

ANGELS, DAEMONS AND BEINGS BETWEEN

EXTENDED

OTHERWORLDLY EDITION

A SLICE OF THE EXTENDED CUT



Daniel J. Bishop, Paul Wolfe and David Fisher
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Angels, Daemons and Beings Between: Extended, Otherworldly Edition is a patrons supplement for the Dungeon Crawl Classics Role Playing Game by Goodman Games.

Original Project Leader: Sean Connors

Original Campaign Coordinator: Derrick Maltman

Writers: Daniel J. Bishop, Paul Wolfe and David Fisher

Cover Artist: David Fisher

Illustrators: David Fisher and Daniel J. Bishop

Original Layout: Ken Jelinek

Expanded Edition Layout: David Fisher

Editors: Ken Jelinek, Daniel J. Bishop, Michael Bishop, Alx_747 and David Fisher

Patrons: Gary Anastasio, Robby Anderson, Barry Baker, Johnathan Bingham, Adam Boisvert, James Bragle, Andrew Crenshaw, Mark Crew, Reverend Dak, Gauthier Descamps, Scot Drew, Brett Easterbrook, Matthew Gagan, Russell Hoyle, Jim Humphries, Edgar Johnson, Michael Kruckvich, Ashley Laycock, Patrick Ludwig, Christopher Mennell, Kreg Mosier, Steve Moss, Diogo Nogueira, Jake Parker, James Patterson, Reverance Pavane, Aaron Reimer, Steven Roman, Erik Stiene, Joe Suiter, John Thomasovich, Troy Truchon, Jason Verbitsky, Brent Walters, Steven Warble, Matthew Weeks, David Williams, and Daniel Wood.

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Preface to the Expanded Edition

*It is difficult to claim that any facet of the jewel which is the **Dungeon Crawl Classics Role Playing Game** is shinier than any other, but there can be little doubt that patrons shine a bit more brightly for being new, interesting, and perhaps under-represented in the Core Rulebook.*

When I wrote that paragraph back in 2012, *Dungeon Crawl Classics* was in its infancy, and there were relatively few support materials available. **Goodman Games**, of course, already had a number of excellent modules out. **Purple Sorcerer** was going with its *Sunken City Adventures*. **Thick Skull** had already published *Attack of the Frawgs!*, and **Purple Duck** had started its AL line of adventures (three of which I have written as of this time). There were no additional patrons available, either in official or third party sources. *Angels, Daemons, and Beings Between* filled a necessary gap. I believe that, at this time, Paul Wolfe and I still have the most published patrons between us, appearing in diverse adventures and source books.

This book expands our original supplement. Within its pages, you will find even more patrons than before, some of which appear in either Paul's or my other published work, and some of which appear now for the first time. Where partial patrons appeared before, they are now fully fleshed out and ready to use at your table.

I would personally like to thank Sean Connors and David Fisher for making the volume in your hands possible. I would also like to thank all those whose patronage resulted in the original volume being produced. Like any good adventure, the history of this project has taken unexpected twists and turns along the way. There have been dead ends and setbacks. In the end, though, I hope that you are as satisfied as I am by the treasures we've won: the expanded volume of *Angels, Daemons, and Beings Between*. Who knows? If we succeed in our Luck Check, this may be only Volume 1 of a long series.

Thank you again for taking the journey with us.

And Good Gaming!

Daniel J. Bishop

2016

A SLICE OF THE EXTENDED CUT

When releasing the *Extended, Otherworldly Edition* of *Angels, Daemons and Beings Between*, a deal was struck with *Dragon's Hoard* Publisher, Sean Connors, for the printing rights of the first edition. That agreement stipulated that the PDF of the new edition would not be made available due to clashes of intellectual property in the *Dragon's Hoard* edition.

What you have before you, therefore, is but a slice of all the new goodies not included in the original PDF. Sadly, this slice is also missing many pieces of new art and edits made to the original material. If you haven't picked up the print version, I urge you to consider buying the full volume as it was designed.

Cheers,
David W. Fisher

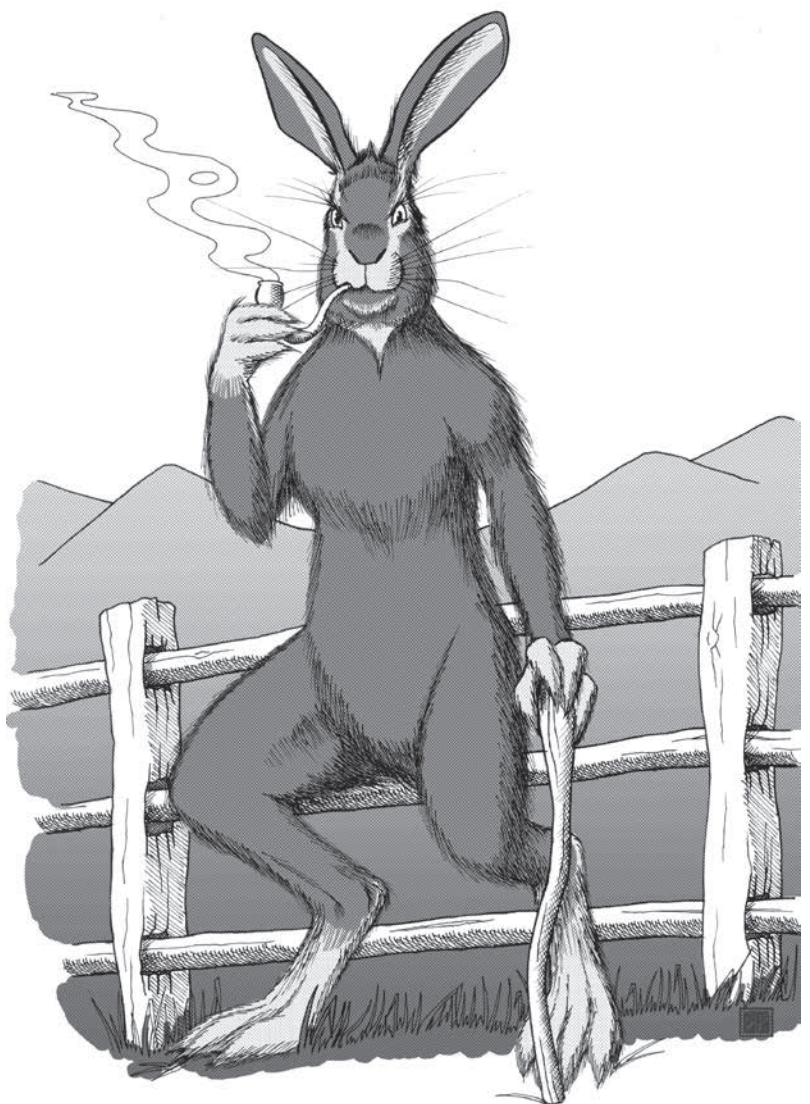




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Using Patrons in the Dungeon Crawl Classics Role Playing Game

By Daniel J. Bishop

Patrons are supernatural beings that are willing to bargain with mortals, trading magical power for service. Although some patrons may be gods, and some gods may be patrons, gods and patrons are not the same thing. A god gives orders to his followers, and expects those orders to be obeyed. A patron makes a contract with a supplicant, and is bound by that contract. In a way, the very soul of a caster may become bound up with her patron, with *patron taint* being the manifestation of this connection.

Potential new patrons repeatedly show up in *Dungeon Crawl Classics* adventures (both official and third-party publisher adventures). When this article was originally written as a blog post, none of those adventures included a full write-up for a patron; that has changed considerably. In addition to those patrons appearing in this sourcebook, new patrons have arisen in **Goodman Games**, **Purple Duck Games**, **Purple Sorcerer**, **Chapter 13 Press**, **Cognitions Pressworks**, and other publishers' game materials. This is great, because new patrons are always welcome.

Furthermore, the concept of demi-patrons was introduced in *CE 5: Silent Nightfall*, and further explored in *CE 6: The Crimson Void* (both published by **Purple Duck Games**). Information on demi-patrons is reproduced later in this volume.

It is important to remember that all patrons are unique. When devising new patrons for your home milieu, consider making changes to how the *Patron Bond* and *Invoke Patron* spells work in relation to that patron. For example, Yallafial, Queen of the Birds, has a wavering attention span that varies between automatic failure when she is invoked to a +6 bonus on the spell check roll! Likewise, spells do not all have to be equally useful, nor do they all have to be useful in combat. Flavor is the most important consideration here; the spells must match the patron.

The *Core Rulebook* suggests that every patron has three spells, one each of levels 1, 2, and 3. This is certainly a way to go, and is a good way to create most patrons, but you need not follow this scheme slavishly. Some patrons may allow more spells; others may allow less. It is easy to imagine a patron with three 1st level spells in addition to one 2nd and one 3rd level spell. All the Judge need do is make certain that there is a cost somewhere else to balance out this generosity – for example, especially harsh *spellburn* results or *patron taint*. Or, perhaps, the patron is merely difficult to bond with.

If you are considering patrons to be just a *Wizard thing*, you are selling them short. The *Core Rulebook* discusses using patrons with Wizards and Elves, and gives a nod to other classes in the text of the *Patron Bond* spell. In addition it notes that powerful supernatural beings can affect the Luck of those who aid or oppose them. Patrons are among the supernatural beings meddling in the affairs of the world. The Judge is well advised to know what they want, if not how they intend to get it, and use patrons to spur adventures.

Even if no one in the group has a patron, these supernatural beings are interested in moving PCs and powerful NPCs like pieces on a multi-dimensional chessboard, seeking to win advantage against other equally powerful beings. The relationship between patron and adventurers need not always be the result of a PC Wizard or Elf seeking out the patron. The patron may well seek out the PCs. Indeed, the patron may direct an NPC Wizard to cast *Patron Bond* to tie willing PCs to that patron's cause, whether they know the spell or not.

Likewise, PCs may find themselves opposing one potential patron while unknowingly aiding another in a game whose rules they don't fully understand. This sort of action happens quite often in Appendix N fiction, and is quite appropriate in the *Dungeon Crawl Classics Role Playing Game*.

For more ideas on using patrons in DCC adventures, consider the following:

- *The Portal Under the Stars* (Joseph Goodman): *Core Rulebook*, pp. 452-456. The entire action of the adventure, as well as the site itself, may be considered the result of a patron's actions long ago.
- *DCC #68 People of the Pit* (Joseph Goodman): Includes the most fully developed *patron* outside the *Core Rulebook* at the time of the original blog post, which drives the action of the adventure. This being would be considered a demi-patron using the rules included later in this volume.
- *DCC #70 Jewels of the Carnifex* (Harley Stroh): Includes a potential patron (which must be developed by the Judge to be used as such), and the action of the module revolves around higher supernatural powers.
- *SC-1 Perils of the Sunken City* (Jon Marr): Excellent use of an interesting potential patron, and the rivalry between patrons is directly responsible for the scenario encountered. Again, the Judge must develop one of the patrons involved before they can be used by PCs; the other now appears fully developed in *The Sunken City Omnibus*.
- *SC-2 The Ooze Pits of Jonas Gralk* (Jon Marr): Again, this module supplies the Judge with the bare bones of two potential patrons, both of which demand more information, and the action is driven by their interactions with mortals.

These are certainly not the only DCC adventures to deal with patrons, but they are adventures that show how it may be done in various ways and with interesting effect. From **Purple Duck Games**, look for Paul Wolfe's *AL-2 Sepulchre of the Mountain God* for two more potential patrons, and *AL 6: Playing the Game* (Perry Fehr) for three more new elemental compatriots to Ittha, Prince of Elemental Winds. Somnos, in my own *Through the Cotillion of Hours* is not fully detailed as a patron, but the basics are given. Somnos may appear in a second volume of *Angels, Daemons, and Beings Between*. See also *CE 2: The Black Goat*, and the *FT Series* for ideas for ideas on how to work patrons into adventures. **Stormlord's** recent *Black Powder*, *Black Magic* has an excellent introduction to a potential patron in the first volume, although he is not fully described until Volume 3.

In conclusion, try to remember that patrons are not just for spellcasters. Try to make your patrons proactive as well as reactive within the campaign milieu. As Elric's foe, Theleb K'aarna, learned to his regret, it is not just casters who drop patrons – patrons also drop casters who fail in their tasks. Elric's not being bonded to the powers of Law didn't stop Donblas the Justice-Maker from aiding him in Nadsokor.

The more fully realized your patrons, the more they influence your campaign world, and the more that world comes to life. It's part of the genius of the system, and a very bright facet among the many bright facets which make *Dungeon Crawl Classics* my personal role playing game of choice.

