

Avreal Divine-Theurge

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

By Matthew Skail



Cover Art by Mark Huffman

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Avreal Divine-Theurge

Prime Requisite: **INT and WIS**
Requirements: INT 11, WIS 11, CON 11, CHA 11
Hit Dice: **1d4**
Maximum Level: **12**

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

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

Avreal Divine-Theurges are those rare Avreal that dabble in arcane magic as well as their traditional divine magic. Among most of their kind, arcane magic is considered chaotic and dangerous, but the divine-theurges believe they can channel it safely for the forces of good and law.

Divine-Theurges see little need for combat training. At first level, divine-theurges hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every six levels of experience (i.e., the same as mages). They may only fight with quarterstaves, clubs, daggers, and darts. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Because of their connection to their divine ancestry, divine-theurges have the ability to **turn undead** as clerics of their level. There is no limit to how often a divine-theurges may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the divine-theurges may not attempt to turn undead again for the remainder of that encounter.

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

Avreal divine-theurges **learn and cast arcane spells** as mages of two-thirds their class level. The number and levels of spells the wonderworker can use in a single day is summarized on the Avreal divine-theurge Arcane Spell Progression table. Like a mage, the divine-theurge spell selection is limited to the spells in their **repertoire**. A divine-theurge repertoire can include a number of spells up to the number and level of spells listed for his

level, increased by their Intelligence bonus. A divine-theurge can use any magic items usable by mages and clerics.

Starting at 2nd level (Divine Seer), divine-theurges may **manifest their deity's power in the form of divine spells**, which are granted through prayer and worship. The power and number of divine spells available to the character are determined by level according to the Avreal divine-theurge Divine Spell Progression table.

When a divine-theurge reaches 5th level (Divine Thaumaturge), they may begin to research spells, scribe magical scrolls, and brew potions, so long as they are divine in nature. When they reach 7th level (Divine Sorcerer), they may do the same for arcane spells and items. When a divine-theurge reaches 9th level (Divine Theurge), they are able to create more powerful magic items such as weapons, rings, and staves based on divine magic and at 11th level, a divine-theurge may learn and cast ritual divine spells of great power (6th and 7th level), and craft magical constructs. They may also craft more powerful items based on arcane magic.

Upon attaining 9th level (Divine-Theurge), a divine-theurge may establish or build a **fortified church**. So long as the divine-theurge is currently in favor with their god, they may buy or build their fortified church at half the normal price due to divine intervention. Once a fortified church is established, the divine-theurge's reputation will spread and they will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 divine-theurges of 1st-3rd level of the same religion to serve the order. they are completely loyal (morale +4). While in the divine-theurge's service, their followers must be provided food and lodging, but need not be paid wages. The Judge determines which proportions of followers are archers, infantry, etc. Additional rules for

fortified churches are detailed in the **Campaign** chapter.

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

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

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

Avreal Divine-Theurge Proficiency List:

Apostasy, Battle Magic, Beast Friendship, Collegiate Wizardry, Command, Contemplation, Craft, Diplomacy, Divine Health, Elementalism, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands,

Leadership, Loremastery, Magical Engineering,
Mystic Aura, Naturalism, Prestidigitation,
Profession, Prophecy, Quiet Magic, Sensing Evil,

