
Tost - God of Vengeance

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Introduction

"Tost - God of Vengeance" is a brief guide for *Adventure Quest: Jaern* players wanting to deadly priests of vengeance. These are those priests who demand harsh and swift retribution from those who would serve evil.

To create priests of Tost, players will need a copy of the *Adventure Quest: Jaern* for the basic character creation rules.

Domain

Tost stands for justice taken to the extreme. Law has been forgotten in his eyes, and compassion is spent on the weak. Vengeance is an ice-cold hand which is hard as iron and as sharp as a razor.

History

Tost, according to legend, was once a high-ranking priest of T'or. He had conquered several lands, defeated some of the most powerful constructs of Rudri, and had fast grown to be one of the most powerful mortals on Jearn.

But Tost has made many enemies along the way, from both those he fought actively, and some of the more jealous members of his own church. As news of Tost's victories reached home, his very brothers plotted against him. As he defeated his known enemies, his secret foes had stolen his lands, and usurped his power.

Tost returned to Karfelon to find his position in the priesthood stolen by a rival. Tost merely drew in a deep breath and looked upon the treacherous one with disdain. Enraged, the betrayer went to Tost's home with the intent to kill him. Tost himself was not there, but his family died in the assault.

When Tost learned of the attack, he demanded that the treacherous one reveal himself. But the corruption of the church kept the murderer's identity hidden. Enraged beyond comparison, Tost cursed the Priests of T'or, whom had secretly already lost their power, and swore that he would never again serve a god who would allow such vile men to serve him.

Tost began serious and grim, exacting justice

swiftly and coldly, striking terror into his enemies. Justice alone was not enough. The guilty, in his eyes, must be made to suffer. Tost's thirst for vengeance became legendary. Tost's quests gave him more power, and in a short time he no longer needed the powers and discipline of T'or.

Tost honed his new abilities and became powerful enough to challenge even T'or. When battle ensued, Tost's rage shook the very planet. It is believed that T'or won the battle, because T'or's prominence did not diminish, but that Tost had, as a result of the battle, ascended to godhood himself.

Now Tost serves as a constant reminder to those who defy T'or. Where T'or shows mercy, Tost does not. He has become the ultimate punisher, and the deliverer of death.

Motivation

Tost's motto is "On the wicked, kindness is no virtue, and cruelty is no vice!". In essence, that is what all of his minions believe. The wicked should be punished, severely, for their crimes.

While the minions of Tost only hunt down what they consider as evil, their actions upon that evil are vicious and cruel. In their view, the wicked deserve to learn the pain of hell before they are sent there.

Structure

Each priest is represented within the temple by a following of other priests or 'civilians'. These followers swear loyalty and obedience to their master and will follow his orders strictly to the letter. The priest with the most followers in the Citadel is called the Grand Master.

Organization: The Grand Master is the sole ruler of the Citadel. He is chosen by his followers in a ceremony where Tost himself is said to show his favor. The Grand Master commands the Generals, who then command the lower ranks. Actual rankings of the priesthood are shown by the color of the gloves and cape. Initiatives wear white, captains wear beige, majors wear tan, generals wear brown, and the Grand Master himself wears red.

Requirements: Those aspiring to be priests of any

rank in the Citadel of Tost must be both strong and hearty (a STR and HEA of 15 will suffice). They must be shown to be honorable and obedient. They are then tested by dispensing justice on a captured criminal. The handling of the dispatching of vengeance will determine the eligibility of the would-be priest.

Duties: The single purpose for all priests of Tost is to hunt down and slay (if the condemned is lucky enough) criminals. In particular, Tost priests will hunt down any construct of Rudri. Tost priests have also sworn to aid Anubis by sending his followers to him. Priests are also expected to aid other followers and to obey the commands of their superiors.

Advancement: Advancement comes to the priest when his superior considers him an equal. This is generally measure in skills, but can also mean in manner and presence. An intelligent and honorable priest is more likely to advance than a merely powerful one. An honorable and powerful priest is likely to go far. The position of Grand Master is only replaced upon his death.

Traditions

Order is, if possible, even more important to the Tost Priests than it is to the T'orites. The Tost Priests have only a few laws, but they are strictly obeyed.

