing day. They bring fear, despair, and madness. Also, terrible nightmares - and the nightmares are coming to life!

EREBUS (THE DEVOURER)

“GODSBANE”

Armor Class: -5

Magic Ability: 18th level Cleric

Move: 42”

Fighter Ability: 18th level

Hit Points: 290

A serpentine horror from beyond the stars, come to hunt and devour deities. Long ago, the powers of Good and Evil put aside their differences in the face of a common and overwhelming foe to stand as one against Erebus — and many fell together before imprisoning the monster. Today’s divinities wield greatly diminished levels of power, limited mostly to the Prime Material plane, possibly in the hope of never attracting the attentions of the Devourer. In time, Erebus escaped confinement through the parthenogenesis of three offspring, produced through the consumption of divine energy. Erebus is about 4500 miles long (23,760,000') and around 214 miles (113,000') wide.

CHILDREN OF EREBUS

This trio of divine siblings will be covered in greater detail within the pages of the **MARA IMPERIUM** regional supplement. Each measures about 20,000 feet in length (nearly 4 miles) and their shed skin or scales are holy relics to worshippers. The Armigerial Court of the Chimera is currently pursuing the acquisition of blood from all three deities for the advancement of their genetic alchemy program.

COUA (SERPENT DEITY OF AIR AND WATER)

Armor Class: -2

Magic Ability: 14th level Magic-User/Cleric

Move: 48”

Fighter Ability: 15th level

Hit Points: 170

Patron deity of Temruzael, Coua is a rainbow-hued feathered serpent of titanic scale, and the only one of the three that is not entirely evil. Within his chosen range, Coua is the master of weather and the elements of air and water. The Armigerial Court of the Gryphon hopes to gain a portion of Coua’s blood to apply toward their efforts in genetic alchemy.

MARA (SERPENT DEITY OF DARKNESS AND DESIRE)

Armor Class: -5

Magic Ability: 18th level Magic-User/Cleric

Move: 32”

Fighter Ability: 16th level

Hit Points: 185

Patron deity of Athraol and the Mara Imperium, Mara is an enormous black and green viper. Firstborn of Erebus, Mara embodies more of her progenitor's traits. Calculating, where her brothers are impetuous. Subtle, where her brothers are overt. While the nature and extent of her powers are not widely known, Mara has been able to plunge the entire Imperium into darkness in the middle of the day. Both the Armigerial Courts of the Basilisk and the Wyvern covet a measure of Mara's blood for their genetic alchemy.

NAGA (SERPENT DEITY OF EARTH AND FIRE)

Armor Class: -3

Magic Ability: 15th level Cleric

Move: 24"

Fighter Ability: 17th level

Hit Points: 200

Patron deity of Kephros, Naga is a gigantic serpent of volcanic black stone and molten magma, with influence over the elements of earth and fire. When enraged (most of the time), he manifests a pyroclastic aura to engulf all within 3", with lessening effect at greater ranges. His breath weapon, of similar nature, has an extreme range of nearly one mile.

THE MANIFESTATIONS OF NATURE

As mentioned on page 71 of the **AVREMIER** volume, this pair embody and move the seasons through the world's natural cycle. No stats are given for either the Horned Lord or the Waiting Woman. They are above such physical limitations and cannot be so readily defined. Between the two of them, the Manifestations *are* the passing of the seasons and the bounty of nature.

THE HORNED LORD (MALE NATURE CYCLE DEITY)

The embodiment of time, as it pertains to the world of Avremier. Chooses to appear almost always in hooved animal form, but has been known to assume a humanoid shape similar to a satyr. May also take the form of a minotaur, criotaur, capritaur, or centaur.

THE WAITING WOMAN (FEMALE NATURE CYCLE DEITY)

The embodiment of life, as it pertains to the native species of Avremier. In humanoid form, she is pursued by the Horned Lord. But, in animal form, she is always a huntress. In these forms, she favors cats, bears, wolves, or raptors. On rare, and dangerous, occasions — she appears with horns herself.

THE CARETAKERS

Ancient spirits of nature, separate from the seasonal Manifestations, yet beholden to those entities. Physical forms resembling great beasts, or plant creatures, that influence the land and nature around for miles. Known to speak aloud with their minds, or directly to the minds of others. Do not generally have human worshipers, and pay no attention to those who may try.

BOKARU

Misty form of a giant snow leopard with lynx-like ear tufts, ice-blue eyes with silvery pupils, and teeth and claws of frosted ice. May form large spikes of ice at the end of her tail in combat. Breath weapon of freezing wind and sharp ice shards. Range of influence includes the Cloudraker Mountains.

FAKI

Roughly humanoid mass of fungus, pale viney tendrils, rotted wood, and tough reedy stalks. Silent and patient, with little discernible intent or reasoning. No one has ever been able to communicate with Faki, and none can say what Faki's purpose (if any) may be. Faki seems a gentle soul and those within its presence feel a palpable sense of calm.

IZA

Resembles a giant spined serpent of black and gold. A secretive creature of silence and venom – also of sleep and dreams. Breath weapon of shadowy venom ejected in a stream and vaporizing into a heavy cloud immediately thereafter. The environs around Iza are always cool and quiet. Sometimes mistaken for another spawn of Erebus.

KHERABOK

This entity has physical traits of a badger or wolverine, and a raven or hawk. Sort of a primordial owlbear. Very dark and often savage. Strong and fierce, but also known as a healer and sage. Breath weapon of acidic black oil that is easily ignited. Owlbears are sacred beasts within Kherabok's territory, often menacing trespassers on sight.

MONABUR

Something like an immense cephalopod formed of weeds and kelp. Rarely ventures onto land, but is perfectly able. Said to sometimes appear as a roughly-formed whale. Preserver of the seas and cautious observer of human exploration beyond their shores.

OBOTH

A great mass of wet sand and broken driftwood or ship wreckage that resembles a hermit crab. Unpredictable and rather jumpy, this entity favors the seashore and is always on the lookout for new scraps to add to itself. Known as a savior of those at the mercy of the sea.

ULUK

Form of a giant silverback gorilla. Found near the Ashen City of Matrupaj. Known for his mighty roar and near-limitless strength. A defender of the land against exploitation and abuse. Champion of the small and the defenseless.

THE PRIMEVALS

If there are any divinities of Avremier above those of the Manifestations of Nature, the Primevals would be most likely to claim that position.

DAY

Huge golden eagle that flies over the land at the break of day to bring the morning light.

NIGHT

Great horned owl that flies over the land at the end of day to usher in the dark of night.

THE USURPERS

Monstrous beings of near-divine status that use avatars or proxies as a focus for worship, then devour them for the accumulated power. Symbols and ceremonies are vital to direct and manipulate energies for the gods to take and process. Their few and select priests receive a small portion of these energies to give them power and extended life.

GAUROHK (GOD OF THE HUNGRY GATES)

“THE HORNED WOLF”

This powerful Umbral Lord survived the Planewrack by slaying and devouring another Lord named Khargaroth, thus gaining a savage cult of human and humanoid worshippers. Through the manipulation of devoted followers, Gaurohk is now in ascension toward godhood. Those worshippers of

Khargroth that survived the fall of their deity are hunted to serve as sacrifices to Gaurohk — or converts to his cause. A few others willingly submit themselves to Gaurohk in the hope of being accepted instead of devoured. Supported by humans craving power, control, and vengeance over their enemies, Gaurohk appears in one of two main forms. One is a wolf-headed giant with antlers. Muscular, but with a bit of a gut from gorging. The other is a giant, antlered wolf. In his rise to power, Gaurohk seeks to become a god to giants, trolls, and monstrous humanoids.

KHURBOLG (GOD OF THE DARK POLES) “WINTER’S WRATH”

The black of frostbite and moonless nights. Possibly the only direct rival remaining to Gaurohk. Known also as the Last Titan, Khurbolg may be of a lost primordial giant tribe. His cold fury and elemental strength are both terrible to face. Khurbolg can supposedly manifest a cold so absolute as to stop time itself. Said to be immortal as long as the location of his heart (removed by a hag) remains securely unknown.

KYRTHOS (GOD OF THE ECHOING HALLS) “THE FORSAKEN”

Grey-skinned old man with empty black pits for eyes. Long, wispy white hair and goatee, with a bit of a bald spot on top. Dressed in dark, dull green - the color of cemetery grass. Never wears shoes and leaves no footprints. Also the god of sleep, and worshippers pray they will awaken every morning when they retire for the night. Dried flowers from the grave of a loved one are kept under the pillow for prophetic dreams from the departed.