On Demi-patrons

Not all supernatural beings willing to lend the PCs aid need be as powerful as full patrons. A demi-patron is a supernatural being that is able to lend some assistance to the beings it sponsors, but is less powerful than a full patron. It may, or may not, require a *Patron Bond* spell in order to enter into a relationship with a caster. Likewise, it may, or may not, cause *patron taint*.

Demi-patrons might be able to provide a single spell, or be invoked (generally with lower-powered results than with a full patron), or might even provide some benefit which is not usual for patrons (a spell check bonus to a particular group of spells, a unique mercurial magic effect, or anything else the enterprising Judge can imagine).

Demi-patrons allow the Judge to see how each entity makes use of some aspects of the patron system, while creating entities without a powerful enough connection to the linked mortal spellcasters involved to be considered true patrons. This allows the Judge to create special effects, and strange beings, which remain mostly limited to a given location or adventure. They may also be used as rewards within specific adventures – learning of a being that supplies *spellburn* for cold-based spells at a reduced cost is more valuable than gold for some Wizards.

This article started out as a post on the author's blog, and was expanded on in *Dispatches From Raven Crowking's Nest* Volume 1. The current version incorporates material from the author's Campaign Element adventure, *Silent Nightfall*. Both Dispatches and the Campaign Element series are published by **Purple Duck Games**.

DAGON



Dagon is not only a fish-god, as he is often known, but is also a lord of batrachian creatures rivalling Bobugbubilz. The Esoteric Order of Dagon is openly worshipped in some coastal areas, and if PCs genuinely wish to join the Order, they are accepted happily.

A new member of the Esoteric Order of Dagon is taken to a lonely reef at midnight, where he swears fealty to the Order before both the High Priest and a contingent of the Children of the Deep. At these times, the Temple appears to be inhabited by lovely women – Children of the Deep who can pass for human to mate with mortal men. Confirmation to the Order requires that human blood be spilled into the waves (1d4 hp worth), which may come from the candidate or from a sacrifice, but which must be spilled by the candidate's hand. The candidate immediately gains +1 Luck as the protection of Dagon falls upon him; should he break from the Order, he loses 1 point of Luck. Lawful characters become Neutral immediately, and Neutral characters become Chaotic.

Those who join the Order are expected to take a fish-wife from among the Children of the Deep (if male), or a Deep Child husband (if female). The male Children are not nearly so tempting as the female. They are expected to bear, and care for, hybrid children. Annually, at midnight on the Summer Solstice, human sacrifices are conducted, and members of the Order are expected to attend (unless there is strong reason for them not to). They may also be asked to bring the worship of Dagon to other coastal communities.

In return, every year on the anniversary of joining the Order, they roll on the Children of the Deep Deformities table (overleaf), ignoring duplicate rolls. Once they have rolled each deformity on the table, they cease to age and become fully amphibious, able to live underwater or on land with equal ease. Each time a PC provides a human sacrifice to Dagon, he receives 1d10 pieces of jewellery made of the strange Dagonite gold alloy. Each piece is worth 1d10 gp per Hit Die or level of the sacrifice.

According to *The Necronomicon*, the servants of Dagon also include a strange species of Deep Elders that can possess humans and other creatures, working the will of Dagon in their guise.

A wizard or elf can bond to Dagon, choosing the god as a patron. The wizard or elf need not be a member of the Esoteric Order, but gains a +2 bonus to the spell check if he is. The ceremony to bond with Dagon must be conducted within site of the sea. If conducted in a place sacred to Dagon, like *Temple Island* or the *Church of the Esoteric Order of Dagon* in *Portsmouth*, the petitioner gains an additional +2.

Invoke Patron check results:

- 12-13 A portion of Dagon's attention is drawn by the lowly petitioner. Even this small amount of attention bolsters the caster, granting him +3d4 hit points and a +2 bonus to his attack rolls for a number of rounds equal to his caster level.

SIDEBAR: Children of the Deep

These humanoids bear signs of both piscine and batrachian ancestry. They are fully aquatic, but can live forever (barring injury) once they reach adulthood. Younger Children, and especially hybrid Children, may pass as human, and can live outside of water. The ability to breath water develops over time; in a way, they reverse the process of a tadpole moving from water to land as they grow older. They seek to gain tribute in exchange for driving fish into the nets of coastal towns' fishermen, and by exchanging treasures made of a strange alloy of gold and another unknown metal, pale and beautiful.

The tribute they seek is in the form of sacrifice – including human sacrifice. They wish to increase their influence on land by creating hybrids with willing (or unwilling) humans.

A hybridized Child of the Deep may be uncovered by noticing one or more of the following:

1d14	Deformity
1	Goggling or bulging eyes
2	Receding forehead
3	Receding hair
4	Greying skin
5	Flaking, almost scaly skin
6	Hopping, shuffling gait
7	Extremely narrow shoulders
8	Tiny ears
9	Wrinkles on neck (proto-gills)
10	Thin face
11	Flat nose
12	Fishy odor
13-14	Roll twice on 1d12

- 14-17 Dagon grants the petitioner the mark of his favor. So long as this mark lasts, the caster can breathe water, swim at a 40' movement rate, and use a move action to leap up to 1d10+10 feet forward, backwards, or upwards. The mark of Dagon's favor lasts 1d6+CL minutes, plus 10 minutes per point of *Spellburn* the caster is willing to undergo for this sole purpose.
- 18-19 Clouds gather for 1d3 rounds, and then fish and frogs begin to fall from the sky, in a 200' radius around the caster for a period of 1d8+CL rounds. All within this area, except the caster, must succeed on a DC 10 Reflex save each round to avoid falling prone. In addition, the falling creatures seem to target the caster's foes – each of which takes 1d3 points of damage each round from the uncanny rain.
- 20-23 Dagon communicates a spell to the caster, which may then be used until lost. This can exceed the maximum spells allowed. Once lost, the spell cannot be recovered, although the caster can then try to learn that spell if she has an available spell slot of the appropriate level. The Judge may assign tasks to learn missing parts of the spell, as usual. Spells that are normally clerical spells cannot be learned in this way. Roll 1d7 and add the caster's Luck Modifier to determine the spell gained: (0 or less) *cantrip*, (1) *food of the gods*, (2) *animal summoning*, (3) *second sight*, (4) *chill touch*, (5) *find familiar*, (6) *monster summoning*, (7) *speak with the dead*, or (8 or better) *water breathing*. Regardless of the spell gained, the manifestation is always related to the ocean, fish, or frogs, in a manner chosen by the Judge. Clerical spells are cast with a -2 penalty and lost if the spell fails. On a natural 1 these spells have an equal chance of generic misfire and major corruption, as well as automatic *patron taint*.
- 24-27 Desiring to protect the caster, Dagon wraps him in an aura of selective invisibility that lasts for 1d4+CL minutes. During this time, no opponent can target the caster unless the caster first targets that opponent with an attack, spell, or similar effect. Anyone targeted by the caster can be seen and interacted with normally. This selective invisibility does not apply to the caster's allies, who can see him normally, and it does not prevent him from being caught in area attacks.
- 28-29 For 1d12+CL rounds, the caster may point at any target using one of his Action Dice, to a maximum of one per round. That target must make a DC 20 Will save or be transformed to fishy-smelling water and run away or soak into the ground. The target remains nominally *alive* for 1d20 days, as its consciousness is slowly broken up through the environment.
- 30-31 Pleased to aid the caster, Dagon restores all lost hit points **or** all lost spells to the caster's mind (caster's choice), as well as granting **one** of the boons granted from a lower spell check result (caster's choice).

- 32+ The caster and up to 3 allies per Caster Level gain the ability to breathe water and a swim speed of 40'. Affected allies must be within sight of the caster when Dagon is invoked. This ability lasts for 1d3 hours per Caster Level, save for the caster gains this ability permanently. If the caster should ever lose the patronage of Dagon, the ability to breathe *either* air *or* water is permanently withdrawn, with an equal chance of each.

PATRON TAINT: DAGON

Not surprisingly, those tainted by Dagon become closer both to fish and amphibians. When a caster has achieved all levels of all taints, there is no reason to roll any further.

Roll	Result
1	Fishiness: When this taint is first rolled, the wizard's skin becomes grey and rough. When it is rolled a second time, the wizard begins to exude a fishy odor (causing a -1 penalty to Personality). When rolled a third time, the wizard's skin becomes hardened with silvery fish scales, granting a +1 bonus to AC but causing an additional -1 penalty to Personality. This taint has no further effect if rolled again.
2	Frogginess: When this <i>patron taint</i> is first rolled, the character's nose grows flatter, and his eyes appear to bulge. When rolled a second time, his fingers and toes lengthen and grow webbing between them. When rolled a third time, the caster's legs bow, so that he can only walk using a half-walking, half-hopping gait. Rolled a fourth time, the character's skin exudes a musty, slightly offensive moisture, reducing his Personality by 1. Ignore future rolls of this taint.
3	Mission for Dagon: When this taint is rolled, the character is sent upon a mission for Dagon. The first time, the character is required to merely eliminate some threat to Dagon or his followers, requiring travel of no more than 10 miles and facing opponents who are no more powerful than the caster. When rolled a second time, Dagon demands that his servants be protected as far as 100 miles away from a threat at least equal to 1d4+CL Hit Dice. When rolled a third time, the mission may take the character anywhere in the world, and the opposition is equal to 2d8+CL Hit Dice. If this taint is rolled a fourth time, the mission may take the character anywhere in the multiverse, and may require that he face any possible opponent. Judges are encouraged to demand the extraordinary! Ignore any further rolls of this taint.
4	Amphibian Gifts: The wizard begins to adapt to life beneath the waters. When rolled the first time, the wizard can breathe water for up to 10 minutes per day. When rolled a second time, the wizard can breathe water for up to 3 hours per day. When rolled a third time, the wizard can breathe water for up to 14 hours. When rolled a fourth time, the wizard gains the permanent ability to breathe water, so long as he remains in the service of Dagon. Ignore further rolls of this taint.
5	Immortality: The promise of immortality is what draws many to the worship of Dagon. When this taint is first rolled, years seem to roll away from the character, so that she appears in the prime of her life. When this taint is rolled a second time, time slows down, so that the character ages only 1 year for every 10 spent upon the mortal plane. When rolled a third time, the character ceases to age. Ignore future rolls of this taint.
6	Away From Humanity: The wizard discovers that spending time with the normal run of humanity, elves, dwarves, or halflings, is increasingly less important to her. Moreover, she finds their company irritating. When this taint is first rolled, the wizard must spend at least 1 day out of every 5 away from non-Children of the Deep or she suffers a -1d on the dice chain penalty to spell checks over the next 5 days. If rolled a second time, the wizard cannot recover spells if she spent any time in human, elven, dwarven, or halfling company the day before. If rolled a third time, the character withdraws, and is unavailable save in the gravest emergencies 50% of the time. If rolled a fourth time, the chance of her being unavailable increases to 75%. Finally, if rolled a fifth time, the wizard completely withdraws from mortal life, and joins the Children of the Deep under the sea. If she cannot breathe water at this point, she willingly drowns. Ignore future rolls of this taint.

PATRON SPELLS: DAGON

Dagon grants three unique spells, as follows:

Level 1: *Call of the Deep*

Level 2: *Shape of the Deep*

Level 3: *Sea Wrack*

SPELLBURN: DAGON

When a character with Dagon as a patron attempts *spellburn*, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll	Spellburn Result
1	The caster feels his blood turning to brine, wracking his body with pain expressed as Strength, Agility, or Stamina loss. As the damage is healed, the caster's blood returns to normal.
2	A shoal of tiny ethereal fish nibbles at the caster's soul, invisible to all others. The pain of these bites is expressed as Strength, Agility, or Stamina loss. As the damage is healed, the size of the shoal gets smaller, reduced by invisible predators of the ethereal seas.
3	A metaphysical lamprey that only the caster can see or feel latches onto the caster's back. The blood it drains is expressed as Strength, Agility, or Stamina loss. As the damage heals, it seems to swell larger (although causing no discomfort); when the last damage is healed it disappears.
4	A tiny frog-like being sits on the caster's shoulder. It will grant the caster up to 5 points of <i>spellburn</i> for free, but if the caster cannot gain a new convert to Dagon by the next full moon, the frog-like being eats a part of the caster's soul, causing double <i>spellburn</i> damage.