The condemned deserve no mercy, and should be given no quarter. If you must choose between slaying the condemned, and saving an innocent, then slay the condemned so that no more innocents need suffer. The condemned should suffer for every sin he has committed, and for every victim he has tortured.

The Priests of Tost will use whatever means necessary to defeat the condemned, so long as no other persons are involved. There should be no needless complexities in their duty, and the cold hand should strike firmly.

Clothing: Priests of Tost almost always wear armor, usually of leather and plate. The armor is generally adorned with the traditional ranking marks of the gloves and cape. The cape itself is optional, as it tends to get in the way at times. These Priests can use any weapon, though long swords are preferred.

Worship: Worshipping ceremonies are generally

brief and very profound. Simple prayers to watch over the innocent and to punish the condemned are offered at morning-rise.

Donations: Some donations are accepted to maintain the Citadel itself, but it is hardly lavish. Most funds are kept by the Priests to maintain their gear and rations. Avarice is frowned upon.

Obligations: All priests are expected to answer to the Grand Master when needed. Generally, priests will remain with their smaller groups, with one higher ranking priest, and perform their duties and hunts on their own.

Penance: Those Tost Priests found to be one of the condemned are tortured for days on end, sent to hell a bit at a time, to atone for the shame he has brought on his Citadel. This act of penance has, obviously, rarely happened.

Holidays and Ceremonies: The Priests have only one holiday and formal ceremony, and that is when a new Grand Master must be chosen. This is a somber occasion, filled with mourning Priests. The end of the ceremony sees the sword of the Grand Master pointing to his successor.

Spells

The main distinguishing mark between T'or and Tost is that the priests of Tost use spells. They are limited in their spell selection, however, having access to only three groups, and then only to rank ten in each. Those spells in the Penance group are at double experience cost.

Sword

These are the weapon (offensive) spells of the Priest. Each of these spells manifest through the weapon of the priest, so he must have a weapon to cast them.

Hone

Rank: 1

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Weapon, touch

Duration: 4 rounds

Effect: Upon casting this spell, the caster's weapon will strike for one additional point of damage per round and will have a +1 on all to-hit rolls. The weapon must be a combat weapon and must remain in the caster's hands for the duration of the spell effect.

Disrupt

Rank: 2

Casting Time: 1 round

Resistance Check: 3d6 HEA negates

Area of Effect: 1 person, touch/melee

Duration: 4 rounds

Effect: When this spell is cast, the caster's weapon will disrupt the spell energy of the opponent, as well as cause damage. When the weapon strikes while under the influence of this spell, it will cause equal damage to the target's SU as the DP. The weapon must remain in the caster's hands for the duration.

Flame Blade

Rank: 3

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 weapon, touch

Duration: 4 rounds

Effect: The caster's weapon becomes encased in red hot flame for the duration of the spell. While the caster himself suffers no damage, when the weapon strikes, it will cause an additional 2d6 damage from flame. The weapon must remain in the caster's hands for the duration of the spell's effect.

Razor

Rank: 4

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Weapon, touch

Duration: 6 rounds

Effect: When this spell is cast upon his weapon, all successful strikes with it will cause double the indicated damage for the duration of the spell's effect. The weapon must remain in the caster's hands for the spell's duration, or the effect is cancelled.

Scramble

Rank: 5

Casting Time: 1 round

Resistance Check: 3d6 WIL negates

Area of Effect: 1 Weapon, touch

Duration: 8 rounds

Effect: When this spell is cast upon his weapon, any strike with the weapon will reduce the target's WIL and PWR by one point. WIL and PWR lost in this way can be regained one point per day of rest. If WIL or PWR reach zero, the victim dies. The weapon must remain in the caster's hands for the duration of the spell's effect or the spell is cancelled.

Eldritch Bolt

Rank: 6

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Weapon, touch

Duration: 8 rounds

Effect: The caster's weapon, with this spell, becomes encased in red hot flame as per Flame Blade. The blade can also shoot forth 1d10 energy bolts at a range of 60' for the duration of the spell. To-hit rolls are needed for the energy bolts to strike their target. The weapon must remain in the caster's hands for the duration of the spell's effect, or it is cancelled.