KALAU PANTHEON

A pair of powerful, and often opposing, sea deities that outlasted the ancient aquatic civilization which honored them most. Desperate for worship, the two entities promised the kalau whatever they could for renewed power.

THE BLACK OCTOPUS

Armor Class: -5	Magic Ability: 14 th level
Move: 18”	Fighter Ability: 10 th level
Hit Points: 66	

Dark as ink, and worshipped mostly by female devotees, the Black Octopus represents secrets, wisdom, protection, and concealment. She is never entirely still and cannot be bound or contained. Patient and silent, this entity can assume a featureless and fluid humanoid form of darkness and tentacles.

THE WHITE SHARK

Armor Class: -3

Magic Ability: 7th level Cleric

Move: 24"

Fighter Ability: 14th level

Hit Points: 88

Honored almost exclusively by males, the White Shark is a deity of aggression, hunger, death, and war. In his war incarnation, the Shark is covered with pale, lobster-like armor. His humanoid form is essentially that of a shark-headed ogre and there is very little through which he cannot bite.

THE SLEEPING LEVIATHAN

Sailors whisper tales of a huge, monstrous, and secret “kalau overdeity,” kept mollified or imprisoned to prevent all the land from being flooded. What form this entity may take is anyone’s guess. Popular rumor suggests a kraken.

TROLL GODS

A loose pantheon of ancient, undying trolls that may have regenerated beyond mortality. The roster has changed over the centuries, as troll gods destroy one another, or a particularly long-lived troll rises to their ranks. If a deity is consumed by another, the fallen deity's worshippers become those of the victor. The present number of known Troll Gods is five. The pantheon remains small while the gods continue to slay and/or eat one another. Lyrka (The Devourer), alone, has caused the destruction of no less than four others. This has made her the most feared deity in the pantheon. If not for new troll gods arising occasionally, Lyrka would likely be alone in the pantheon today.

The troll gods exist to maintain the troll realms, wielding power over their own spheres. Each manifests a unique physical form, maintaining lairs of sacred provenance. There is a prophet, or Speaker, who dictates religious policy for each cult. Troll priests practice stealing divine energies from the gods to power their spells, and to remain hidden within their divine shadow. They do not pray to the gods for spells or favor, for fear of attracting their full attention. Troll warriors may dedicate their kills to a troll god, hoping the deity will be appeased and not come for them when driven by hunger.

GRUN (LORD OF THE STONE)

“THE SHAKER”

Armor Class: -3

Magic Ability: None

Move: 12”

Fighter Ability: 18th level

Hit Points: 150

Though recognized as the pantheon head, Grun often defers to Oroch in important matters. Massive and gray, he is said to be invincible when standing upon, or touching, stone. When moving, Grun is a nigh-unstoppable juggernaut. His strength is such that there is little he cannot lift, hurl, rend, or break. May cause stone to open passages, similar to *Passwall*, and can speak to stone to learn what lies beyond, or has recently passed. Known to reshape stone with only his hands. With a stomp, he can create an *Earthquake*. Still, for a Troll God, Grun is thoughtful and somewhat wise, considering the consequences of his actions and learning from his failures.

OROCH (LADY OF THE HOME)

“THE KEEPER”

Armor Class: -2

Magic Ability: 14th level cleric

Move: 12”

Fighter Ability: 15th level

Hit Points: 144

Also known as the Troll Mother, Oroch is the largest of the current Troll Gods, and possibly the eldest. She dominates the pantheon with a quiet and implacable will, her voice resonant with countless ages of trollish heritage and wisdom. It is a voice that no troll can easily ignore, and her words are difficult to resist.

LYRKA (LADY OF THE FEAST)

“THE DEVOURER”

Armor Class: -1

Magic Ability: None

Move: 18”

Fighter Ability: 14th level

Hit Points: 138

Merciless and savage, Lyrka is swift and lean, with oversized jaws and terribly sharp claws. Hairless and terrifying to behold, with a predatory gleam in her yellow eyes, and perpetually slavering mouth. Can bite through nearly any material, and is unharmed by any poison, disease, or taint from what she consumes. Pain seems only to whet her appetite. If there has been a keener tracker alive in the Troll Realms, Lyrka probably ate it long ago.

KHARN (LORD OF THE DARK)

“THE LURKER”

Armor Class: -4

Magic Ability: 15th level

Move: 15”

Fighter Ability: 12th level

Hit Points: 126

Smallest of the pantheon, Kharn is of indigo hue and the only Troll God known to cast arcane spells. In fact, there are rumors that he (or she) is not a troll at all. The makings of a dangerous game indeed.

SHURAK (LORD OF THE STORM)

“THE HOWLER”

Armor Class: -3

Magic Ability: None

Move: 12”

Fighter Ability: 16th level

Hit Points: 140

This lean, muscular Troll God drips with moisture and wears a wild mane of spines for hair. From his features, and oversized maw, some think he is one of the few spawn of Lyrka to survive her hunger. Shurak never speaks in less than a roar and enjoys the sensation of a lightning strike or crashing thunder.

OTHERS

AMINHU (THE GILDED DRAGON)

“THE GRASPING CLAW”

Armor Class: -3

Magic Ability: 14th level

Move: 9”/24”

Fighter Ability: 18th level

Hit Points: 205

Telltale wisps of acrid smoke waft from the dark cavern entrance, heralding a thick, musky dragonstench. An enormous coppery talon emerges from the blackness, thundering to the ground with a shuddering crash. High above, a pair of gleaming amber eyes appear, seeming to stare with unholy longing. In quick succession, four more pairs of menacing eyes shine forth from the gloom. With startling swiftness, five draconic heads snake forward into view, each with a distinct metallic color and visage. In unison, they grin.

A great, five-headed dragon with one head each of verdigrised brass, bronze, or copper, dulled gold, and tarnished silver. These colors merge and blend throughout the body of this powerful metallic wyrm. Sometimes known as

the Tarnished Dragon, but never in his hearing. Once a symbol of virtue and nobility, Aminhu became tempted by greed and a lust for power. He now represents corrupted greatness, and the wages of sin.

The Armigerial Court of the Dragonne works toward the acquisition of blood from Aminhu in the hope of advancing their genetic alchemy program.

THE NORN MOTHER (AND WYRD)

A heavy female figure swathed in layers of gray drapery, typically seated in a hunched position within a gloomy cavern, connected to the distant walls by web-like strands. The only color about her is in her bright, blue-green eyes. The secretive and elusive Norn Sisterhood represents her only known worshippers. Long ago, this entity was called the Wyrd Mother.

Wyrd?

A creative and motive force of the Vastness, often perceived as fate or destiny, and sometimes as chance or fortune. Thought to have influence over the state or condition of everything that is. The intention of fate or higher purpose, powerful enough to drive an individual beyond endurance – or even death. The color of Wyrd is a vibrant blue-green and is said to be personified in the Norn Mother, but not as a divine force. Symbolically, the Wyrd is represented as a spiral of blue-green and those who practice its disciplines are often tattooed in this manner. One who is truly favored of the Wyrd may manifest some sort of mark to indicate that favor. Shining blue-green eyes, streaked blue-and-green hair, pattern markings on the forearms or face, or blue-green lips and/or tongue. All are possible. Still, Wyrd is fickle, and it can be elusive. For those few that may channel or embody Wyrd traits, the experience is more of a relationship than a gifting.

While this volume does not allow for a full exploration of Wyrd in the Avremier setting, future supplements may offer full rules and details for incorporating Wyrd forces and traits in the game. Beyond the influence of Renown, Wyrd is a force that drives human heroes to greater heights, and allows Humanity to realize its greater potential. Wyrd is an option that owes nothing to powers of the arcane, nor the divine. It is something else entirely.

Wyrd is itself.

PERSONALITIES OF AVREMIER

Through years of adventuring and playtesting, players of Avremier campaigns have encountered persons and creatures of unique aspect and singular interest. What follows is a roster of foul villains, fellow adventurers, influential individuals, historical figures, deadly rivals, and those of uncertain or unreliable motivation. This information is most suited for Referee use, with table entries below as follows.

RA: Race. **Human**, **Delver** (Highdelvish Dwarf), **Elf** (Cyr), **Gnome** (Totem Gnome), **½Elf** (Mur), **1/2ling** (Bucca), **GOBlin**.