Sensing Power, Theology, Transmogrification,
Unflappable Casting

Avreal Divine-Theurge Level Progression					Arcane Spell Progression				Divine Spell Progression					
Experience	Title	Level	Hit Dice	Special Abilities	1	2	3	4		1	2	3	4	5
0	Divine Arcanist	1	1d4	Lay on Hands, Turn Undead	1	-	-	-		-	-	-	-	-
3,075	Divine Seer	2	2d4		1	-	-	-		1	-	-	-	-
6,150	Divine Incanter	3	3d4		2	-	-	-		3	-	-	-	-
12,300	Divine Magician	4	4d4		2	1	-	-		3	1	-	-	-
24,600	Divine Thaumaturge	5	5d4	Magic research (minor) divine	2	1	-	-		3	3	-	-	-
49,200	Divine Enchanter	6	6d4		2	2	-	-		3	3	1	1	-
100,000	Divine Sorcerer	7	7d4	Magic research (minor) arcane	2	2	1	-		3	3	3	1	1
200,000	Divine Mage	8	8d4		2	2	1	-		4	4	3	3	1
390,000	Divine Theurge	9	9d4	Major Magic Items divine, Sanctum	2	2	2	-		4	4	4	3	3
580,000	Divine Theurge 10 th level	10	9d4+1*		3	2	2	1		5	5	4	4	3
870,000	Divine Theurge, 11 th level	11	9d4+2*	Major Magic Items (arcane), Divine Ritual Magic	3	2	2	1		5	5	5	4	4
1,060,000	Divine Theurge, 12 th level	12	9d4+3*		3	3	2	2		7	7	5	5	4

Avreal Divine-Theurge Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-3	11+	11+	13+	9+	10+	10+
4-6	10+	10+	12+	8+	9+	9+
7-9	9+	9+	11+	7+	8+	8+

10-12	8+	8+	10+	6+	7+	7+
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Spell Lists

First Level Divine Spells

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

Second Level Divine Spells

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

Third Level Divine Spells

1	Continual Light*
2	Cure Blindness*
3	<i>Cure Moderate Wounds</i>
4	Glyph of Warding

5 Growth of Animals^{trn}

6	<i>Invulnerability to Evil</i>
7	Locate Object
8	Prayer
9	Remove Curse*
10	Speak with Dead
11	<i>Sphere of Visibility</i>
12	<i>Winged Flight</i>

Fourth Level Divine Spells

1	Create Water ^{elm(water)}
2	Cure Serious Wounds*
3	<i>Death Ward</i>
4	Dispel Magic
5	Divination
6	Neutralize Poison*
7	Prot. from Evil, Sustained*
8	Smite Undead* ^{nec}
9	Speak with Plants
10	<i>Telepathy</i>
11	Tongues
12	Vigor

Fifth Level Divine Spells

1	Atonement
2	Commune
3	Create Food
4	<i>Cure Critical Wounds</i>
5	Dispel Evil
6	Flame Strike ^{elm(fire)}
7	Insect Plague
8	Quest* ^{enc}

9	Restore Life and Limb* ^{10th}
10	Strength of Mind

11	Summon Weather
12	True Seeing

Labyrinth Lord Conversion

Little work is necessary to convert a Divine-Theurge to Labyrinth Lord.

They fight and save as mages, though at a +2 to all saving throws. They may only fight with quarterstaves, clubs, daggers, and darts. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Because of their connection to their divine ancestry, divine-theurges have the ability to **turn undead** as clerics of their level.

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

Avreal divine-theurges **learn and cast arcane spells** as mages of two-thirds their class level.

Avreal divine-theurges **manifest divine spells** as a cleric, but use the number of spells per day on the list below. They may use the list above, or the normal cleric list at the GM's discretion. Sixth level spells should come from the standard Cleric list.

Upon attaining 9th level (Divine-Theurge), a divine-theurge may establish or build a **fortified church**. So long as the divine-theurge is currently in favor with their god, they may buy or build their fortified church at half the normal price due to divine intervention. Once a fortified

church is established, the divine-theurge's reputation will spread and they will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 divine-theurges of 1st-3rd level of the same religion to serve the order. they are completely loyal (morale +4). While in the divine-theurge's service, their followers must be provided food and lodging, but need not be paid wages. The Judge determines which proportions of followers are archers, infantry, etc. Additional rules for fortified churches are detailed in the **Campaign** chapter.

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1,060,000	Divine Theurge, 12 th level	12	9d4+3*		3	3	2	2	7	7	5	4	4	3

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