Call of the Deep

Level: 1	Range: Caster	Duration: Varies	Casting time: 1 turn	Save: None
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General	The caster calls a number of Children of the Deep to himself, and binds them to his service for a time. The number of Children and the duration depend upon the spell check result. This spell requires at least 1 point of <i>spellburn</i> , representing the caster dripping his own fresh blood into the sea, which does not modify the spell check result. If the caster cannot reach the sea with his blood, this spell cannot be cast. Regardless of the spell check result, Children of the Deep cannot be compelled to travel more than 10 miles from the sea.
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Children of the Deep: Init +2; Atk claw +3 melee (1d3) or bite +1 melee (1d5); AC 13; HD 2d8; MV 30' or swim 50'; Act 1d20; SP amphibious, leap; SV Fort +2, Ref +4, Will +4; AL C.

Manifestation	By spell check result.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-15	The wizard summons one Child of the Deep, who serves for up to 1 turn before departing.
16-17	The wizard summons 1d3 Children of the Deep, who serve for up to 1d3 turns before departing.
18-21	The wizard summons 2d5 Children of the Deep, who serve for up to 1d3 hours before departing.
22-23	The wizard summons 3d7 Children of the Deep, who serve for up to 3d3 hours before departing.
24-26	The wizard summons 5d12 Children of the Deep, who serve for up to 1d3 days before departing.
27-31	The wizard summons 5d12 Children of the Deep, who serve for up to 1d5 weeks before departing.
32+	As 27-31, above, or the wizard can summon 1d3 Children of the Deep who will serve him permanently so long as they live.

Shape of the Deep

Level: 2	Range: Touch	Duration: Varies	Casting time: 1 round	Save: Will
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General	<p>The caster transforms himself or another into an aquatic shape, able to breathe water. The being so transformed retains its normal intelligence and abilities, within the limitation of its current shape. The creature so transformed can no longer breathe air, and will begin to drown if prevented from reaching water.</p>
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The creature gains the AC, move, and attacks of the new form, as indicated below.

The caster may choose the spell check result, or any lesser result. Typically, high results are used to transform the caster and allies, and low results are the fate of foes, but the caster must weigh the utility of the form with the length of the transformation.

Manifestation	Roll 1d3: (1) Creature is transformed by painful contortions as the old body physically rebuilds itself, (2) creature is instantaneously transformed, or (3) translucent fish (which can fly through the air) swarm around the creature, biting away its old form to reveal the new form within (which can be larger than the original form!).
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1	Loss, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-15	Failure, but the spell is not lost.
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16-17	Small fry: AC 18; MV swim 30'; no attacks; +3 bonus to hide. Transformation lasts 1d10+CL rounds.
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18-21	Seahorse: AC 16; MV swim 10'; no attacks; +5 bonus to hide. Transformation lasts 1d8+CL turns.
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22-23	Cod: AC 12; MV swim 50'; no attacks. Transformation lasts 1d7+CL hours.
24-26	Octopus: AC 15; MV 5' or swim 20'; no effective attacks; can use arms to cast spells at -1d on the dice chain (or no penalty, if the spell can be cast silently). Transformation lasts 1d7+CL hours.
27-31	Small shark: AC 16; MV swim 50'; bite (1d3). Transformation lasts 1d6+CL turns.
32-33	Shark: AC 14; MV swim 40'; bite (1d5). Transformation lasts 1d5+CL turns.
34+	Big shark: AC 17; MV swim 40'; bite (1d7+3). Transformation lasts 1d4+CL rounds.

Sea Wrack

Level: 3	Range: 100'	Duration: Varies	Casting time: 1 action	Save: Fortitude for half
General	This spell allows the caster to direct the wrath of Dagon. Each time this spell is cast, the caster must <i>spellburn</i> 1 point, which does not modify the spell check result.			
Manifestation	By spell check result.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure.			
12-15	Failure, but the spell is not lost.			
16-17	Gallons of sea water appear around the target, drenching him instantly and putting out any open flame. The target takes 1d3 damage from the buffeting of the sudden wave, and, if the save fails, is knocked prone.			
18-21	The caster can select up to 7 targets, each of which has the air in its lungs transformed into sea water. Each target takes 1d7 damage, and if the save is failed its next action is lost as it coughs up brine and mucus. Water-breathers are immune.			
22-23	As 18-21, above, but the damage is 3d7.			
24-26	A gigantic fish-like mouth appears for a second, and bites a selected target for 10d10 damage (no attack roll needed). If the target is slain, it is pulled out of the material world when the mouth disappears, prey to the Barracuda of the Great Abyss.			
27-31	1d10+CL man-sized fish appear from the Shoals of the Abyss, swimming or flying to the target(s) chosen by the caster. Each fish bites for 2d6 damage (no attack roll needed). Any target that dies as a result of these attacks is consumed by the fish, disappearing as they attack.			
32-33	Up to 10+CL targets have their blood transformed to sea water. Each takes 6d6+CL damage; the blood of any survivors is returned to its natural state.			
34-35	As 24-26, above, but the Barracuda attacks one target each round for 1d7+CL rounds, as selected by the caster.			
36+	Up to seven creatures are transformed into sea water if they fail their saves, and are instantly slain. If they resist the transformation, they still take 8d16 damage.			

ENTORPUS

Often referred to as the Crimson Spiral or Flaming Whirlpool, Entorpus is an elder god of chaos and destruction. Disciples of Entorpus believe it was their dark lord that created the universe and that order, in particular law, is destroying the chaos of nature.

Depicted as a red whirlpool or vortex in artworks, the true form of Entorpus is unknown. Some say it is a giant crimson kraken that dwells beneath the great seas. Others believe it is a formless vortex of empty space that devours all things.

Those who seek patronage from Entorpus must border on insanity and revel at the prospect of self-destruction.

Invoke patron check results:



- 12-13 The touch of the caster draws heat from a living target. The victim must make a Fortitude save or lose one action die per round for 1d3+CL rounds.
- 14-17 As above, but the caster concentrates heat inside his or her body. Once per round for the next 1d3+CL rounds, the caster **MUST** fire a bolt of intense heat at a living target. The attack is made at the caster's attack bonus and deals 1d4+CL damage. If the caster does not (or cannot) discharge the excess heat, he or she takes 3d4+CL damage.
- 18-19 A shimmering cloud of chaos stuff surrounds the caster, leeching 1d3+CL physical attribute or hit points from living things that fail their Fortitude saves in a 30' radius. The caster can use this to restore lost attribute or hit points, but cannot increase these scores beyond the caster's limits. If the caster cannot use the points, they are lost to the universe.
- 20-23 As above, but the caster leeches 1d4+CL physical attribute or hit points regardless of his or her current limits. These points remained until lost through damage, *spellburn* or the like.
- 24-27 As above, but the caster leeches 1d4+CL points per round for 1d3 rounds.
- 28-29 A shimmering cloud of chaos stuff surrounds the caster, drawing heat from every living thing in a 30' radius. The victims lose all actions for 1 round on a failed Fortitude save, and the heat manifests as a humanoid composed of chaos stuff. This creature serves the caster for 1d3+CL rounds before folding back into the caster and causing *patron taint*.
- 30-31 As above, but the cloud also leeches 1d4+CL physical attribute or hit points from any living creatures in the area of effect on a second failed Fortitude save. The chaos creature serves the caster for 1d3+CL weeks. When the time elapses, or the creature is destroyed or dispelled, it folds back into the caster causing *patron taint*.
- 32+ As above, but the cloud also leeches 1d4+CL physical attribute or hit points for 1d3+CL rounds. The chaos creature serves the caster until destroyed or dispelled, at which time it folds back into the caster, causing *patron taint*.

PATRON TAINT: ENTORPUS

When a *patron taint* is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The first time this result is rolled, the caster experiences intense lethargy each time a spell is cast – losing one action (movement or attack) per round for 1d3 rounds. Each time this result is rolled, the duration increases 1d for a maximum of 1d10 rounds.
2	The first time this result is rolled, chaos stuff bursts from caster each time a spell is cast. Every living thing within a 5' radius must make a Fortitude save DC 9+1 per spell level cast, or lose 1 physical ability point or 1 hp – the points are lost to the cosmos. Each time this result is rolled, the area of effect increases by 5' to a maximum of 30'.
3	The first time this result is rolled, the caster's hands turn as black as deep space and becomes ice cold. Any living thing touched experiences existential dread, which is manifested as a -1d to any social skills for the caster. The second time this result is rolled, the caster's entire body turns black and cracks in the skin seem to show an infinite universe of darkness. The caster's presence seems to suck the heat from living things. Animals and children avoid the caster and others are deeply unsettled. The final time this result is rolled, right-thinking people avoid being within 30' of the caster, and his or her eyes reflect a burning vortex with a center of deepest void.
4	The first time this result is rolled, the variable effects of any magical item the caster holds is decreased by 1d. For instance, a healing salve that restores 1d8 hp only restores 1d6 in the caster's hands. For magical weapons, the attack and damage rolls are decreased by 1d. The effect is not permanent – others can take up the magical item and it functions normally. The second time this result is rolled, magical items within 5' of the caster are affected – regardless of who holds them. Each subsequent time this result is rolled, the area of effect is increased by 5' to a maximum of 30'.
5	The first time this result is rolled, each time a spell is cast, all variable effects controlled by the caster are changed for 1d6 + spell level cast in rounds. All variable effects for the duration (attack rolls, skill checks, damage rolls, spell checks, etc.) are shifted from -3d to +3d. Roll a 1d7: (1) -3d (2) -2d (3) -1d (4) +0d (5) +1d (6) +2d. (7) +3d. Each time this result is rolled, the duration increases by one time measure: turns to hours to days. Note that the effects are cumulative for each spell cast.
6	The first time this result is rolled, each time a spell is cast, every living thing within a 5' radius must make a Fortitude save DC 8 + spell level cast, or sink into a vicious torpor, losing one action (either attack or movement) each round for 1d3+CL rounds. Each subsequent time this result is rolled, the radius increases by 5' to a maximum of 30'.

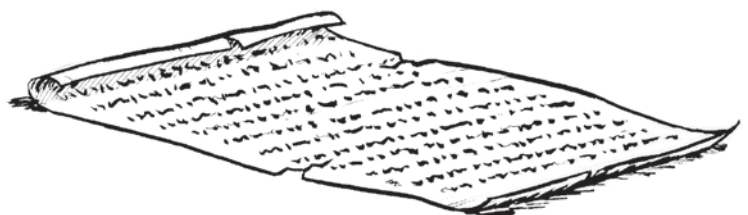
PATRON SPELLS: ENTORPUS

Entorpus grants three unique spells, as follows:

Level 1: *Disorder*

Level 2: *Summon Chaos Thing*

Level 3: *Heat Death*



SPELLBURN: ENTORPUS

When caster utilizes *spellburn*, roll 1d4 on the table below, or build off the ideas presented here to create an event specific to your home campaign.

Roll	Spellburn result
1	The caster concentrates for one full round, increasing his or her body temperature to near critical levels. This damage is represented by the physical ability loss. While the <i>spellburn</i> damage is healing, the caster is vulnerable to cold – taking 1d extra damage and a -1 to saving throws when faced with cold effects.
2	The caster must touch a living thing to <i>spellburn</i> . The effect drains the desired <i>spellburn</i> points from hit points or physical ability points from the subject. When the spell effect expires, the caster takes the <i>spellburn</i> damage and the points are returned to the subject.
3	A blast of chaos stuff erupts from the caster's body, consuming 1d3 more physical ability points than the caster desired. After casting the spell, the caster must make a Fortitude save DC 8 + spell level. On a failure, these additional <i>spellburn</i> points are permanently lost.
4	A blast of chaos stuff erupts from the caster's body, consuming the <i>spellburn</i> points from all living things within a 20' radius. Each must make a Fortitude save DC 8 + spell level, or lose 1d3 temporary ability points or hit points. These points are used to affect the spell check. The caster loses the original <i>spellburn</i> desired and must make a Fortitude save DC 8 + spell level. On a failure, he or she loses 1 point of physical ability permanently and suffers from <i>patron taint</i> . Others recover the points lost at a rate of 1 per day (though they can be magically healed).

Disorder

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 action	Save: Fortitude vs. check
General	The will of Entorpus fills the caster with potential. At the caster's touch (or in a radius of spell effect), living creatures find that the variable results of their actions (i.e. dice rolls) are changed.			
Manifestation	Roll 1d4: 1) The caster's hands are charged with a halo of darkness where spins a fiery whirlpool with a center of blackest void. 2) The image of the caster pops in and out of existence hundreds of times a second. 3) A sphere of intense cold surrounds the caster. 4) Plants wilt and small animals die as the caster advances.			
1	Lost, failure and, <i>patron taint</i>			
2-11	Lost. Failure.			
12-13	At the caster's touch, a living creature finds that all variable results are changed, from -2d to +2d, for 1 round +1 round per caster level. Roll a 1d4: (1) -2d (2) -1d (3) +1d (4) +2d			
14-17	As above, but the effects last for 1d6+CL rounds.			
18-19	As above, but the results are changed from -3d to +3d. Roll 1d6: (1) -3d (2) -2d (3) -1d (4) +1d (5) +2d (6) +3d.			