SX: Sex. Generally, Female or Male.

AL: Alignment. Standard abbreviations.

CL: Character class. Standard abbreviations, plus **ARMiger**.

STR, INT, WIS, DEX, CON, CHR: Standard ability scores.

LV: Character class level(s).

HP: Hit Points, adjusted for constitution.

AC: Armor Class for base armor worn, or natural armor only.

Individual descriptions are kept fairly brief, sorted into loosely-defined paragraphs mentioning character history, personality, appearance, pursuits, goals, and accomplishments. Apologies that there wasn't sufficient room to include noteworthy possessions or magic items. A proper "Rogues Gallery" compilation is currently in the planning stages.

ALASTIA

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	F	LE	MU	16	17	13	13	16	17
LV	HP	AC							
21	49	7							

"Hate does not die when the object of that hate is gone. Hate is self-sustaining and craves variety. Remember that while you're trying to destroy something or someone you hate. There is always something else to hate - even if the only thing left is yourself."

Once the tyrant ruler of an extensive domain, the newly-dubbed Frigid Queen of Nothing now presides over a bleak peninsula with her genetically-engineered remorhazes, "winter hulks," ice-cave crickets, and others. More so than almost any other Avremier villain, The Winter Queen has entered the

campaign stage as both terrible adversary and unlikely ally. One of the first “big bads” of the setting, Alastia has undergone a number of iterations due to victories and defeats. She claims to be the sister of Taolin, the Pallid Queen, and the two have maintained a deadly rivalry for untold centuries.

Alastia began as a pale, gaunt queen in robes of falling snow. At her height, Her Exalted Glacial Majesty appeared as a great “Winter Wyrm” of ice and thunder. Her lowest point has been as a demilich-like skull, rimed with ice and crowned with a diadem of silver. Regardless of her position or condition, Alastia somehow manages to make a comeback.

ANGRABODA

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
D	F	NG	FT/CL	17	14	17	11	14	13
LV	HP	AC							
8/8	63	3							

She wouldn’t hurt a fly. Kill the hell out of a hobgoblin, though.

Became a professional adventurer because she was “tired of dwarfish nonsense.”

Angraboda has the mien of a large wolverine, and wears the pelt of one over her armor and helmet to complete the appearance. When gripped by the fury of battle, Angraboda has been known to drop her weapons and wade into combat brandishing a pair of heavy, clawed gauntlets. She is a welcome visitor to more than one Totem Gnome enclave.



ANTUL STANACH

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	CE	FT	15	10	10	13	14	10
LV	HP	AC							
9	51	3							

“Survival is only the beginning. To thrive is not enough. You must evolve. Ascend, or fall.”

Surviving a mine collapse, Antul and another miner were trapped in a deep cave housing an ancient shrine to some forgotten beast god. When rescuers failed to reach them for days, Antul resorted to murder and cannibalism to survive, drinking bloody water from a primitive stone chalice found beneath a rough altar. Through these acts, Antul Stanach was somehow cursed to become the first weremanticore. After his escape, he joined a bandit gang. Quickly rising to leadership, he founded a cult to his savage patron, drew more followers, and turned his efforts to becoming a slaver. His followers see Antul as a living avatar of their god — which, in a way, he is.

ARVEC KAEELTHARWYS

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	NG	MU	11	19	14	13	12	15
LV	HP	AC							
22	47	8							

“Observing the human race is like watching a miracle collapse upon itself under its own weight.”

The second player character of Avremier’s creator — now a prominent NPC within the setting, Arvec is an arcane spellcaster of considerable power and influence. He cultivates a traditional wizardly appearance of long beard, bushy brows, and impressive hat. During lulls in his studies of the Arcanaflow, and the distant planes of the Radial Axis, Arvec investigates dangerous instances of criminal magic use. He was instrumental in the founding and organization of the Ministry of Cosmology, serving as unofficial advisor and Chairman when necessary. His daughter is Illiandra Savrignae, Countess of Doraigne.

BAIN NIGHTBLADE

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	N	TH/MU	13	16	11	19	14	14
LV	HP	AC							
15/6	70	7							

"I can't help this dread feeling that, somehow, along the way, I've been TOO lucky in my life thus far."

The first player character of Avremier's creator, Bain is a talented thief who made a career of misrepresenting himself as a member of most any other class deemed useful at the time. Even studied magic for a time with Arvec Kaeltharwys. Once retired from active adventuring, Bain became an NPC in the Avremier setting. Today, he is known as Kherubain: hunter of dangerous Outsiders from Above and Below.

BANU GOLA

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
?	F	CG	MU	19	18	16	15	17	15
LV	HP	AC							
22	63	4							

"It isn't so much the immortality that I mind. I just wish I'd discovered it before becoming such an old woman."

Banu Gola is small and round, her white-streaked red hair in a single long braid. Known to wear only white socks with toes, and outfits of blue and white. Among the few witches to benevolently transition to hagdom, she is honored as a "hag saint." Pairs of salt-filled gloves or mittens once hung on doors to ward off the evil attentions of roaming hags. Now, empty gloves and mittens hang as a sign of respect for Banu Gola's efforts to guard humanity from those depredations. Her minions (or the hag herself) may leave small toys or treats in these gloves on Winter's Eve night. Called "Little Godmother" as a term of devotion, Banu Gola translates to "Good Granny."

BLACK SWAN, THE (ERYTHINE)

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	F	LE	AR	17	14	11	13	16	14
LV	HP	AC							
13	66	3							

When she walked into a room, the shadows trembled.

Title for the House Defender of the decimated Cascarre noble family, rulers of County Nolfast, the current Black Swan is Countess Erythine. Tragedy and treachery have served to darken the fortunes of House Cascarre, but legend claims that as long as a true heritor of the blood wears the powerful and ill-omened Black Swan Armor, the House may never truly fall.

CRANE FAMILY

“How did it go, the confrontation between you and Sir Undercroft?”

“He was a consummate gentleman and I acquitted myself likewise.”

“So, you made it up then?”

“By no means.”

“Then, what?”

“He tried to frame me and buy out my holdings. I sent assassins after him.”

“Ah. Perfectly respectable.”

Quiet manipulators of events from behind the scenes, a Crane might become patron to the adventuring group, offering betrayal once a greater purpose was served. Family fortunes have done little but increase through generations, their unusually pure bloodline maintained through inbreeding and selective marriage. This genetic code has been a powerful, but secret, Armigerial influence throughout history. Some notable names include: Amunazo, Aresano, Arianthra, Belemara, Cenoarra, Cirenthu, Dominato, Fanutori, Gisemelle, Imuienne, Ivarius, Sebastani, Torascine, and Vilatori.

DULTANO CRESH

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	CN	MU	10	17	15	12	12	12
LV	HP	AC							
17	40	7							

“Can you feel it? Reality – heaving, coiling, writhing. None of it solid. Not to be trusted, nor believed.”

Possible Crane relation, the “Mad Alchemist of Fengrove Mansion” changed his name to go into hiding just outside of Toad Crossing. Helped stabilize the special bloodlines of the town’s famous giant toads while working to discover the secrets of Philosophic Lichdom.

ELGAR “THE BLUE” GRASTENOV

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	CG	FT	18/88	14	12	16	17	16
LV	HP	AC							
19	88	4							

“Know me by my enemies — all of which are dead.”

The third player character of Avremier’s creator, Elgar “the Blue.” Second son of former Margrave, Magnes Grastenov. On his first adventure, he found a matching sword and shield of blue-tinged steel. Ever since, blue-hued items and garments act as a sort of banner. Sometimes, there just isn’t much to a name. One of the earliest members of the Wolf Brigade adventuring group. Not much of a strategist, Elgar often defaults to a leadership role through sheer competence and force of personality. Over one hundred years old, Elgar has striking blue-green eyes, with beard and hair of white.

HENNET CLOUDSTEP

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
1/2	M	CG	BA	13	13	10	19	16	14
LV	HP	AC							
10	56	6							

“That night, I watched a fish break the surface of the water to snap at the reflection of a star. When I looked up into the sky, that star was gone. I’ve never felt fear like that since. Every night I can, I sit right here with my pole and tackle, hoping to catch that fish. Just wish I knew what to use for bait.”

Rogue, bard, and treasure-hunter. Buccan of Windwarren, a treacherous region of Cliffside. Hennet is a sort of “mercenary adventurer,” hiring himself out to existing groups for single expeditions or missions. Travels with a flying fox named Chimneyswift — Swifty, or Swift, for short.