Sleepbringer

Rank: 7

Casting Time: 1 round

Resistance Check: 4d6 HEA negates

Area of Effect: 1 Weapon, touch

Duration: 8 rounds

Effect: This spell will temporarily enchant the caster's weapon so that each hit with it will force the target to succeed a 4d6 RC against their HEA or fall unconscious from the sheer pain. The weapon will otherwise cause normal damage. The weapon must remain in the caster's hands for the duration of the spell or it is cancelled.

Dispel Magic

Rank: 8

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Weapon, touch

Duration: 6 rounds

Effect: This spell will temporarily grant the caster's weapon with the ability to destroy any magical effects with 8 SU or lesser on contact with the weapon. If striking a person, 8 SU from that person are lost. If no magic is present, the weapon will otherwise cause normal damage. The weapon must remain in the caster's hands for the duration of the spell or it is cancelled.

Firebringer

Rank: 9

Casting Time: 1 round

Resistance Check: 4d6 HEA for 1/2 damage

Area of Effect: 1 Weapon, touch

Duration: 6 rounds

Effect: This spell acts much the same as Eldritch Bolt, but the weapon is encased in white hot flame. Combat strikes cause 3d10 damage from flame, and the energy bolts strike for 2d10 damage for the duration of the spell. No to-hit rolls

are needed for the energy bolts to strike their target, but the target can roll a 4d6 HEA RC to halve the damage from the bolts. The weapon must remain in the caster's hands for the duration of the spell or it is cancelled.

Deathbringer

Rank: 10

Casting Time: 1 round

Resistance Check: 5d6 HEA negates

Area of Effect: 1 Weapon, touch

Duration: 6 rounds

Effect: A frightening spell, this will enchant the caster's weapon so that each hit with it could kill the target if he fails a 5d6 RC against his HEA. The weapon will otherwise cause normal damage. The weapon must remain in the caster's hands for the duration of the spell or it is cancelled.

Shield

These are the defensive spells of the Priest. Each of these spells manifest through the shield of the priest, so he must have a shield readied to cast them.

Aura

Rank: 1

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 10 rounds

Effect: The caster, through his shield, can generate an energy aura for the duration of this spell. On the first round, this aura can absorb ten points of damage. On the second round, nine points, and so on, until it fades to nothingness. The caster must be holding on to his shield for the duration of the spell or the effect is cancelled.

Defender

Rank: 2

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 6 rounds

Effect: This spell will enchant the caster's shield's natural ability to protect the caster from damage. When cast, the caster's CDV, MDV, and GDV all increase by three points each, making him harder to hit. The caster must be holding on to his shield for the duration of the spell or the effect is cancelled.

Deflect

Rank: 3

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 6 rounds

Effect: The caster, with this spell, can deflect any oncoming combat and missile attacks. To do this, he needs to roll higher on a d20 than his attacker. A successfully deflected attack causes no damage. The caster must be holding on to his shield for the duration of the spell or the effect is cancelled.

Flame Shield

Rank: 4

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 8 rounds

Effect: Through his shield, the caster generates a swirling flame shield around him. Persons striking this shield will suffer the full damage from their own attacks while the caster suffers only half damage. This does not protect against magical effects. The caster must be holding on to his shield for the duration of the spell, or its effect is cancelled.

Force Wall

Rank: 5

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 8 rounds

Effect: This spell will enchant the caster's shield natural ability to protect the caster from damage. The CDV and MDV of the caster are raised by five points and the caster cannot be grappled. The caster must be holding on to his shield for the duration of the spell or its effect is cancelled.

Improved Aura

Rank: 6

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 10 rounds

Effect: Similar to the Aura spell, except that the spell starts with twenty points of absorption power and reduces at a rate of two per round. The caster must be holding on to his shield for the duration of the spell or the spell's effect is cancelled.

Reflection

Rank: 7

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 8 rounds

Effect: Through his shield, the caster generates a swirling mist shield around him. Any physical attack striking during this time will be reversed on the attacker. Magical attacks of less than 7 SU will be turned back upon the attack. Greater magical attacks will either be halved in damage or resisted at two die easier than normal. The caster must be holding on to his shield for the duration of the spell or its effect is cancelled.

Energy Shield

Rank: 8

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 8 rounds

Effect: This spell will create a force field which surrounds the caster and an area of 30' radius around him. The force field can absorb 10 points of damage for the duration of the spell. Persons outside of the shield must cut through by causing more than ten points of damage at the shield's radius. The caster must be holding on to his shield for the duration of the spell, or its effect is cancelled.