20-23	As above, everyone within a 10' radius is affected. NOTE: Each living thing rolls separately for the effect.
24-27	As above, but the duration increases to 1d10+CL rounds.
28-29	As above, but the person touched receives no saving throw.
30-31	As above, but everyone within a 20' radius is affected. The person touched receives no saving throw.
32+	As above, but everyone within a 30' radius is affected. The person touched receives no saving throw.

Summon Chaos Thing

Level: 2	Range: Caster	Duration: Varies	Casting time: 1 round	Save: Varies
General	The caster calls a chaos thing from the void. The creature serves the caster in various capacities until the spell duration expires or is dispelled.			
Manifestation	A burst of blackest void expands out from the caster, revealing an empty universe with a fiery whirlpool in its center.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure.			
12-13	Failure, but spell is not lost.			
14-15	An amorphous, translucent being emerges from the void. The creature envelops the caster adding +4 to his or her AC and +4 to all saves. The being remains for 1d3+CL rounds.			
16-19	As above, but the being remains for 1d10+CL rounds.			
20-21	As result 14-15, but the creature exudes pseudopods of blackest void, giving the caster two attacks per round each at a d16 action die. A successful attack deals 1d6 damage of pure cold.			
22-25	As above, but the creature remains for 1d3+CL hours.			
26-29	As result 20-21, but, in addition, any living thing within a 10' radius of the caster must make a DC 10 Fortitude save or suffer 1d3+CL damage each round from intense cold.			
30-31	As above, but the creature gains a breath weapon, controlled by the caster. All within a 30' line must make a DC 15 Fortitude save or suffer an additional 3d6+CL damage.			
32-33	As above, but the creature remains for 1d3+CL days.			
34+	The chaos thing detaches itself from the caster and acts independently, though the caster still enjoys AC and save bonuses. The thing remains in the caster's service for 1d3+CL weeks. At the end of this duration, the chaos thing roams the land as a free-willed creature, though it can be bargained with by servants of Entorpus.			

Heat Death

Level: 3 Range: Varies Duration: Varies Casting time: 1 action Save: Fortitude vs. check

General The caster brings a piece of Entorpus through the void, leeching heat and life from this world.

Manifestation The fiery whirlpool of Entorpus appears in the sky or hovering behind the caster's head. The blackest void of its center leeches heat from living things within the area of effect.

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|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Lost, failure and <i>patron taint</i> . |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | All living things within a 30' radius must save or suffer 1d3 damage to each physical ability. |
| 18-21 | As above, but the caster gains 1d3 of the lost physical ability points. These points remain until <i>spellburned</i> or other damage sustained and do not return through healing. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 22-23 | As 16-17, but all living things suffer 1d6 damage to hit points. |
| 24-26 | As above, and the caster receives 1d6 temporary hit points that remain until lost. These temporary hit points do not return through healing or other means. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 27-31 | As 22-23, but the radius increases to 60'. |
| 32-33 | As above, but the caster gains both the ability points and hit points lost from those within the spell's effect. The caster must make a Fortitude save or suffer <i>patron taint</i> . |
| 34-35 | All living things within the spell's effect must make a Fortitude save or be leeches of all hit points and physical ability points. This does not kill the victims, but puts them in a state of torpor until the damage heals. |
| 36+ | As above, but the caster gains all physical ability points and hit points from the victims. These points remain until lost through <i>spellburn</i> , damage, or other means and do not return through healing. The caster suffers from <i>patron taint</i> . |

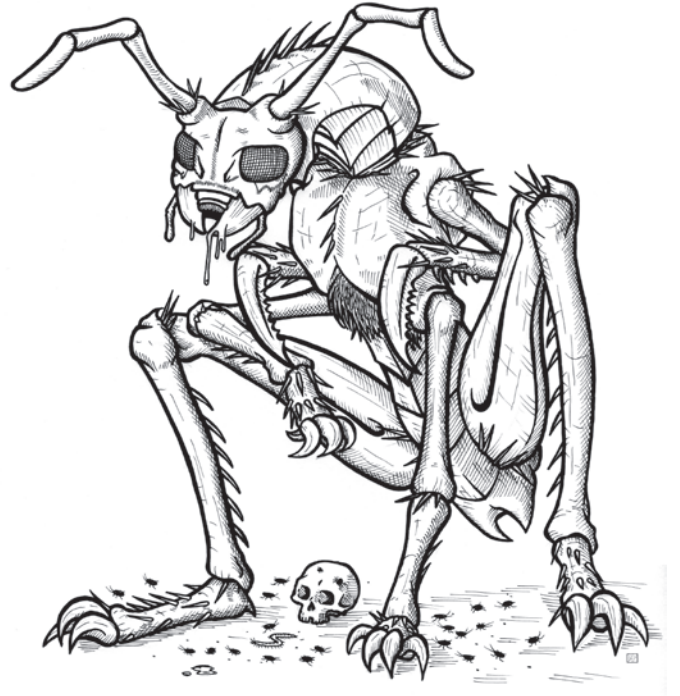


HIZZGRAD, DAEMONIC LORD OF CRAWLING THINGS

None has ever seen Hizzzgrad, the Daemonic Lord of Crawling Things, but his voice has been heard in the evil chirpings of crickets in lonely places at night, and his will has been made known through scorpions speaking with unnatural voices. His voice was heard in one world by a wayfarer in the desert, manifested through the sounds of night insects, that led to the writing of that benighted book, *The Necronomicon* (as it appeared on that world) and drove the Arabic wanderer mad.

Hizzzgrad manifests through all manner of creatures that creep and crawl – serpents, lizards, crabs, spiders, and the beetles that feed on dung and corpses. His dominions are the stinging flies, the swarms of locusts, and the spineless blind worms that writhe deep beneath the ground. There is much he knows of corpses and the dead, and those Wizards who would wield the Arts Necromantic seek the patronage of this Daemonic Lord.

Hizzzgrad's ceremony must be conducted in a graveyard or crypt oozing with worms or crawling with invertebrates.



Invoke Patron check results:

- 12-13 Hizzzgrad is amused at the caster's suffering, and the sound of his laughter can be heard in the clickings of beetles and the shrill calls of cicadas, and seen in the insane writhings of blind worms. Yet, the mere presence of Hizzzgrad's regard bolsters the caster, granting a bonus of +1d6 Agility for 1 hour. This can be *spellburned* as normal.
- 14-17 Hizzzgrad sends a swarm of locusts, grave beetles, or similar insects to bedevil the caster's foes. The caster and his allies are unaffected, but all others within 30' of the caster suffer 1d8 damage each round for 1d4+CL rounds, or until the swarm is somehow removed by an area effect. Further, so long as the swarm is active, visibility is reduced to 5' within its area. This reduced visibility does not affect the caster and his allies, as the swarm parts briefly to allow them line of sight whenever they require.
- 18-19 Hizzzgrad communicates a spell to the caster, which may then be used until lost. This can exceed the maximum spells allowed. Once lost, the spell cannot be recovered, although the caster can then try to learn that spell if she has an available spell slot of the appropriate level. The Judge may assign tasks to learn missing parts of the spell, as usual. Roll 1d7 and add the caster's Luck Modifier to determine the spell gained: (0 or less) *feather fall*, (1) *spider climb*, (2) *magic missile*, (3) *magic shield*, (4) *monster summoning*, (5) *spider web*, (6) *invisible companion*, (7) *fly*, or (8 or better) *demon summoning*. Regardless of the spell gained, the manifestation always related to the invertebrate world in a manner chosen by the Judge.
- 20-23 Insects and worms erupt from the mouth and nostrils of a target within 120', chosen by the caster. The target immediately loses 1d6 Stamina, and must make a DC 20 Fort save or lose another 1d6 Stamina. This continues each round until the target dies or makes the save. If the target survives, lost Stamina is recovered with 10 minutes of rest.

- 24-27 A swarm of insects, worms, crustaceans, centipedes, spiders, or other invertebrates, as appropriate to the location, swarms up from the ground to attack a target of the caster's choosing. If the target does nothing but defend itself, the swarm attacks with a +8 bonus doing 1d6 damage each round. If the caster does anything else, the swarm hits automatically for 1d6+6 damage. The swarm lasts 1d8+CL rounds, and can be directed to change targets (move 50') with a word. It cannot be destroyed during its duration; creatures that are slain are replaced.
- 28-29 1d12+CL gigantic invertebrates appear from the ground, the air, or wherever the Judge deems most appropriate. These enormous creatures are the size of a horse and take whatever form the Judge desires, so long as they are invertebrates. Examples include centipedes, silverfish, crayfish, wasps, spiders, flatworms, and cockroaches. They use the same basic statistics, modified by the Judge as required to suite their form. These creatures remain for 2d5+CL rounds, and act as directed by the caster (this does not require concentration). Depending upon their nature, they can perform non-combat activities as directed (i.e., act as mounts, etc.).
- Gigantic invertebrate:** Init +2; Atk bite +6 melee (1d8+4) or sting +4 melee (1d6+3 plus poison); AC 16; HD 5d8+10; MV 40' or climb 40' or fly 50' or swim 30' or dig 20'; Act 2d20; SP poison (DC 20 Fort save or 2d4 Stamina); SV Fort +10, Ref +3, Will +0; AL N.
- 30-31 Insects, arthropods, and worms force themselves into every orifice of the caster and three chosen allies. These allies receive a +4 bonus to AC and saves, a +3 bonus to attacks, spell checks, and damage rolls. They automatically succeed on any *Recovering the Body* checks, but must still roll – if the check would have failed, the character gains *patron taint* as the creatures burrow into brain or muscle in an attempt to save his life.
- 32+ The earth erupts with crawling vermin, which swarm up the bodies of all targets touching the ground within 150' of the caster. The caster and his allies, bolstered by armor of living crawling things, gain a +6 bonus to AC and reduce all damage taken by 2 points. All others within range take 3d6 damage per round from the biting and stinging creatures. This lasts 3d10+CL rounds.

PATRON TAINT: HIZZZGRAD

Those tainted by their connection to Hizzzgrad become less human. Insanity creeps upon them as they listen more and more to the voices of the crickets in the night, and identify more with the creeping things that hide from the sun than they do with their fellow men. And, as is well known, those who follow Hizzzgrad are compelled to write of their journey into inhuman madness, and their missives can lead others into psychosis. Those who would read the tainted ramblings of the Lord of Crawling Things' followers do so at their own risk for thus does Hizzzgrad gain followers to whom the Daemon Lord owes nothing whatsoever.

Roll Result

- 1 **Night Voices:** When this taint is first rolled, the wizard becomes aware of words and language hidden in the nocturnal sounds of crickets, serpents, and flies. Even the whine of mosquitoes carries a message, if only she could understand it. When this *patron taint* is rolled a second time, the wizard begins to understand the voices, and they bolster her spell casting. When the wizard is in a location where she can hear the night chorus (Judge's determination), she gains a +2 bonus on all spell checks. When this is rolled a third time, the meaning of the voices becomes far clearer, and more terrible. The wizard retains the previous bonus, and, in addition, the Judge may tell the wizard additional rumours and secrets, as well as provide adventure hooks. However, if this taint is rolled again, treat as if Madness (see below) were rolled instead.