ILLTHRIX

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	LE	MU/TH	11	18	15	16	17	12
LV	HP	AC							
14/8	74	6							

“We trapped them in the deepest vaults, sealed away to kill and devour one another in the dark. And so, years later, only the most terrible and powerful will be left...waiting for the chance to emerge in search of living meat. We have created the perfect monster. We deserve whatever comes of it.”

For over two centuries, this twisted genius set his devious devices and treacherous traps to make existing dungeons more deadly, while excavating new complexes to expand his campaign of terror against the adventuring community. Late in his career, Illthrix became a bit of an artificer, crafting advanced constructs and golems to make killing more proactive. He had lost the patience to wait for victims to destroy themselves. Then, after an unnaturally long life, the infamous trapsmith died. His body was arranged and carried from place to place by a bizarre and powerful golem, presumably for others to pay their respects. At the end of the tour, the golem and the body vanished. Some speculate that the terrible man never really died, and that he plots and plans in hiding to unleash his most diabolical device yet.

MABRING

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	LE	??	16	14	12	15	17	15
LV	HP	AC							
15	44	7							

“Best you can do is bury 'em facedown and hope they get lost when they come back again.”

Founder of the brazenly evil adventuring group, Mabring's Chimera. The other three members of the group wear powerful magical helms, one each in the motif of a lion, goat, and dragon. Twin brother of Mabroche, and also known to travel and study the planes beyond the Core. Said to dabble in Infernal magicks, but his professional adventuring class is unknown.

MABROCHE

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	NE	??	12	17	13	14	11	12
LV	HP	AC							
16	47	9							

“There is no crueler master than language and no more willing slaves than those who employ it.”

Rumored to be the only person Mabring truly fears, his twin brother, Mabroche, is a creature of inventive and visionary malice. Dark obsessions led Mabroche to the mastery of Celestimancy — the vile art of binding and warping angelic beings into foul servitude. It's likely that Mabroche is the only practicing Celestimancer of Avremier.

The bright glow cast the angel as a luminous silhouette. It had to be an angel alighting before them. The statuesque figure with a proud bearing and towering wings, now folded behind. The curving halo at the brow. Then the figure stepped forward to reveal a cruel sneer twisting its beautiful features into a cold mockery of celestial grace. The shining wings displayed jagged feathers of razor-edged gold. The halo merely a pair of metal horns, swept out into sharp points meeting nearly at the brow. Encircling the pale throat, a golden collar. An angel? Perhaps, once — before the Fall. But no more.

MUFFIN, THE GOBLIN BARON

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
GOB	M	CN	FT	11	12	10	17	14	13
LV	HP	AC							
5	27	5							

"I said goblins were crafty. I never claimed they were smart."

This goblin's very fine, orange "muffin" hat was an impulsive gift from a Baron, and he keeps the hastily-scrawled writ to prove it. The floppy, oversized hat gives Muffin his important new name, as well as a measure of confidence and swagger. Now, having gathered a small tribe under his banner, Muffin is determined to be a ruler worthy of his name — and his hat.

ORUCANTHROS

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	M	N	MU/AS	12	19	12	16	13	16
LV	HP	AC							
19/8	83	6							

He felt like an old stuffed toy with its seams coming undone. Sometimes the dread of spilling out paralyzed him.

Necromancer, assassin, and founder of one of the highest-level groups of NPC adventurers in Avremier. An accomplished and enigmatic spellcaster with a fragmented history spanning centuries, Orucanthros is a tall man of slender build, with a trimmed silver goatee and smooth-shaved head, save for a silver queue in back. Accounts of The Harrowing speak of this mad wizard leading arcane forces of Humanity against the elemental uprising, to combat and contain the enemy with spells of his own making. Speculation paints the current Orucanthros as an imposter claiming a title to intimidate and impress others.

Hero, villain, or neither — he is said to be manipulating all sides of a struggle that only he fully understands. One account speaks of an ancient curse from which he may be freed when certain demands are met. Whether one man, or many that share similar traits and names, Orucanthros is a figure of dark legend and wild speculation. Odds are, he prefers it that way.

PALLID QUEEN, THE

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
H	F	CN	MU/MK	12	19	19	15	17	12
LV	HP	AC							
15/8	90	7							

“If I could, I think I might cry. Nothing else at all offers solace or release. Perhaps I am damned. Would that make me feel better? Alas, I cannot weep. I am incapable of tears. Cobwebs and dust are all I am now. Always so very dry. At times, I find myself sitting in the dark and the damp, motionless and almost content. Alone, for days, or sometimes, weeks. In the cool, moist quiet, I almost feel myself again. Whatever that means.”

Just shy of five feet in height, a ghoulish, porcelain doll of a woman adorned with dusty cobwebs. Known by many names and titles (like Her Pallid Majesty and the Mad Mushroom Queen), but mostly as Taolin, the Pallid Queen. Her large violet eyes match her smiling violet lips. Her fine, pale hair blends with cobwebs inside the deep hood of a faded brocade cloak. A closer look reveals that her flesh resembles smooth, firm fungus. Should probably be gaunt and drawn, but is actually well-rounded, except around the eyes — there are deep hollows around the eyes. She speaks in a whisper that carries clearly for some distance. Often travels inside a gigantic morel fungus that walks about on tall, woody tendrils. Her touch poisons like violet fungus.

RHYTHIAN WINTERHAWK

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
½E	F	NG	RG	16	15	16	18	14	17
LV	HP	AC							
14	65	5							

"Have I got a warm, fuzzy feeling about all of this? Yeah, like the moment a snow leopard pounces on top of you from an overhanging ledge and sinks its teeth into the back of your neck. How's that for warm and fuzzy?"

From the frozen south, around Nethria, Rhythian formed an adventuring group with her brother, Vestin, settling into semi-retirement after a disastrous conflict with Alastia (see above). Integrating into Dhavonish culture, Rhythian rose through the ranks of legal service, eventually becoming the Justiciar known as Lynx.

RYZERRA

RA	SX	AL	CL	STR	INT	WIS	DEX	CON	CHA
G	F	CG	T	12	15	12	18	11	10
LV	HP	AC							
10	33	7							

"I'll be gone before you see me – hee heee!"

A long-running player character in the setting, and the first playtest for the Raccoon Clan Gnome player character race, Ryzerra is the only entry in this section not created by the author. Known for her quick and innovative approach to deadly peril, this crafty adventurer somehow manages to come out on top while having a darned good time along the way.



MAGIC DETERMINATION TABLE: (Additions)

SWORDS: Many of these weapons will be unique items with their own names and histories. Not quite relics, but almost always more than a simple magical sword with a "plus"-or-two and a special ability.

01-58 Annuine (Any*) 59-00 Noldyr

MISCELLANEOUS WEAPONS: As with swords — above, many of these weapons are unique, or unusual beyond a magical bonus.

01-24 Flail, Dandelion (Any*)
25-75 Flail, Lanternborne (Any)
76-00 Quarterstaff, Thundering (Any)

ARMOR:

01-21 Sunbane (Any) 22-00 Wraithmail (Any)

POTIONS AND OILS:

01-18 Downed for Glory (F, C) 29-69 Purgative
19-28 Miraculous Restoration 70-00 Soul Toxin

RINGS:

01-44 Purified Blood 45-00 Revelation (C)

WANDS, STAVES, AND RODS:

01-25 Wyrd Staff (Any*) 26-00 Rod, Beacon (C)

MISCELLANEOUS MAGIC:

01-15 Acorn Cap (D) 51-67 Mask of the Dead
16-20 Blossom of Youth 68-70 Sphere of Illumination
21-30 Chalcedony Chalice 71-87 Veil of Tears (Any*)
31-50 Daylamp 88-00 Wreath, Memorial

EXPLANATIONS OF MAGIC ITEMS: (Additions)

SWORDS:

Annuine: This sword has a blade of colorless crystal, chipped and sculpted into shape. A weapon for druids, *Annuine* is a Longsword +1 in any other hands. For a druid, this weapon appears as any kind of sword desired by the Referee. During the wielder's daily devotions, or by the light of dawn, the elemental aspect of *Annuine* is determined for the day. If no aspect is chosen, *Annuine* is a Sword +1 for that day.