Absorption

Rank: 9

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 6 rounds

Effect: This spell will enable the caster to absorb and recharge from any magical attack directed against him of 9 SU or lesser. The spell aimed at him will not manifest, and will instead go to recharge the priest's SU points. The caster must be holding on to his shield for the duration of the spell or the spell effect is cancelled.

Invulnerability

Rank: 10

Casting Time: 1 round

Resistance Check: None

Area of Effect: 1 Shield, touch

Duration: 6 rounds

Effect: The casting of this spell will enable the caster to be completely immune to all physical attacks for the duration of the spell. In addition, all magical attacks designed to cause damage are automatically halved. Other magical attacks can be resisted at two dice easier than normal.

The caster must be holding on to his shield for the duration of the spell or the spell's effect is cancelled.

Penance

The Penance group represents the abilities of the priest to detect and conquer evil and the unjust. All spells manifest with line of sight, and cause the victim to fear some degree of fear, regardless of his power.

Chill

Rank: 1

Casting Time: 1 round

Resistance Check: 3d6 WIL negates

Area of Effect: 1 Person within 60' LOS

Duration: 6 Rounds

Effect: With this spell, the victim will become flustered and nervous in battle against the caster. All of the victim's combat rolls against the priest are made at a negative five penalty for the duration of the spell.

Know Patron

Rank: 2

Casting Time: 1 round

Resistance Check: 4d6 WIL negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: With this spell, the caster can 'sense' which deity the victim worships, as well as the standing the victim has with that religion's patron. This effect is visible only to the caster and does not tell the power of the victim.

Pain Strike

Rank: 3

Casting Time: 1 round

Resistance Check: 3d6 HEA for 1/2 damage

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: The caster, by staring at his opponent, can cause 3d6 damage in pure pain. The damaging effect seems to have no physical cause.

Cold Spine

Rank: 4

Casting Time: 1 round

Resistance Check: 3d6 WIL negates

Area of Effect: 1 Person within 60' LOS

Duration: 4 rounds

Effect: With this spell, the victim will succumb to overwhelming fear. All of the actions of the victim are either at -10 (for d20 rolls), or at a penalty of two dice on any skill checks (this does not

affect future RCs). 3d6 against WIL negates this effect.

Agony

Rank: 5

Casting Time: 1 round

Resistance Check: 4d6 HEA negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: The caster, by staring at his opponent, can cause 5d6 damage in pure pain. In addition, the victim will lose one point of HEA. This HEA is regained at the rate of one point per day of rest.

Know Spirit

Rank: 6

Casting Time: 1 round

Resistance Check: 4d6 WIL negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: With this spell, the caster can 'sense' if the victim is a warrior, priest, mage, or other background. He will also get a vague idea of the power of the victim. The more powerful, the brighter the glow.

Fear

Rank: 7

Casting Time: 1 round

Resistance Check: 3d6 WIL reduces effect

Area of Effect: 1 Person within 60' LOS

Duration: 8 rounds

Effect: The victim of this spell will feel the overriding urge to run as far from the caster as possible. The victim cannot take any other action except for run away. Cornered victims will become catatonic for the spell's duration. A successful 3d6 WIL RC will reduce this effect to that of a Cold Spine spell.

Penance Stare

Rank: 7

Casting Time: 1 round

Resistance Check: 4d6 HEA negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: The caster, by staring at his opponent, can cause the victim to pass out from pain, reducing the victim's DP to zero in the process. Though the damage is severe, no physical cause can be traced for the wracking of pain.

Know Condemned

Rank: 9

Casting Time: 1 round

Resistance Check: 4d6 Willpower negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effects: With this spell, the caster will know everything about the victim he needs, such as exact stat values, DP and SU (though in 'in character' terms), which spells are known, what deity he worships, skills known, and other such information. The caster will not learn the history or motives of the victim, but will know effectively everything statistically relevant.

Destruction

Rank: 10

Casting Time: 1 round

Resistance Check: 5d6 WIL negates

Area of Effect: 1 Person within 60' LOS

Duration: Instant

Effect: With this spell, the victim's soul will be permanently removed from his body, killing the body and irrevocably destroying the soul (so long as the power of Tost agrees). Those killed in this manner may never be resurrected in any form or under any circumstance.