- 2 **Madness:** When this *patron taint* is first rolled, the character begins to go mad. Initially, this is just a role-playing consideration (and the Judge should encourage role-playing the increased madness). Thereafter, each time this taint is rolled, the character permanently loses 1d3 points of Personality and gains a +1 bonus to his Will saves. Each point of Personality loss can only be recovered by performing an act of madness so astounding that the Judge chooses to return the point. Each time, the Judge should require something that tops the previous act. Eventually, the player will be forced to play out the character's madness, accept the Personality loss, or retire the character. If the character's Personality drops below 3, irrevocable insanity causes the character to become an NPC under the Judge's control. There is no other limit to how often this taint can be rolled.
- 3 **Join in the Creeping:** When this taint is first rolled, the character gains an inhuman level of flexibility, and is able to perform astounding acts of contortionism. This is not enough to affect most Reflex saves, but on any check where the Judge deems it appropriate, the character may roll on 1d24. If this is rolled a second time, the character gains a +2 bonus to Reflex saves and can move at normal speed even when prone. If this is rolled a third time, the character gains a 20' climb speed so long as her hands and feet are bare, and (if unburdened or lightly burdened) can climb even sheer surfaces without fear of falling. If this taint is rolled again, treat as if Less than Human (see below) were rolled instead.
- 4 **Less than Human:** The wizard's mind begins to follow courses that are more like the creeping things of Hizzzgrad than of human kind. The character loses 1d3 Personality each week, unless he consumes a number of creatures equal to his class level during that period. Once lost, this Personality cannot be regained. If the character's Personality is reduced below 3, the character becomes an NPC under the Judge's control. When this taint is first rolled, the character must consume flies. When it is rolled a second time, spiders. When rolled a third time, birds. When rolled a fourth time, cats. When rolled a fifth time, dogs. When rolled a sixth time, humans. Once this stage has been reached, ignore future rolls of this taint.
- 5 **Compelled to Write:** The character is compelled to write of his experiences and learning under the tutelage of Hizzzgrad. When this taint is first rolled, the character must write a pamphlet (2 gp in materials, 1d6 – Int modifier hours to write; any who reads it feels disturbed). When this is rolled again, the character must write a tract (15 gp in materials, 1d8 – Int modifier days to write; any who reads it must make a DC 10 Will save or take 1d3 points of Intelligence or Personality damage, equal chances of each). When this is rolled a third time, the character must write a treatise (50 gp in materials, 1d10 – Int modifier months to write, 25% chance the treatise can teach a randomly selected 1st level spell known to the caster, readers must make a DC 15 Will save or permanently lose 1 point of Intelligence and Personality). Finally, if the character rolls this taint a fourth time, he must write a book (100 gp in materials, 1d12 – Int modifier years to write, 50% chance that the book can teach 1d5 randomly selected spells known by the caster, readers automatically lose 1 point of Personality and suffer minor corruption each time they learn a spell from the tome). If this taint is rolled again, the character begins anew with writing a pamphlet. Having work of this nature uncompleted is distracting, the character cast spells at –1d on the dice chain for each writing project he has yet to complete.
- 6 **Worms of the Earth:** When this *patron taint* is first rolled, worms are found around the caster at unusual times. They may be found in her bed when she awakens, in her food, or crawling upon her clothing. If this is rolled a second time, worms can occasionally be seen wriggling from her ears, dropping from her mouth, etc. This horrific effect forces her to make any Personality checks at –1d on the dice chain, if the Judge deems that they would be affected. If rolled a third time, the worms disappear (along with previous effects), but the caster can feel them writhing within her brain and body, causing a permanent loss of 1d3 Agility. If rolled a fourth time, the worms are fully integrated with the caster's body. She regains the lost Agility and, if a *Recovering the Body* check must be made, she rolls using 1d16, thus increasing her chances of rolling under her Luck. Further, she ignores any broken bones, or any effect that targets bones. Finally, if this taint is rolled a fifth time, her body becomes a writhing mass of worms, horrifying to any being who sees it. Any normal being who witnesses what she has become must make a DC 15 Will save or seek to slay her instantly and unremittingly.

PATRON SPELLS: HIZZZGRAD

Hizzzgrad grants three unique spells, as follows:

Level 1: *Consult Vermin*

Level 2: *Animated by Worms*

Level 3: *Alchemy of the Essential Salts*

SPELLBURN: HIZZZGRAD

When a character with Hizzzgrad as a patron attempts *spellburn*, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll	Spellburn Result
1	A cloud of biting, stinging insects swirls up and around the caster. The damage they do is expressed as Strength, Agility, or Stamina loss.
2	Some portion of the caster's body turns bluish-white and erupts with maggots. This is expressed as Strength, Agility, or Stamina loss. The discoloration and maggot infestation go away as the damage is healed.
3	The caster is infected by worms or other parasites, causing the Strength, Stamina, or Agility loss. If the caster is able to touch an ally when performing <i>spellburn</i> , he can transfer up to 10 points of <i>spellburn</i> damage to that ally, who must succeed in a DC 10 Fort save or 1 point is permanent damage.
4	The caster can feel invisible pincers, bites, and stings, and his body swells with the effects of nether poisons. This is expressed as Strength, Agility, or Stamina loss.

Consult Vermin

Level: 1	Range: Caster	Duration: Varies	Casting time: 1 turn	Save: None
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General	Various worms, insects, spiders, serpents, crustaceans, lizards and other crawling vermin are summoned by the caster, and then answer questions. The creatures begin appearing at the beginning of the casting, and disperse as soon as the duration has ended. The mass of creatures is based off of what is nearby – crayfish and leeches for fresh water; crabs, lobsters, and sea snakes for salt water; buzzing flies and cockroaches in a city; etc. Giant or monstrous vermin may also be summoned if they are in the area, at the Judge's discretion. This does not change the way the spell works, except that at the end there is a 20% chance that monstrous vermin attack rather than return to their previous location(s). The Judge is encouraged to role-play the vermin for what they truly are, and to make the experience as creepy as possible!
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Manifestation	Roll 1d3: (1) the vermin communicate in normal speech, understandable to all; (2) while the questioner speaks normally, the buzzing, clicking, and hissing of the vermin cannot be understood by any other nearby (unless, for example, the vermin are spiders and another wizard nearby speaks the tongue of spiders); (3) both vermin and wizard speak in the clicks, hisses, and buzzing of the vermin.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
12-15	The wizard is able to ask the vermin one question per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 70% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
16-17	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 80% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
18-21	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 90% of the time. If the wizard so chooses, he may ask the vermin more complicated questions, which can be answered with a single word or a short phrase, but each of these questions costs the same as two questions answered with Yes, No, or Maybe. The wizard has 1 turn to ask his questions before the spell duration expires.
22-23	The wizard is able to ask the vermin two questions per class level, which may be answered with a single word or short phrase. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
24-26	The wizard is able to ask the vermin two questions per class level, and there is no limitation to how complicated the questions may be, although the answers to more complicated questions may be ambiguous. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
27-31	As above, but the wizard has a full hour to consult with the vermin, and the answers are never intentionally ambiguous. If the wizard leaves the area where the spell is cast, the spell ends, but he may consult with others in order to better ask questions and understand the answers.
32+	As above, but some of the vermin cling to the caster, hiding within his collar and hair, or coiling about his neck, or even crawl into his ears. Until he has used up all of his questions, the vermin are always with him, ready to answer when asked. They do not confuse questions asked to others with questions asked of themselves. Their answers are 99% accurate.

Animated by worms

Level: 2	Range: Touch	Duration: Varies	Casting time: 1 round	Save: N/A
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General	<p>The caster commands worms, spiders, and insects to enter into one or more corpses, animating them for a brief period. The caster cannot animate more corpses than are present, and cannot control more than twice his CL in Hit Dice of animated bodies at any given time. These creatures are not truly un-dead, and are not intelligent enough to utilize weapons or tools. They use <i>Critical Table M</i> when appropriate. At the end of the spell duration, or when slain, the corpses collapse and the vermin crawl away (but see below).</p>
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When a creature is bit by a wormwalker, worms drop from the creature's teeth and eye sockets, infesting the target unless it makes a Fort save (DC dependent upon Hit Dice; see individual entries). An infested creature immediately loses 1 point of a physical ability score (roll randomly from Strength, Agility, and Stamina), and loses an additional point each hour until cured (3 HD of magical healing or a DC 15 check using an appropriate occupation). Creatures slain by this damage arise as 1 HD wormwalkers (see below for statistics).

When wormwalkers with 3 HD or more die, the worms within explode outward in a 5' radius. Any creature within this radius must make a DC 10 Fort save or be infested, taking an immediate 1d3 points of damage from a random physical ability, and requiring a DC 10 Fort save each round to avoid taking an additional 1d3 points of physical ability damage each round. This damage can be halted by 3 HD of magical healing, a DC 20 check using an appropriate occupation, or making three sequential saves. A creature slain by this damage arises as a 1 HD wormwalker (see below for statistics).

Wormwalkers created by infestation are under the control of the wizard who created the infesting wormwalker, to the maximum Hit Dice he can control. If the wizard ever loses the relationship with his patron, any wormwalkers he has created, no matter how distant, immediately begin moving toward him to destroy him. They may, of course, be destroyed en route.

Manifestation	By spell check result.
1	Loss, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster can animate a single corpse as a 1 HD wormwalker, for a maximum of 1 hour. Wormwalker: Init -4; Atk slam -1 melee (1d4) or bite +0 melee (1d3 plus infestation); AC 10; HD 1d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2 , Ref -4, Will -4; AL C.
18-21	The caster can animate up to three corpses as 2 HD wormwalkers, for a maximum of 1 day. Wormwalker: Init -4; Atk slam +0 melee (1d4) or bite +1 melee (1d3 plus infestation); AC 11; HD 2d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2 , Ref -4, Will -4; AL C.
22-23	The caster can animate up to five corpses as 3 HD wormwalkers, for a maximum of 1 week. Wormwalker: Init -4; Atk slam +1 melee (1d5) or bite +2 melee (1d3 plus infestation); AC 12; HD 3d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +4 , Ref -2, Will -2; AL C.
24-26	The caster can animate up to five corpses as 4 HD wormwalkers, for a maximum of 1 month. Wormwalker: Init -2; Atk slam +2 melee (1d6) or bite +3 melee (1d3 plus infestation); AC 12; HD 4d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +5 , Ref -2, Will +0; AL C.
27-31	The caster can animate up to ten corpses as 5 HD wormwalkers, for a maximum of 1 month. Wormwalker: Init +0; Atk slam +4 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 12; HD 5d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +6 , Ref +0, Will +2; AL C.
32-33	The caster can animate up to ten corpses as 6 HD wormwalkers, for a maximum of 1d3+CL months. Wormwalker: Init +2; Atk slam +5 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 14; HD 6d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +8 , Ref +2, Will +4; AL C.

34+ The caster can animate up to ten corpses as 8 HD wormwalkers, and they remain animated until destroyed.

Wormwalker: Init +4; Atk slam +7 melee (1d8+2) or bite +10 melee (1d3 plus infestation); AC 16; HD 8d12; MV 20'; Act 2d20; SP infestation (Fort DC 16), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +10, Ref +4, Will +8; AL C.

Alchemy of the Essential Salts

Level: 3	Range: Touch	Duration: Varies	Casting time: Varies	Save: None
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General	<p>This spell allows the caster to transform the residue of a body – its <i>essential salts</i> – into a mockery of life, and, at higher spell check values, return a semblance of life to the dead. In order to cast this spell, the wizard must have access to an alchemical lab worth not less than 200 gp, as well as access to the corpse to be affected. The entire corpse need not be present, but the dust, mould, or even the ashes that were once the skull and brain are necessary.</p>
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This spell is unusual in two ways. The first way is that only the highest spell check result can be considered a true success. This is not easy magic, and significant risk is involved. While some of the other results may be of value to the caster, they can be considered at best partial successes, and are sometimes dangerous to the caster.

The second way relates to the casting time. The casting time is always at least one day. If the caster rolls a spell check result that would exceed this, the caster always has the option to stop at the highest value of a previous casting time and use those results instead. In all cases, any being restored to life or animation by the spell turns to dust (the essential salts) if reduced to 0 hit points. A Luck check to *Recover the Body* cannot be made, as no body is present to roll over or recover.