1. Air: Held aloft, the sword assumes the aspect of air. The crystalline blade becomes clear as glass, and difficult for others to see. In combat, those attacked with the sword lose up to two points of dexterity or dodge bonus from their Armor Class. Once during that day, *Annuine* can be commanded to become a Dancing Sword. Otherwise, the sword is +3 to hit and +1 to damage.
2. Earth: Stuck point-first into the ground, the sword assumes the aspect of earth. The crystalline blade becomes gritty and opaque, prone to breaking other weapons in combat. When *Annuine* strikes another weapon, that object must save vs. stone or be sundered. At the Referee's option, this can also affect armor or shields. Once during that day, *Annuine* can be commanded to turn a struck opponent into stone, or restore a petrified creature to flesh. Otherwise, the sword is +2 to hit and to damage.
3. Fire: Held with the blade immersed in flickering flame, the sword assumes the aspect of fire. The crystalline blade becomes smoke-gray and jagged. In combat, the sword strikes with an added *Pyrotechnics* effect, centered upon the target struck. Once during that day, *Annuine* can be commanded to become a Flaming Sword for the duration of the current combat. Otherwise, the sword is +1 to hit and +3 to damage.
4. Water: Immersed or drenched in liquid, the sword assumes the aspect of water. The crystalline blade assumes a translucent, rippling appearance that hints at its dimensionally-fluid nature. In combat, those attacked with the sword lose up to two points of armor or physical defense bonus from their Armor Class. Once during that day, *Annuine* can be commanded to become a Sword of Cold for the duration of the current combat. Otherwise, the sword is +2 to hit and to damage.

Noldyr: +1 intelligent sword with a mottled black-and-green blade. Takes one life energy level from a slain opponent with character levels, sharing these added levels while in the wielder's possession. After draining five levels, Noldyr will compel the wielder to undertake a Quest to transfer the stolen energy levels and raise the Gargoyle Knight of Candroval from the dead. The Knight, upon awakening, will wish to reclaim Noldyr, taking the wielder's life energy for himself. *Noldyr*: Neutral alignment. Intelligence: 11. Ego: 7. Will: 18. Primary powers: See Invisible, Find Traps, Detect Magic.

MISCELLANEOUS WEAPONS:

Flail, Dandelion: The numerous, slender spines of this +1 weapon can be released in a scattered, damaging cloud up to 3x/day. Those within 20' of the wielder will take 3d8 damage from the cloud (save vs. dragon breath for half). After the third use, the flail becomes a non-magical weapon. If the bottom of the light-green haft is "planted" in the ground overnight, the spines will grow back. In the hands of any but a druid, this weapon is simply a +1 flail with an odd appearance and no other properties.

Flail, Lanternborne: Not always magical in itself, but designed to deliver effects created by the burning of magical resins or incense within the spiked head. The effect of this radiance is added to each strike for as long as the substance burns. Some of the known examples of this resinous material have the effects of striking incorporeal or out-of-phase creatures, *Protection From Evil* within the radius of the light, added Holy damage per strike, or *Pyrotechnics*.

Quarterstaff, Thundering: A strike with either metal-shod end of this weapon will impact with a stunning clap of thunder if one charge is expended. For two charges, the thunder will be accompanied by a brief burst of electrical energy for 2d6 additional damage. Treated as a staff for number of charges.

ARMOR:

Armor, Sunbane: This unholy suit of ornate plate armor is crafted specifically for vampires, and other humanoid monsters that cannot endure the full light of day. When assembled and sealed, the armor is proof against natural and magical sunlight, or equivalent forms of radiation. The armor is magical, but does not provide additional bonuses to AC beyond that of full plate (AC 3). While wearing the armor, a vampire is somewhat protected from Turning attempts, as listed below.

Type	Cleric 1st	2nd	3rd	4th	5th	6th	7th	8th
Vampire	N	N	N	N	N	N	N	11

Wraithmail: Fashioned from translucent bones, this bizarre armor weighs little more than ordinary clothing, and makes no sound. Up to a total of one hour per day, the wearer can become intangible — unable to touch or be touched by non-magical, physical items, and able to pass through doors, walls, or other solid non-living objects up to about one foot in thickness. The wearer can *Levitate* 3x/day for 6 turns each time. When the wearer acts in a threatening manner, the armor radiates *Fear* for that turn. If the wearer dies while wearing the armor, he will immediately rise as a wraith.

POTIONS AND OILS:

Downed for Glory: Luminous golden potion that boosts any fighter or cleric of up to 10th level by 3 additional levels. The user cannot be drained of energy levels or ability score points. If slain while under the influence of this potion, the user receives the effects of *Raise Dead Fully* within 1-4 rounds. User feels no pain, fatigue, fear, doubt, or weakness of any sort. Immune to Charm or Command, and cannot willingly retreat or surrender. A Delusion component of the potion ensures that the user believes himself to be invulnerable and does not notice loss of hit points, or even limbs.

Miraculous Restoration: For a living creature, this intoxicating red-gold potion will restore one of the following: all lost hit points, 1-4 levels, 1-4 ability score points, alignment, lost youth, sight, hearing, a limb or appendage.

Potion, Purgative: This aggressive potion forces most poisons, parasites, and diseases from the drinker's body — through vomiting, sweating, or other form(s) of physical release. The process tends to be extensive and unpleasant, leaving the drinker drained and unable to perform any but the feeblest exertions for 1-4 days. One rare form of this potion also purges the body of possession.

Soul Toxin: Affects incorporeal (astral, ethereal, *Magic Jar*, etc.) and ghostly/spectral (ghosts, shadows, spectres, gaseous vampires, etc.) targets on contact, such as from splash or thrown hits. Inflicts d4+2 charisma damage per flask. Damage causes loss to force of personality and sense of self. A creature reduced to zero charisma in this fashion ceases to exist.

RINGS:

Ring of Purified Blood: A silvery serpent holding its own tail. +2 on saves vs. poison or disease. *Neutralize Poison* once per day. *Cure Disease* once per week. Creatures of merely animal intelligence that attack by bite will be disinclined to bite the wearer of this ring. Creatures that feed on blood will gain no benefit from the wearer's blood. Undead creatures feeding upon the wearer's blood take 1-6 damage themselves per bite.

Ring of Revelation: Sheds light in a 20' radius to reveal invisible and transformed creatures or objects. Or, sheds light in a 30' radius to reveal magic auras and evil. At all times, the ring will *Detect* lies told to the wearer.

WANDS, STAVES, AND RODS:

Wyrd Staff: Made of dark wood with deep-cut whorls and knot symbols. When invoked, one or more of these symbols will glow blue-green from within. Usable by anyone with a wisdom score of at least 13. When held, the Staff gives the user the ability to roll two dice for each saving throw, and take the better result. The Wyrd Staff also has the following powers.

- Move Curse: Transfer a curse from one creature to another within 3".
- Wyrd Image: As Mirror Image, but each duplicate performs independent (logical) actions and appears to take damage from attack as if the original. Each may take up to 20 points of damage before dispelled.
- Change Fate: Give one (other) creature within 6" the opportunity to re-roll one failed die roll made within the current combat round. If the second roll has a different effect than before, the results pre-empt related events that occurred between then and now.
- Time Hop: Undo the results and consequences of the previous combat round, returning everyone within 3" to the start of that round with full knowledge of what occurred, and the freedom to act as they will.
- Time Stop: Once per week, as spell. Uses 2 charges.

Finality Strike: By breaking the Wyrd Staff to release all the power within, the user causes all events from the previous three entire combat rounds to be undone and "resets" time and initiative to the start of the first of those rounds. Everything and everyone within 6" returns to the place and condition they were at that time — with full recollection of what occurred in the original timeline, and the freedom to act as they will.

The Strike releases the Karma Wyrd within, which departs for realms unknown. A Karma Wyrd resembles a Water Weird, but formed of rippling blue-green energy and able to “swim” through the air. Unprovoked attacks upon a Karma Wyrd affect attackers instead, in full, without fail or save.

Entirely at the Referee’s option, the Wyrd Staff may sometimes modify die rolls (by 1-4 points) affecting the wielder. Also, for occasional attacks that would succeed against the wielder by only one or two points on the to-hit roll, the Staff may interpose itself to take the hit instead. Such aid may occur once or twice per day — depending upon how well the wielder and the Staff get along. The wielder’s charisma score and associated **Loyalty Base** modifier may affect such chances.

Beacon Rod: This item of lightweight, green-gold metal may be commanded to shed *Continual Light* without using charges. It also has the following powers: *Find Traps*, *Locate Object*, *Find the Path*, *Word of Recall*, and *Monster Summoning IV*.