Manifestation	By spell check result.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-15	Failure, but the spell is not lost.
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16-17	<p>Casting time is one day. The remains gain a tremulous form of animation, but nothing more. By utilizing 1 point of <i>spellburn</i>, the caster may immediately make a new spell check as part of the same casting. The <i>spellburn</i> does not aid the casting, although the caster may <i>spellburn</i> more to do so, and the new spell check only increases the casting time if the check result so indicates. If the new spell check is a natural 1, the <i>spellburn</i> used to make the new spell check is permanent, as is 1 point of any additional <i>spellburn</i> the caster may have utilized. The spell may also be lost, and <i>patron taint</i> may occur, as a result of the new roll.</p>
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18-21	<p>Casting time is one day. The remains become a skeleton or zombie, depending upon their initial condition and the Judge's discretion. The PC has no control over them, and they are not intelligent. Use statistics from the <i>Core Rulebook</i>.</p>
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22-23	<p>Casting time is one day. The remains become a ghoul, which the PC has no control over. However, the PC may bargain with the un-dead, and may be able to communicate with it. The creature knows much of what it did in life. Use statistics from the <i>Core Rulebook</i>.</p>
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- 24-26 As 22-23, except that the form is indistinguishable from that of a living being, and may be mistaken for its previous self by those who did not know it. The ghoul is likely to engage in conversation willingly, and may even be willing to serve the caster in exchange for freedom and protection, at the Judge's discretion, although it is not directly controlled by the caster.
- 27-31 Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 18-21. On a roll of 2, use the results from 22-23. On a roll of 3, use the results of 24-26. On a roll of 7+, use the results of 32-33. On any other roll, the corpse is transformed into a ghoul that is bound to, and obeys the caster. Every week, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the *Core Rulebook*.
- 32-33 Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 22-23. On a roll of 2, use the results from 24-26. On a roll of 3, use the results of 27-31. On a roll of 7+, use the results of 34-35. On any other roll, the corpse is transformed into a ghoul that is bound to, and obeys the caster. Every month, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the *Core Rulebook*.
- 34-35 Casting time is three weeks. The caster may choose to cease casting at one week, and gain the results from 32-33 instead. If the caster continues his labours for the full three weeks, he may spend 1 point of *spellburn* and roll 1d20. If the result is equal to or less than his Luck, the caster has succeeded in bringing the corpse back to a semblance of life. How long this will last is unknown. Every week for three weeks, the restored creature must succeed in a DC 10 Fortitude or Will save or collapse into dust. If all three saves are made, every month for three months, the restored creature must succeed in a DC 15 Fortitude or Will save or return to its essential salts. If these saves are made, three DC 20 saves must also succeed, one each year for three years, before the spell becomes permanent. The creature will always detect as unnatural under magical scrutiny, so long as it continues to survive. If the caster's d20 roll is higher than his Luck, the time is wasted, and the essential salts remain inert.
- 36+ Casting time is three weeks. The creature is restored to life, and does not detect as magical or unnatural. Only when the creature dies, and reverts back to its essential salts, is its true nature revealed.



MAB, DARK QUEEN OF FAERIE

Queen Mab appears in dark majesty, with sensual lips and wanton eyes. She can change her size to be taller than a tall mortal man, or so small that she can use a hazelnut shell as a chariot. She brings dreams dark and delightful, which make men mad. It is said that she perches hag-like upon sleeping maidens, and first teaches them to push downward in order to bear children. She blisters lips and hands, turns the attention of barristers to potential suites (in lands plagued with an abundance of barristers), and seeks ever to make the hearts of men and maidens inconstant.

As one of the Dark Queens of the Unseelie Court, she rides the dark nights in the autumn of the year, the Hosts of the Slaughter – those dead who are closest to the dark regions of Faerie – as her retainers. When slighted, she curses new-born children. On a whim, she plucks babes from their cribs to devour, or lays with young men who arise withered and old.

Yet for all this wickedness, the Dark Queen of Faerie can be a friend to those who know their place, and who are willing to pay her awful price. She is a vain and jealous creature, though, and those who would court her influence are wise to take especial pains not to offend her.

Mab's ceremony must be performed in the autumn, in a place where faerie influences are strong.



Invoke Patron check results:

- 12-13 Mab restores one lost spell to the caster. If the caster has lost no spells this day, roll 1d6. On a roll of 1-4, the capricious Mab takes away a spell from the caster, as though it had been lost for the day. On a roll of 5-6, Mab instead grants access to a random spell otherwise unknown to the caster, until that spell is lost as a result of a poor casting, or until the next full moon, whichever comes first. This does not give the caster enough knowledge of the spell to learn it normally, as Mab doesn't grant that knowledge – the ritual to use the spell is unique to this situation.
- 14-17 Mab sends a vision to all creatures in the area, making the caster appear more powerful and commanding. For the next 2d6+CL rounds, the character gains a +2 bonus to Armor Class and damage against any intelligent creatures. Any friendly creature within 100' that must make a Will save for morale gains a +2 bonus, whereas any similar unfriendly creature has a -2 penalty. These bonuses and penalties do not apply to automatons, constructs, vermin, and other creatures which are either mindless or immune to mind-affecting effects.
- 18-19 Mab appears before the most powerful of the caster's male humanoid enemies within 200'. Unless that creature makes a DC 25 Will save, Mab leads him away into Faerie. When the creature is next encountered, and not less than 1d30 days later, the creature has aged 4d24 years – depending upon the creature, it may die of old age as a result.

- 20-23 The Dark Queen curses all of the caster's enemies within 100', causing them to develop painful blisters on hands and lips, which make fighting and speech difficult. As a result, enemies have a -4 penalty on attack rolls and spell checks, which lasts for 1d5 hours, when the blisters go away. At the Judge's discretion, some creatures having neither hands nor lips (such as serpents) may be immune to this effect.
- 24-27 A zone of madness extends 100' from the caster. All enemies within this area must make a DC 15 Will save each round, or spend their actions attacking the nearest creature – be it friend or foe – with its most powerful attacks. Although the madness does not prevent creatures from attacking the caster's allies, it does prevent them from attacking the caster. No creature that fails its save targets the caster; it instead chooses the next nearest creature. This effect lasts for 2d5+CL rounds.
- 28-29 The dark power of Mab reaches into the hearts of foemen and makes them inconstant. When faced by a group of foes, the leader (if any; the most powerful creature will do) must make a DC 15 Will save each round or 25% of the remaining group desert. If there is no leader, the group deserts en masse. If faced by a single foe, that foe must make a DC 25 Will save or be moved to sudden friendship or love (as the Judge deems appropriate) for the caster. Depending upon the nature of the creature, this may not lead to a straight-forward end of the conflict – for example, the creature may wish to capture the caster to force a betrothal. This friendship seldom lasts long; the Judge secretly rolls 1d24 to determine how many days the friendship or infatuation lasts for. On a natural roll of **24**, it is permanent. In this case, after 24 days, it is no longer magical, and cannot be dispelled. Cunning foes need not inform the caster that their friendship has waned.
- 30-31 A host of the Slaugh – the dark dead who travel with the evil Unseelie Court of the Fey – sweeps down from the sky, to aid the caster and confound his foes. It takes 1d5 rounds for the Slaugh to arrive. If the caster is outdoors, 3d12 of the Slaugh appear. They remain for 3d8+CL rounds, or until the battle is completed, whichever comes first. When they depart, each remaining Slaugh takes a body of the dead, friend or foe, with it until there are no bodies... at this time, a Luck check can be made for friendly figures as though the body had been turned over by a comrade. If the caster is indoors, the Slaugh cannot come inside, but howl around the building, disconcerting all save the caster and his allies – this causes the disconcerted creatures to have a -4 penalty to all attack rolls, skill checks, spell checks, and saves while the Slaugh remain for 2d8+CL rounds. If the caster is underground, the Slaugh are strengthened, each gaining a +2 bonus to attack rolls and damage. 4d12 of the Slaugh appear, and they remain until the battle is completed, however long that might take. Slaugh underground take bodies as do Slaugh outdoors.
- Slaugh:** Init +6, Atk claws +4 melee (dmg 1d4 plus chill touch and fear); AC 16; HD 2d12; HP 13; MV fly 40'; Act 2d20; SP chill touch (1d6 cold damage, Fort DC 15 saves), fear (Will DC 10 or lose next action), half damage from non-magical weapons; SV Fort +4, Ref +8, Will +12; AL C.
- 32+ The essence of Mab manifests at the caster's location, and draws the caster into a dark, twisted portion of Faerie. The caster is gone for 2d6 rounds in the normal world, but appears 2d6 years older when he returns. All of his wounds are healed, and all of his spells are restored. During the time he is gone, all enemy creatures within 150' of the spot where he was standing must make a DC 10 Fort save each round or fall into a deep sleep, replete with nightmares, from which they cannot be awakened until the caster returns. Successful attacks against creatures in this sleep are automatically critical hits. It takes 1d3 rounds for creatures to fully recover when the caster returns (and the essence of Mab departs); they can only move (and cannot use their Action Dice) during this time.

PATRON TAINT: MAB

Those who take Mab as their patron often become lost in their own dreams, or develop a wanton and inconstant need for sensual gratification. Their connection to the realm of Faerie, through Mab, can also affect them strongly. When *patron taint* is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	Wanton: The caster becomes more lustful through association with Mab. When this is rolled the first time, the caster must make a DC 10 Will save to willingly harm an attractive member of the opposite sex (or the same sex, if appropriate to the caster), or to turn down an offer of licentious congress. This doesn't prevent the caster from seeking to capture, charm, or otherwise affect an attractive character. When this is rolled again, the DC raises to 15. When it is rolled a third time, the DC raises to 20.
2	Sensual: The caster becomes more attuned to physical comforts and beauty. In terms of food, clothing, and equipment, the caster wants the most exotic, the best tasting, the most comfortable, and the most beautiful items possible. When this is first rolled, the caster adds +10% to the cost of any item purchased. When this is rolled a second time, the caster adds +50% to the cost of any item purchased. When this is rolled a third time, the caster adds +100% to the cost of any item purchased. The caster cannot get around this by having another purchase his items for him – anything of lesser value simply will not do if a better quality item is available.
3	Lost in Dreams: The caster spends more and more time involved in his dream life, to the detriment of his waking life. Each time this <i>patron taint</i> is rolled, the caster spends one day out of every seven immersed in dreams, to a maximum of three days in seven. When the caster wishes to be involved in an adventure, 1d7 must be rolled to determine if he is available. If the party stays overnight during an adventure, another die must be rolled every additional day to see if the caster is available, or is lost in his dreams. When lost in his dreams, the caster only responds to immediate life-and-death concerns.
4	Fey Blood: The caster becomes closer to faerie, and begins to physical change into a more fey creature. If human, when this is first rolled, the caster's ears become noticeably pointed. When this is rolled a second time, a human caster becomes paler and taller, with the pointed shape of his ears becoming even more pronounced. If rolled a third time, a human caster becomes affected by iron as is an elf. If an elf, when this is first rolled, the caster's skin and hair take on a subtle green tint. When rolled a second time, an elven caster's hair takes on streaks of darker green, and he grows the buds of antlers on his forehead. If rolled a third time, an elven caster's penalty to using iron weapons and armor is doubled (2 hit points damage per day of use). When struck by iron weapons, an elven caster takes +1 damage with each successful attack, and if the elf is even in the vicinity of a large concentration of iron, he has a –2 penalty to attack rolls, skill checks, and spell checks.
5	Waking Dreams: The caster begins to dream, even when awake. This makes it difficult to concentrate on tasks, and makes it difficult for the caster to determine what is real and what is a dream figment only he is experiencing. In game terms, the caster takes a penalty to all attack rolls and skill checks. When this is first rolled, the penalty is –1. When it is rolled a second time, the penalty is –2. When it is rolled a third time, the penalty is –4.
6	Inconstant Heart: The influence of Mab is felt both in strong feelings of amorous attraction, and the inconstancy of those feelings. When this is first rolled, there is a 1 in 7 chance per week that the caster feels love toward an appropriate character he knows of; there is also a 1 in 7 chance each week that the object of his affections changes. The player is encouraged to choose a suitable character, but the Judge can overrule those choices – the heart is fickle, and we do not always choose who we are attracted to. If the caster is out of favour with his object of amorous intent, he takes a –2 penalty to all spell checks. When this is rolled a second time, the chances of being in love, and of the object of affection changing, are raised to 3 in 7. When this is rolled a third time, the chances of being in love are raised to 6 in 7, and the penalty to spell checks for being out of favour is raised to –4. It is not that the caster cannot be <i>in love</i> at other times (even with multiple individuals!), but those dalliances do not feel strong enough at those times to cause a penalty to spell checks.

PATRON SPELLS: MAB

Mab grants three unique spells, as follows:

Level 1: *Dream Sending*

Level 2: *Dark Curse of Mab*

Level 3: *Dreamwalk*

SPELLBURN: MAB

When a caster utilizes *spellburn*, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll	Spellburn Result
1	The caster's hands and lips blister horribly, manifesting as Agility or Stamina damage.
2	The caster can utilize up to 10 points of <i>spellburn</i> now, but the manifestation does not come until he sleeps – then he is hag-ridden throughout the night, experiencing nightmares and a great malignant weight pressing him down. The result manifests as Agility, Strength, or Stamina loss equal to the <i>spellburn</i> utilized. In addition, the caster does not heal wounds or regain lost spells that night.
3	The caster can utilize up to 10 points of <i>spellburn</i> now, but in return he is hag-ridden for as many nights as he uses points of <i>spellburn</i> . Each night the caster is hag-ridden, he doesn't heal damage or recover lost spells.
4	The caster experiences a realistic vision of the Dark Queen, who appears before him and kisses him passionately, draining a portion of his soul in the process. This manifests as Strength, Agility, or Stamina loss.

Dream Sending

Level: 1	Range: Varies	Duration: Special	Casting time: 1 turn	Save: Special
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General	The caster is able to send a dream to another creature. The caster must know the creature the dream is being sent to, at least well enough to identify it. The caster may choose any result equal to the spell check or lower. Language is never a barrier with this spell, as the target's dreaming mind is always able to translate the caster's words.
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Manifestation	As per spell check.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-15	The caster can send a message of up to six words to any creature known to him within 5 miles. The message is inserted into the target's dreams, and the target is aware that it is a message from the caster. The target must be asleep at the time the spell is cast in order to receive the message.
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- 16-17 The caster can send a message of up to 12 words to any creature known to him within 5 miles. The message is inserted into the target's dreams, and the target is aware that it is a message from the caster. If the target is awake when the spell is cast, the message is delivered the next time the target sleeps.
- 18-21 The caster can communicate with a creature through its dreams, carrying on a telepathic conversation that lasts 1d3+CL minutes. The target must be known to the caster, and must be within 10 miles at the time the spell is cast. If the target is awake, the caster instantly knows when it next sleeps, and must initiate the conversation within 1d5 Turns or lose the benefits of the spell.
- 22-23 As 12-15, above, but the caster's phrase may form a suggestion which must be obeyed by the target. Upon waking, the target is allowed a Will save DC spell check or follow the suggestion. The suggestion may have a trigger, which must occur within 24 hours, or the suggestion is lost. The target follows the suggestion for a maximum of CL rounds. The trigger, if any, must be part of the six word message delivered by the caster.
- 24-26 As 22-23 above, but the caster can send a message of up to 12 words, and if the target is awake when the spell is cast, the message (including any suggestion) is delivered the next time that the target sleeps.
- 27-31 The caster can enter the dreams of a target within 10 miles, shaping the target's dreams as desired. In addition, the caster can appear in the target's dream, allowing for a conversation or other interaction lasting up to CL Turns. If the caster engages the target in combat, either may die if they reach 0 hp (recover the body checks may be allowed), although any lesser outcome has no lasting effect beyond the dream. Finally, the caster may plant a suggestion of up to 12 words, which can last for up to CL Turns, and which can take up to CL days to be triggered. A Will save equal to the spell check negates the suggestion. The caster drops into a light trance so long as he interacts with the target. If the target is not asleep when the spell is cast, the caster becomes instantly aware when the target next falls asleep, and has 1d5 Turns to engage the target before the spell's magic falters. Anything which disturbs this trance ends the spell.
- 32-33 The caster can cause up to 1d3+CL creatures within a 25-mile radius to fall into a normal sleep, during which the caster can communicate with them through their dreams. If the caster so desires, some or all targets can also communicate with each other. The sleep state can be broken by one round of vigorous shaking, and any creature awoken is removed from the shared dream. The caster falls only into a light trance; if this trance is broken, the spell is ended. The dream lasts a maximum of CL Turns. The targets must be known to the caster, at least enough to identify them.
- 34-35 As 32-33, above, but distance doesn't matter, so long as target creatures are on the same world and on the same plane of existence.
- 36+ As 34-35, above, but when the dream ends, each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. This effect lasts for no more than 14+CL hours.

Dark Curse of Mab

Level: 2 Range: 60' Duration: Varies Casting time: 1 round Save: Will negates

General The caster calls upon Mab to curse one or more targets.

Manifestation Per spell check result.

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| 1 | Lost, failure, and <i>patron taint</i> . |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the spell is not lost. |
| 16-17 | Queen Mab hath been with you. The caster targets a single creature. When that creature sleeps, Queen Mab visits his dreams, preventing sufficient rest. Hit points and ability damage are not healed. Spells or Luck are not regained. Disapproval is not reset. Each night after the first, the target gains a new save to throw off the curse. The curse lasts a maximum of CL nights. |
| 18-21 | Her whip of cricket's bone. As 16-17, above, but Queen Mab actually damages the target, causing it 1d3 hp of damage each night. There is no maximum number of nights that the curse can last. |
| 22-23 | She gallops night by night. As 16-17, above, except that the caster may select 1d5+CL targets within range. |
| 24-26 | Who straight on kisses dream, which oft the angry Mab with blisters plagues. The curse targets up to 2d14+CL creatures, who experience licentious dreams preventing sufficient rest. Hit points and ability damage are not healed. Spells or Luck are not regained. Disapproval is not reset. In addition, each target suffers from painful blisters upon waking, which cause 1d3 points of temporary Agility, Stamina, or Personality damage (target's choice, or determine randomly). Each night after the first, the target gains a new save to throw off the curse. |
| 27-31 | Then dreams he of cutting foreign throats. As 22-23 above, but the targets wake with strong bloodlust, and must succeed in a DC 15 Will save to avoid attacking any creature that ventures within 30' of the target. This bloodlust lasts for 2d16+CL Turns upon awakening. The save must be made each round another living creature is within 30' of the cursed victim. |
| 32-33 | At which he starts and wakes. The spell targets up to 2d5+CL creatures within 60', which are unable to sleep, being frightened awake whenever they try. Hit points and ability damage are not healed. Spells or Luck are not regained. Disapproval is not reset. Due to fatigue, the targets suffer a cumulative -1d on the dice chain penalty to all die rolls per night of lost sleep. Each night after the first, targets gain a new save to throw off the curse. |
| 34-35 | And sleeps again. The caster may target all enemies within 60', who immediately fall asleep unless they save successfully. Such targets may be awakened by attacks or vigorous shaking, but only remain awake for 2d16 rounds before falling asleep again. While awake, they suffer a -1d penalty on the dice chain to all die rolls due to supernatural drowsiness. Targets are allowed a new save every 24 hours until they throw off the curse, but suffer 1 point of temporary Strength and 1d3 points of temporary Stamina damage for each 24 hours they are cursed. |

36+ **Much misfortune bodes.** As 34-35, above, but the range is increased to 120'. Moreover, any target that successfully saves immediately and permanently loses 1d5 points of Luck. Finally, there is no additional save allowed each day; only a successful remove curse or similar magic can save the victims of the *Dark Curse of Mab*.

Dreamwalk

Level: 3	Range: 15'	Duration: Variable	Casting time: 1 turn	Save: Will negates
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General	<p>The caster, and possibly other creatures, enter a dream which translates their physical bodies from one location to another. All travellers instantly fall asleep as soon as the spell is cast. Their bodies fade out of the material world when they fall asleep, and slowly appear in the physical world as they awaken. The spell check result determines how far the caster can travel, and how many companions she may take with her.</p>
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The caster must either be able to identify the destination she wishes to appear in, or she may trust Mab to cast her up upon some worthy shore. In this latter case, the travellers arrive wherever the Judge wishes – probably at some interesting and dangerous location, such as within the middle of an adventure!

There is some risk to companions that their travels in the dream may change them. Each companion, excluding the caster, must succeed in a Luck check or roll 1d7: (1) Character either ages 5d10 years or becomes 3d5 years younger (equal chance of each), (2) hair (or fur), eye, and skin color change, (3) ethnicity changes, (4) gender changes, (5) alignment changes to opposite (Neutral has an equal chance of becoming Lawful or Chaotic), (6) the companion is wounded in the dream, suffering 1d3 damage per level or Hit Die, or (7) the character is lost in the dream world, and does not emerge into the material world. Such a character may be recovered by another *dreamwalk* with an equal, or greater, spell check result (although another Luck check is required), or through a special quest devised by the Judge.

An unwilling companion may attempt a Will save to resist, but once the dream is entered, must abide by the results of the spell.

Manifestation	<p>The caster and any companions dream of (1d5): (1) travellers are transported in a hazelnut coach drawn by atomies, (2) travellers dream of walking over a hauntingly familiar landscape, (3) travellers dream of challenging a hellish dungeon... or perhaps it is part of hell itself, (4) travellers dream of riding the winds with the Hosts of the Slaughter or (5) whatever the travellers dreamed is forgotten upon awakening... save a lingering sensation of unremembered horror.</p>
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1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	Only the caster can travel, to any point within 5 miles.
18-21	The caster and one companion can travel, to any point within 10 miles.
22-23	The caster and CL companions can travel, to any point within 25 miles.
24-26	The caster and CL companions can travel, to any point within 100 miles.

- 27-31 The caster and $1d5+CL$ companions can travel, to any point upon the same world.
- 32-33 The caster and $2d5+CL$ companions can travel, to any point upon the same plane of existence, including far-flung worlds.
- 34-35 The caster and $3d5+CL$ companions can travel to any point upon the same or any known plane of existence.
- 36+ As 34-35, but the caster and her companions may also travel up to 100 years into the past or the future.



MULFERRET, QUEEN OF WEASELS



Mulferret is the bloodthirsty Queen of Weasels, Stoats, Ferrets, and their relations. Although nominally the Queen of Otterfolk as well, that kindred seldom acknowledges Her authority, preferring to play and frolic amongst themselves. When appearing among humans or elves, Mulferret often takes the guise of a thin, sly-faced woman, fur-clad all in white during the winter and mixed brown and black in the summer. She can also take the form of a 10' long weasel-like creature, with fur like that of an ermine or a marten, depending upon the season and her mood.

The ceremony to bond with Mulferret must include the sacrifice of creatures weaselkind normally preys upon – chickens, rabbits, squirrels, and the like. Blood sacrifice of those bonded to the exemplars of those creatures – such as Radu, Prince of Rabbits – are pleasing to Mulferret's nostrils.

Invoke Patron check results:

- 12-13 The Bloodthirsty Queen's attention is otherwise occupied. She grants the caster the bloodlust enough to gain a +2 bonus to all attack and damage rolls for CL rounds.

- 14-17 The caster gains the ability to exude a thick yellow musk, either to target 1d3 creatures within 10' (who must succeed in a Fort save vs. spell check, or be at -1d on the dice chain to all rolls for 1 hour), or to create a thinner 30' cloud (all within are at -2 to attack rolls, skill checks, and spell checks; caster excluded) that moves with the caster and lasts CL minutes.

- 18-19 Mulferret blesses the caster with bloodthirst and stamina. The caster gains a +3 bonus to attack and damage rolls for CL rounds. At the end of this time, or if reduced to 0 hp, the caster is immediately granted 1d3 hp per level.

- 20-23 Mulferret sends 1d3 giant weasels to aid the caster. They remain for 1d3+CL rounds before departing. If they have no chance to kill during this time, the player must roll 1d10. If the result is lower than the caster's level, they turn on him for 2d3 rounds before departing. If they are able to kill the caster and escape, they carry the caster's body back to Mulferret's realm.

Giant weasels: Init +4; Atk bite +2 melee (1d5 plus latch); AC 15; HD 2d8+4; MV 50' or climb 20'; Act 1d20; SP latch (holds on until dead or Mighty Deed 4+; automatic damage each round); SV Fort +3, Ref +5, Will +2; AL C.

- 24-27 As 18-19, above, but Mulferret sends 1d5+CL giant weasels for 1d7 Turns, and the check to see if the weasels turn on the caster (if they kill nothing) is rolled on 1d20.

- 28-29 Partial transformation. Mulferret grants the caster, or one of the caster's allies selected by the caster, a bite attack (1d5 damage) and a claw attack (1d3 damage), as well as thick fur providing +2 to AC. This lasts for 1d7+CL hours. The transformation does not prevent speech, spell casting, or the use of normal armor, weapons, and equipment. An unwilling ally gains a DC 15 Will save to resist.

- 30-31 As 28-29, above, except the caster can choose 1d3+CL allies as well as himself to transform, and the transformation lasts 1d3+CL days. Further, the AC bonus is increased to +4, and the bite attack includes the ability to latch onto a foe (as per giant weasels, above).
- 32+ A horde of tiny weasels erupts from the shadows, attacking all of the casters' foes within 500' for 1d7 points of damage each round. Moving more than half speed through the weasels requires a DC 15 Reflex save to avoid falling prone (ending the move) – quadrupeds gain a +4 bonus to this save, and the Judge may allow other bonuses (or even dispense with the save altogether) for special stability. The weasels continue to attack until no foe remains within 500', the wizard moves more than 200', or the wizard is slain. Weasels killed by spells or attacks are automatically replaced from the shadows.

PATRON TAINT: MULFERRET

Adherents of Mulferret become more like her over time, which can be both helpful and harmful. Mulferret may send a companion to aid the caster do Her will. But her most feared *patron taints* are a blood lust which must be satisfied, and a hunt which must be completed. While the other *patron taints* have limits, there is no end to Mulferret's desire for her agents to kill.