MISCELLANEOUS MAGIC:

Acorn Cap: A hat-sized acorn cap, with stem. The wearer is difficult to see and hear as if using Boots and Cloak of Elvenkind, immune to fae glamor or charm, may *Locate* and *Speak With Plants*, can recognize a dryad’s tree or a treant on sight, and able to merge with an ordinary tree much as a dryad.

Blossom of Youth: When a petal falls from this rare orchid, youth is restored to the holder. Each flower has three petals, each restoring d6x5 years. A druid, woodland fae, or similarly-aspected creature can choose how many years are restored — up to the maximum given by the die roll.

Chalcedony Chalice: A beautiful cup of translucent, pale blue stone, the Chalice functions only when filled with ordinary water (not magically created). Once per day, the full Chalice yields six “drinks,” each with a different effect, in the order given below.

1 st drink:	<i>Cure Light Wounds</i>	4 th drink:	<i>Cure Disease</i>
2 nd drink:	<i>Neutralize Poison</i>	5 th drink:	<i>Cure Serious Wounds</i>
3 rd drink:	<i>Remove Curse</i>	6 th drink:	<i>Restoration</i>

If any of the water is tainted, or lost from the Chalice without drinking, the magic of the cup is lost for that day. Drinking all the water at once yields only the effect given for that drink. Filling the Chalice with any other liquid, or after the magic has been used for the day, results in *Purified* liquid.

Daylamp: Sheds light exactly as daylight - full spectrum, within 30'. Takes a special oil to function this way. Will also burn standard oil with normal lantern light, but for twice the duration. Alchemical glass panes are yellowish at center, becoming blue toward the edges.

Mask of the Dead: Wearer not affected by magic, poison, disease, etc. as a living being and has no need for sleep or other biological functions such as eating, drinking, or breathing. The wearer is unnerving to the living, and easily mistaken for undead. Most animals will shun or flee the wearer, attacking if there is no escape. The mask is subject to a cleric's turning effect and falls off if turned, or is destroyed if that is the result.

Sphere of Illumination: Radiant and energized as a Sphere of Annihilation is dark and vacuous, this blinding and searing orb evaporates (evanesces) material on contact. Looking at the sphere causes blindness that cannot be *Cured* unless the eyes are first *Regenerated*.

Veil of Tears: When worn by a good-aligned character in proximity to an injured or fallen comrade (or loved one), the veil becomes dampened with tears (shed or unshed). If the dampened veil is then placed upon the hurt or dead body, it will restore that individual by healing all damage, or by *Raise Dead*. The veil functions only if applied by the next sunset following the injury or death, and it disappears into incense smoke after use. The veil works on any intelligent creature of non-evil alignment.

Wreath, Memorial:

Creates a hallowed site for the honored dead, keeping the corpse from becoming undead or similarly corrupted by evil. When worn by a character of non-evil alignment, will protect the wearer from fear or mental effects from undead creatures. If hung around the neck of an evil undead creature, will render that creature properly dead. The wreath then withers and is ruined.



The Relics

Most relics are of human origin and function for human users. Usage of a relic carries the risk of bringing back the individual from which the relic came (if appropriate), and the relic may depart with that individual in a moment of divine ascension. Those who die in possession of a relic are difficult to raise or resurrect.

ARMIGERIAL COURT RELICS

The treasured items at the heart of the original Armigerial Courts come from long and storied histories. Each is a piece of the uncertain past, and a symbol of nobility to those in the present. For want of space, only two such relics (Armor of Ivory and Gold, and the Bronze Gauntlet of St. Athrun) are detailed below. The rest are slated for inclusion in an upcoming supplement focusing on the history, culture, and influence of the Armigerial Courts.

ARMOR OF IVORY AND GOLD

Ivory plate armor, adorned with symbols and scenes in shining gold. First worn by Lord Corleu Mavorn, and is now the rightful armor of the Gryphon Knight Court Champion, who sets aside his/her own name to assume the honorary title of *Sir Arath* or *Dame Arathne*.

The armor is +4 against physical and magical attacks, with the wearer immune to fire, electricity/lightning, acid, disease, energy drain, and curses. If necessary, the armor will use its wearer's body to return to the Gryphon Court of its own accord — even after death. Those not of Armigerial blood that don the armor are *Held* in place and unable to move. They receive no save, and gain none of the armor's powers or benefits. For those of another Armigerial Court, wearing the armor causes the permanent loss of one point each of Constitution and Charisma, as well as all Armigerial status.

Suggested powers:

TABLE I: I-L (grows white wings)
and I-Y (charisma)

TABLE II: II-K and II-DD

TABLE III: III-AA

TABLE V: V-R

Actual powers:

BRONZE GAUNTLET OF ST. ATHRUN

A heavy glove of golden leather covered with plates of tarnished bronze, this is the founding relic of the Armigerial Court of the Dragonne. May be worn by an armiger or cleric of the Dragonne Court of Lawful and non-Evil alignment/ethos. Any other wearer will be struck by lightning (6d6 damage – no save) every time the gauntleted hand is used to attack or perform any action.

The gauntlet adds +2 to the wearer's AC. The wearer is immune to electrical damage, wind, cold, and ice. Metal items worn, held, or carried are not subject to rusting or *Heating*. Any weapon held in the gauntleted hand gains a +1 magical bonus to-hit and damage, as well as added electrical damage (3d6) per strike. On a hit roll of 20, the attack includes a thunderclap effect that stuns the target for 2-8 turns. Summon two dragonnes (as Monster Summoning V) per day — one at a time or both at once.

# App.	AC	Mve"	HD	% Lair	Treasure	# Att	Dam/Att
1	6/2	15/9	9	40%	B, F (magic only)	3	1-8/claw, 3-18/bite

A dragonne resembles a brass dragon with the features of a lion. Its roar causes weakness (50% strength) to all within 12" unless they save vs. paralyzation. Those within 3" are also deafened (-1 to attack rolls). These effects last 2-12 rounds. A dragonne can only maintain flight for 1-3 turns at a time.

Suggested powers:

TABLE I:	I-Y (strength or constitution)
TABLE II:	II-CC
TABLE III:	III-EE (too cold)
TABLE IV:	IV-Y
TABLE V:	V-Q

Actual powers:

CIRCLET OF ST. HARROC

This white-gold circlet is fused to the severed, mummified head of Saint Harroc of the Winter Flame. The relic is known primarily for its ability to turn/destroy undead as a 20th-level cleric when presented and invoked. Sometimes, the head gives advice, or answers questions put to it.

Suggested powers:

TABLE I:

I-C

TABLE III:

III-CC

TABLE IV:

IV-W

TABLE V:

V-D and V-L

Actual powers:

HEART OF WOOD

A lignified human heart with roots in place of arteries and veins, this druidic relic has uncertain provenance. Ancient rites speak of cutting the heart from a living body and replacing it with the relic. But, the relic finds a way if the recipient is worthy. Once the Heart is in place, the user may subsist almost entirely upon sunlight and water, and is immune to fear.

Suggested powers:

TABLE I:

I-H and I-Z

TABLE III:

III-K

TABLE IV:

IV-F and IV-Z

TABLE V:

V-U and V-V

Actual powers:

LIADE'S BERINGED FINGERS

Five mummified fingers from the long-departed high priestess of a forgotten religion, each bears a powerful magic ring that is unremovable. A finger may be permanently applied to the stump of a missing finger on a living left hand to employ its powers, never altering its withered, feminine appearance. For each finger so attached, the user permanently loses a point of charisma. Using a ring takes one action, and multiple rings may be activated in a round.

- 1) The Ring of Bronze: A plain ring of tarnished bronze.
- 2) The Ring of Sard: A simple ring of reddish-brown stone.
- 3) The Ring of Horn: An unadorned ring of near-black horn.
- 4) The Ring of Elm: An ordinary-looking ring of pale wood.
- 5) The Ring of Ice: A smooth ring of unmelting ice.

The Referee decides the source of the powers of the rings. No one knows who “Liade” was, what deity or deities she served, or if “Liade” may even be a mistranslation. The rest of Liade’s remains have never been discovered. A cleric wielding any of the rings could even be in violation of sacred oaths.

Suggested powers:		Actual powers:
1)	TABLE I:	I-FF and I-II
	TABLE III:	III-DD
2)	TABLE I:	I-D and I-Q
	TABLE II:	II-Y (2)
	TABLE IV:	IV-U
3)	TABLE I:	I-W and I-HH
	TABLE II:	II-R
	TABLE III:	III-J
	TABLE V:	V-T (beasts)
4)	TABLE II:	II-E and II-H
	TABLE III:	III-B and III-GG
	TABLE V:	V-M and V-U
5)	TABLE I:	I-J, I-Q, and I-GG
	TABLE III:	III-H (frozen), III-HH
All 5)	TABLE II:	II-J and II-O
	TABLE IV:	IV-C and IV-W
	TABLE V:	V-C and V-S

PANOPLY OF LORDLY MIGHT

The famous Rod of Lordly Might is but one of a set of three (with rumors of a matching Cuirass) powerful items meant to function together for even greater effect. To form the entire Panoply, one needs the Gauntlets and Helm of Lordly Might. In the Avremier setting, the Panoply is thought to originate in a fallen and excised Armiger Court — the Kirin. Emperor Daisovan chose most of his personal guard specifically from the Kirin Court, though recorded history is purposely silent on the matter of the Kirin's fall.

- 1) Gauntlets of Lordly Might: Alone, the Gauntlets prevent any held item being disarmed or taken, even by magic, and the wearer gains one extra weapon attack per round. Worn with the Helm, the wearer can strike the ground with both Gauntlets to create a 6" x 6" *Earthquake*, once per day.
- 2) Helm of Lordly Might: By itself, the Helm increases the wearer's charisma score by 2 — to a maximum of 18. The wearer is immune to fear, mental control, charm, or alignment change. When worn with the Gauntlets, the wearer may intone a *Holy Word*, once per day.
- 3) Rod of Lordly Might: When wielded with the Gauntlets, the Rod may strike as a *Symbol of Stunning* 2x/day. When wielded with the Gauntlets and the Helm, the entire Panoply functions as listed below.

Suggested powers:

TABLE I:	I-Q, I-Y, and I-FF
TABLE II:	II-DD and II-EE
TABLE III:	III-N and III-T
TABLE IV:	IV-L
TABLE V:	V-T

Actual powers:

THRONE OF COINS

Three coins, one each of gold, silver, and brass. Each individual coin may be flipped to manipulate fortune for a brief time. Each time a coin is flipped, roll 1d6. 1: coin is dropped. 2: tails. 3: heads. 4: tails. 5: heads. 6: tails. If the user's Dexterity is 15 or higher, she may add (not subtract) 1 to the roll. If the user's Charisma is 15 or higher, 1 may be subtracted from the roll.

Gold Coin) Heads: automatically succeed at next saving throw. Tails: automatically fail next saving throw. Subsequent coin flips have no effect until the user is confronted by a saving throw.

Silver Coin) Heads: automatically succeed at next to-hit roll. Tails: automatically fail next to-hit roll. Subsequent coin flips have no effect until the user (player) is confronted by a to-hit roll in deadly combat.

Brass Coin) Heads: re-roll next failed die roll. Tails: re-roll next successful die roll. Take the second roll in each case. Subsequent coin flips have no effect until the user (player) makes a required die roll.

A dropped coin may roll away and vanish, with a cumulative 20% chance per drop in a given day. If one coin vanishes, the other two may help locate it. Facing a direction, while flipping the remaining coin closest in value, the flipped coin will land heads-up if the user is facing the direction of the lost coin. Facing the proper direction, while flipping the second remaining coin, the flipped coin will land heads-up if the user is within a day's walk of the lost coin. Magical location attempts will not find a lost coin, short of contact with a major divinity, or a *Wish*.

If all three coins are held together, the Throne may be commanded to appear within arm's reach. Large as an ordinary chair, this seat is made entirely of bright, glittering coins. The user must sit upon the Throne to utilize its powers. It is said the Throne can be stolen by a Master Thief.

Suggested powers:

TABLE II:	II-Y and II-Z
TABLE IV:	IV-A and IV-U
TABLE V:	V-D and V-K

Actual powers:

Sometimes (1 in 6), when the user is seated on the Throne and uses a power, a coin (not one of the original three) just falls off. Roll 2d20 for results.

1st d20 roll) 1-6: gold coin. 7-15: silver coin. 16-20: brass coin.

2nd d20 roll) 1-12: heads. 13-20: tails.

The effects of the coin drop are as follows (using the tables under **ARTIFACTS & RELICS** of the original **BOOK VI**). All results occur immediately, and only for that one instance.

Gold Coin) Heads: Roll 1d20 on TABLE II (result of II-A thru II-T).

Tails: Roll 1d20 on TABLE III (result of III-A thru III-T).

Silver Coin) Heads: Roll 1d20 on TABLE I (result of I-A thru I-T).

Tails: Roll 1d10 on TABLE III (result of III-A thru III-J).

Brass Coin) Heads: Roll 3d8 on TABLE II (result of II-C thru II-X).

Tails: Roll 4d4 on TABLE III (result of III-D thru III-P).

WHITE PLUM OF IMMORTALITY

According to legend, this fruit is of the palest shade of violet, and probably never been seen by Humankind. Supposedly had a part in creating the first fae. Consuming the fruit imparts immortality. Saving the stone (pit), and keeping it safe from harm or possession, imparts invulnerability. Cautionary tales warn against ever consuming more than one, and the fragrance of the blossoms, or the fruit, is said to be irresistible. Presumably, these Plums are found deep within the Faerie realm.

TABLE I: MINOR BENIGN POWERS (Additions)

I-FF: +1 bonus to one saving throw category.

I-GG: Add 3" to base move rate.

I-HH: +1 to initiative and -1 to be surprised.

I-II: Able to perform acts of exertion and to hold breath 2x as long.

I-JJ: +4 to saves vs. harmful/evil/reversed cleric spells.

I-KK: *Purify Food and Drink* by touch.

TABLE II: MAJOR BENIGN POWERS (Additions)

II-CC: Relic is a powerful holy symbol that turns undead as a cleric of 3rd-12th level (3d4). If user is already a cleric, add the levels to the character's own turning attempts.

II-DD: Allies within 100' are immune to *Fear*, *Hold*, or mental control.

II-EE: User resurrected as hallowed construct (golem) upon death.

TABLE III: MINOR MALEVOLENT EFFECTS (Additions)

- III-AA: User must consume twice as much food and drink per day to survive.
- III-BB: With each use of the relic, the character changes gender.
- III-CC: Gain phobia, determined by Referee. Possibly related to history of relic.
- III-DD: All metal items in user's possession develop rust or tarnish.
- III-EE: User always too hot or cold. If hot, take 2x damage from all cold-based effects. If cold, take 2x damage from all heat-based effects.
- III-FF: Unusually sensitive to light. Gain no save vs. light-based effects.
- III-GG: Unusually sensitive to sound. Gain no save vs. sound-based effects.
- III-HH: User starts shedding outer skin. What's underneath is anyone's guess.

TABLE IV: MAJOR MALEVOLENT EFFECTS (Additions)

- IV-S: Every day that passes is equal to a month of aging for as long as the relic is in the user's possession.
- IV-T: User changes race — determined randomly and/or by the Referee.
- IV-U: Every day that passes, the user is reduced one month in age.
- IV-V: User develops craving for human flesh. Eventually, human flesh becomes a necessary part of the user's diet to maintain nutrition.
- IV-W: Manifest spontaneous and wildly-uncontrollable akashic (psionic) abilities, determined and controlled by the Referee.
- IV-X: Whenever the relic is used, the user plane-shifts at random.
- IV-Y: Relic comes to permanently replace body part where worn by user.
- IV-Z: User becomes permanently Neutral.

TABLE V: PRIME POWERS (Additions)

- V-Q: *Call Lightning*, as long as conditions are favorable.
- V-R: If user falls in battle, the relic will animate her body to keep fighting with her usual physical attributes.
- V-S: *Holy Word*
- V-T: Summon host of fighters or herd of beasts, up to a total of 150 levels/HD, once per day.
- V-U: User is *Reincarnated* upon death.
- V-V: *Conjure (3) Earth Elementals* (as druid spell) per day.

The Otherworld & Mythic Adventures

THE OTHERWORLD (WHAT LIES BEYOND?)

The planes that lie beyond Avremier's Core system are not afterlives for departed mortals. So, if you're human, where does your soul go after death?

We don't know.

Of course, there are theories. And beliefs.

Oblivion: The sad and boring way out. To nothing we return. Doubtful.

Demiplanes: Each Deminity is known to rule over a sanctuary demiplane in entirety. It seems likely that many of the faithful might go there.

Origin: It's no secret that Humanity is not native to Avremier. Wherever it is they do come from — perhaps another plane, it could be there to which they return.

Core: At the heart of Creation (and the planar axes), lies Avremier and the Teloen Core. Perhaps, somewhere even closer to the center, there is a kind of Paradise.

Transition: A departed spirit may theoretically enter the Luminal or Umbral Axis — but, only to rise or fall. Rising to the “top” is to leave the Vastness entirely (conversion to energy). Same with descending to the “bottom (conversion to darkness).”

Non-Humans: Elves and Dwarves generally return to their elemental origins in the respective “fringe planes” of the Elemental Rings that surround the Teloen Core. Halflings presumably return to their Fae origins — wherever those may be. Yalkhoi seem bound to their “Karmic Wheel.”

Whatever form the truth might take, it is certain that not all gods have an interest in being caretakers of faithful souls, and not all planes are welcoming to mortals of any persuasion. We cannot know all mysteries, and there are some we simply should not know.

Coming Back from the Dead

This section will examine three methods of restoring the dead to life.

Raise Dead: In the official Avremier setting, this spell functions mainly on humans that embrace the Shared Faith and worship one or more Deminities. Elves (Cyr), and Dwarves (Highdelvers), that worship a Deminity can possibly be *Raised* if dead up to three days — at the Referee’s discretion. Bucca and Yalkhoi are less likely, but not impossible, up to one or two days. *Raising* a player character of those races more would likely succeed than an NPC. Renown can also be a factor of success.

Raise Dead Fully (Resurrection): Even less likely to restore non-humans than *Raise Dead*. Might not affect those who do not worship a Deminity at all. Proximity to a functioning Spire may increase chances of success. Typically incurs a minimum of one year’s service to the contributing Deminity or church, as the *Raised* individual’s restored life is in that deminity’s hands for the duration. During that year, the granted life can still be revoked if the deminity is sufficiently displeased. For determination of the character’s natural lifespan, that year does not count toward maximum age.

Some great human heroes (of sufficient Renown) are even called into service on behalf of Humankind from beyond death, resurrected long after their demise by the church in times of greatest need. These resurrections do not usually last much longer than the time taken by the hero to perform their service or task. Such heroes accept this fate as an act of devotion to Humanity.

Reincarnation: This is largely the province of the Manifestations of Nature, and associated divinities of Avremier itself. Those who are devoted to a Deminity or Pantheon of the Shared Faith will lose their “divine connection” when reborn in a new body. The *Reincarnated* character must be returned to the Faith by ritual and ceremony. Any cleric levels and abilities are lost, unless they can also be restored by the church.

Holy Days and Ritual Observances

Festival of Masks: Held during the last week of Warming as a final celebration of warmth and plenty. Devout worshippers of the deminities don masks and costumes to represent their patrons in a grand party through the streets. Participants may be very uninhibited and unusually bold. Sometimes, children are born from liaisons during this festival and might be left at the door of a temple, with the mask worn by the mother. These children are known as Masklings. Concerned fathers can visit the temples to identify the infants by their masks if they wish to claim them. A mother can then find the father and child, if they so desire. Popular folklore claims that Maskling children grow to be unusually lucky and/or mischievous. During the festival, spires are open to all visitors and devotees, mingling and celebrating without conflict or prejudice. The day is also, a celebration of the birthday of St. Bila.

Breaking: Atonement ceremony of breaking stick incense, symbolizing broken wizard's staves, before burning both ends. Starts a day of fasting and abstinence in remembrance of the Harrowing. Hearthwarder himself breaks the first stick at the site of the Fallen Colossus, as a symbolic gesture.

Saint Days: Pilgrimages to holy sites or graves of honored saints. Gifts of flowers, poetry, art, or other tokens placed at the site. Candles, lanterns, and incense are lit to represent the light brought into the world by the life and deeds of the departed saint. Sometimes, portraits or statues of the saint are positioned to face an open window so the spirit of that saint can look upon it.

Firstbloom: A day in early Waking when the flowers blossom and the fields and gardens are alive with color. A time for lovers, new relationships, engagements, and weddings. Poetry, music, and art contests — sometimes attended and judged personally by Lady Filigree. Dances held in costumes with colorful bird, insect, and flower motifs — and one of the dancers may be Thistledown itself, while Fiddler Green has been known to provide musical accompaniment. Crocage finals are also held at this time.

Hero Days: Plays and songs are performed, depicting the glorious deeds of the great heroes. Readings of history and legend are given so that all will remember their honor and courage. Knightings and sword bonds are often performed on this day, with martial contests and tournaments held to display the prowess of future heroes. Sometimes a statue or monument will be erected on this day.

Afterword

On this final page of the **Avremier 0e** project, I would like to take an indulgent moment to share some thoughts and plans.

Two-and-a-half years ago, I started work on the **AVREMIEIER** supplement as a personal project of nostalgia and self-education. I wanted a book for my own long-running campaign setting in the style of the first published supplements of my favorite fantasy RPG. The intent was to learn some of the history of the game along the way, while seeing if I had what it took to self-publish such a book from start to finish – by myself.

About five months later, the book was finished. Those who follow my projects expressed immediate interest in owning copies of the published product. So, I had to actually publish the product. This led to work on the second book of a projected five-volume set. And, all the followed has led to this fifth volume here.

The journey has been an epic quest for me. I've learned so much about writing, editing, drawing, layout, planning, publishing, and printing. I've used the experience to become Mothshade Concepts. Made a number of treasured friends along the way. Received such support and praise as to take my breath away. Inspiration to take me through the **Avremier 0e** project, and beyond, to releases that will be available in years to come. Yes – Mothshade Concepts has an ongoing production schedule.

Avremier is the first and only campaign setting I've ever run. It is my lifelong home game. There is much more to it than I've been able to fit into five little gray booklets. It is my intention to keep offering more of Avremier for as long as anyone wants it. There will also be other projects forthcoming.

To everyone that has supported and encouraged this project:
To those that demanded more and more Avremier for their own collection:
To the generous few that gave their time and resources to see this through:
To those that compose such kind reviews and that help spread the word:
To my patient, clever, creative, and heroic players through the years:
To my generous, giving, brilliant, supportive, and loving wife:

THANK YOU. WITH ALL MY HEART – THANK YOU ALL.



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Scheduled Avremier Releases by Mothshade Concepts:

PARATEVA — The great delta where humankind first landed, but not where they settled. A land of winding streams and extensive marshes. Home to the amphibious Banor gnomes, and their famous giant toads.

INDRUNEL — The countless, fragmented isles that are home to the elvish Cyr. Where elemental music is composed by the placement of upright stones riddled with holes, and no human is permitted to set foot – on pain of death.

UNDOMNI — Realm of giants and trolls, where nature itself comes in a grander scale. The towering central mountains exist in an eternal winter, while the volcanic outlands burn with undying flame.

NEKARI — Domain where dwarvish Highdelves master the mechanical and alchemical arts side-by-side with Humanity. Where minotaurs and sphinxes lurk at the edges of an advanced Bronze Age technocracy.

UNEARTHED AVREMIER — Further entries and options for classes/races, magic, monsters, items, and deities. Stuff that couldn't fit into previous volumes, but still important to the setting.

WILDERMIER — The world-at-large. Ecologies and environments. The nature of the land and peculiarities of travel. A supplement to the regional gazetteers. The Wilderness part of Underworld & Wilderness Adventures.

UNDERMIER — Expanded treatment of the setting's underground. Environment and civilizations. Essentially an entire supplement dealing with the Underworld part of Underworld & Wilderness Adventures.

DRAMATIS PERSONAE — A compleat “rogue’s gallery” of characters, NPCs, and noteworthy individuals from the extensive history of the Avremier campaigns.

MANUAL OF THE VASTNESS — An in-depth look at the planetary system and travel/adventure within.

MASTERING AVREMIER — For the Referee and the completist collector, this book will be filled with deep details and setting secrets. A compilation of options and additions from behind the narrative curtain.

THE ECHOES OF DIVINITY

*One defining trait that sets Humanity apart from the other races
and guides their destiny — Divine Rite.*

*From deminitive sources, and emanating from the centers of worship known
as Spires, the power of faith is said to elevate humans above the “godless
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The realms of the deminities and interaction with the divine.

For many, this entire world has been a test of faith.