Roll	Result
1	Blood lust: Whenever this <i>patron taint</i> is rolled, the caster experiences overwhelming blood lust. Until he personally kills some creature and consumes at least a pint of its blood, he suffers an increasing penalty to spell checks and AC: -1 for the first round, -2 for the next turn, -4 for the hour after that, and -8 until the blood lust is satisfied. Further, the caster takes 1d3 damage for every 24 hours the blood lust is not satisfied, and this damage cannot be healed until the caster has done so.
2	Ferocity: The caster gains some of the ferocity of weasel-kind. On one hand, this increases his combat capability. On the other hand, it increasingly causes him to resort to weapons rather than spells. When this taint is rolled for the first time, the caster gains a +1 bonus to attack rolls, but suffers a -1 penalty to spell checks. When rolled a second time, the caster gains +1 hp per level, but must succeed in a DC 5 Will save to cast a spell in combat. When rolled a third time, the caster gains +1d3 damage when using weapons or unarmed attacks, but must succeed in a DC 10 Will save to cast a spell in combat, and his penalty to spell checks in combat is increased to -4. Once the caster has reached the maximum penalty, rolling this taint again has no further effect.
3	Muskiness: The caster gains a whiff of the muskiness of weasels, which makes social interaction more difficult. When this <i>patron taint</i> is rolled the first time, there is a mild odor about the caster, which causes a -2 penalty to any social checks the Judge might call for. When this is rolled a second time, the penalty is upgraded to a -1d penalty on the dice chain. When rolled a third and final time, the penalty becomes -2d on the dice chain. Note that the Judge need not call for rolls, and can use these penalties as a guideline for role-playing interactions. Once the maximum penalty is reached, rolling this taint again has no further effect.
4	Teeth and claws: When this <i>patron taint</i> is rolled the first time, the caster's teeth become slightly pointed, and his fingernails appear to harden and lengthen. When rolled a second time, fingernails become claws capable of doing 1 point of damage. When rolled a third time, the caster's teeth become fangs capable of doing 1d3-1 points of damage. Rolling this taint again has no further effect.
5	Companion or revenge: Mulferret sends the caster a companion, or else seeks revenge for a lost companion. When this is first rolled, the caster receives a ferret. When this is rolled again, the caster receives a martin. When this is rolled a third time, the caster receives a wolverine. The new companion replaces the old, if the old is still alive. If the old companion is not still alive, it instead attacks the caster for 1d5 rounds before departing. Once this is rolled a third time, additional rolls of this taint are ignored.

These companions have human-level intelligence, and can speak the common tongue, but still have the instincts of their kind. Note that the companion is not under the caster's direct control, and can cause problems as well as be useful.

Ferret: Init +3; Atk bite +1 melee (1 plus latch); AC 17; HD 1 hp; MV 30' or climb 20'; Act 1d20; SP latch (holds on until dead or Mighty Deed; automatic damage each round); SV Fort +0, Ref +5, Will +0; AL C.

Martin: Init +3; Atk bite +2 melee (1d3 plus latch); AC 16; HD 1d6+1; MV 40' or climb 40'; Act 1d20; SP latch (holds on until dead or Mighty Deed; automatic damage each round); SV Fort +3, Ref +5, Will +2; AL C.

Wolverine: Init +2; Atk bite +4 melee (1d5 plus latch) or claw +1 melee (1d3); AC 15; HD 2d8+6; MV 40' or climb 10'; Act 2d20; SP latch (holds on until dead or Mighty Deed 4+; automatic damage each round); SV Fort +5, Ref +3, Will +4; AL C.

- 6 **Hunt:** Mulferret demands that the caster slay the adherent of another patron, and sacrifice the body to Her. So long as the caster makes no major deviation from the hunt, Mulferret gives him seven days to complete it. For every major deviation, and for every three days after the initial period, Mulferret causes the caster to be unable to access one random spell until the quest is completed. If the Judge wishes to do no further patron development, the hunt is for an adherent of Radu, Prince of Rabbits. If the Judge is willing to do a little extra work, roll 1d7 on the following table. The Judge should remember that an adherent can be a non-caster bonded to a patron, which can be thrown into an adventure with minimal effort.

The hunt is for an adherent of (1d7): (1) Radu, Prince of Rabbits, (2) the Rat King, (3) Nimha, Lady of Mice, (4) Yallafial, Queen of Birds, (5) Rutkin, the Knave of Squirrels, (6) Bobugbubilz, Demon Lord of Evil Amphibians, or (7) the Staglord.

PATRON SPELLS: MULFERRET

Mulferret grants three unique spells, as follows:

Level 1: *Blood drain*

Level 2: *Stoatskin*

Level 3: *Weaselball*

SPELLBURN: MULFERRET

When a caster utilizes *spellburn*, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll	Spellburn Result
1	The caster's skin weeps blood. A crowd of shadow weasels lap it up, expressed as Strength, Agility, or Stamina loss.
2	Mulferret demands blood! The caster must spill her own blood, expressed as ability score loss. The blood disappears before reaching the ground.

- 3 Bloodlust. Mulferret offers up to 5 points of *spellburn*, taken from Intelligence and/or Personality. This represents incredible bloodlust, and can be sated by drinking the blood of recently-slain creatures. For every HD the creature had, the caster recovers 1 point of Intelligence or Personality. The caster must drink within 3 rounds of the creature being slain to be of any use.
- 4 Blood drain. The caster may take up to 5 points of *spellburn* from another creature that he can touch, by draining its blood through his fingertips. This manifests as Strength, Agility, or Stamina loss (roll 1d3 for each point to determine where the *spellburn* is taken from). An unwilling victim can attempt a DC 15 Will save to resist.

Blood Drain

Level: 1	Range: Touch	Duration: Varies	Casting time: 1 action	Save: Fortitude vs. check
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General	The caster gains the ability to drain blood with a mere touch. Regardless of manifestation, the spell effects are transferable by weapon as well as by skin-to-skin contact. Creatures without blood are immune to this spell (although attack bonuses still apply), and creatures with strange forms of internal fluid – including various oozes, primordial slimes, and giant spiders – may cause strange effects (or even damage the caster) at the Judge’s discretion.
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Manifestation	Roll 1d3: (1) the caster’s fingertips become tiny weasel heads, (2) the caster grows toothy maws in his palms, or (3) the caster’s hands become pale, but grow ruddy when draining blood.
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1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	The caster causes an additional 1d5 damage on any successful attack for one round.
16-17	On the next round, the caster gains a +2 bonus to attack rolls, and does an extra 1d6 damage on any successful attack. If the caster makes a successful attack, the drained blood heals 1 hp of damage the caster has taken.
18-21	For the next turn, the caster gains a +2 bonus to attack rolls, and creatures hit take an extra 1d5 damage from blood drain. Every successful blood drain heals 1 hp of damage the caster has taken.
22-23	For the next turn, the caster gains a +2 bonus to attack rolls, and creatures hit take an extra 2d5 damage from blood drain. Every successful blood drain heals 1d3 hp of damage the caster has taken.
24-26	For the next turn, the caster gains a +4 bonus to attack rolls, and creatures hit take an extra 2d5 damage from blood drain. Every successful blood drain heals the caster of 2d3 hp of damage.
27-31	For the next hour, the caster gains a +6 bonus to attack rolls, and creatures hit take an extra 3d5 damage. Each successful blood drain heals the caster for 3d3 hp of damage.

32+ The caster draws 1d5 hp of blood from any creature within 10', which flows visibly from each target's wounds, pores, etc., into the caster's hands. This blood drain occurs each round, and does not differentiate between friend or foe. The caster gains a +8 bonus to attack rolls, and can drain 3d5 hp of damage. The caster recovers 3d3 hp per successful blood drain attack, and can gain up to 10 hp beyond his normal maximum in this way. These extra hit points are the first to be lost, and are not a permanent addition to the caster's maximum hit points.

Stoatskin

Level: 2	Range: Caster or Touch	Duration: Varies	Casting time: 1 action	Save: None
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General	The caster and/or one or more allies are transformed to take on part of the appearance and characteristics of weasels and their kin. This spell only works on willing creatures; those who are unwilling remain unaffected. The caster may choose any result equal to or less than the spell check, but even if he chooses a lesser result, he uses the "Number Affected" of his actual spell check.
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Manifestation	As per spell check result.
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1	Lost, failure, and <i>patron taint</i> .
2-11	Failure. Spell is lost.
12-15	Failure, but the spell is not lost.
16-17	Ermine: Targets' hair turns white with black highlights. Targets gain +1 to AC and a +1d shift on the dice chain to any attempt to squeeze through a narrow space. Finally, targets reduce damage from cold by -1 per die. Duration: 1d6+CL rounds. Number Affected: Caster only.
18-21	Stoat: Targets are covered with thick brown fur. Targets gain +2 to AC and +1 to Reflex saves. Targets have their critical ranges increased by 1 (so that a wizard would gain a critical hit on a natural roll of 19-20). Duration: 1d5 minutes. Number Affected: 1d3+CL.
22-23	Martin: Targets are covered with dark brown fur, and their nails turn into sharp climbing claws. Targets gain +2 to AC and +1 to Fortitude saves. They reduce damage from cold by -1 per die. They can climb trees without making a check, and can climb other items with a +1d shift on the dice chain. Duration: 1d7 Turns. Number Affected: 1d5+CL.
24-26	Fisher: Targets are covered with glossy dark fur, and their nails turn into sharp climbing claws. Targets gain +2 to AC and +1 to Fortitude and Reflex saves. They reduce damage from cold by -1 per die. They can climb trees without making a check, and can climb other items with a +1d shift on the dice chain. Duration: 2d7 turns. Number Affected: 1d7+CL.
27-31	Polecat: Targets are covered with dark and white patterned fur. Targets gain +2 to AC and +1 to Reflex saves. Once each turn they can exude a foul-smelling musk that causes all other creatures within 20' (except other targets of this spell) to suffer a -1d penalty on the dice chain to all rolls for 1d3 turns. Duration: 1d3 Hours. Number Affected: 1d7+CL.
32-33	Otter: Targets are covered with sleek brown fur, gaining +2 to AC and +3 to Reflex saves. They can swim at a rate of 50', requiring checks only in extraordinary circumstances (and then using 1d30). Targets can hold their breath for up to ½ an hour at a time. Duration: 1d5 days. Number Affected: 2d5+CL.

34+ **Wolverine:** Targets are covered with thick brown fur, their nails turn into sharp claws, and their teeth become sharpened. Targets gain +4 to AC and +3 to Fortitude saves. They reduce damage from cold by -2 per die. They can attack using claws for 1d3 or bite for 1d5 damage. If reduced to 0 hp, they may make a DC 10 Fort save each round to remain conscious and active (it is possible to bleed out during this time, as though the character were at 0 hp and unconscious, so that magical healing may not always prevent death). Duration: 1d7 Days. Number Affected: 3d7+CL.

Weaselball

Level: 3	Range: 100' or more	Duration: 1d3+CL rounds	Casting time: 1 round	Save: None
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General	<p>The caster points his finger at a target, speaks an invocation to the Queen of Weasels, and a tiny pellet streaks towards the designated point. Upon reaching the target, the pellet erupts into a ball of fighting, biting weasels, which comprise one or more weasel swarms. All potential targets within the area of a weasel swarm are then attacked by the weasels. At the end of the spell duration, the weasel swarms disperse. Although the caster can sometimes send a weaselball around obstructions, he must still have some means to see the chosen target.</p>
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Basic weasel swarm: Init +6; Atk swarming bite +2 melee (1d3 plus latch); AC 9; HD 4d8; MV 40' or climb 20'; SP bite all targets within 20' x 20' space, half damage from non-area attacks, latch (creatures which took damage from the swarm automatically take +1d3 points of additional damage each round thereafter unless a round is spent detaching weasels, or a Mighty Deed removes them); SV Fort +2, Ref +5, Will +0; AL C.

Manifestation	As per spell check result.
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1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster targets a weaselball up to 100' away, creating a single swarm.
18-21	The caster targets a weaselball up to 120' away, creating a single swarm with an additional +1 to the attack roll.
22-23	The caster can create two weaselballs, and send each to a differing target within 130'. Each target creates a single swarm, but the swarm gains an extra +2 bonus to the attack roll.
24-26	The caster launches a large weaselball up to 160', creating three vicious swarms of weasels when reaching the target. The weaselball arcs like a catapult to a maximum 40' above ground at its peak, allowing the caster to target around or over obstructions. These weasel swarms do 1d5 to targets they latch onto.
27-31	The caster creates a spray of small weaselballs, each of which contains a 1 HD weasel swarm that does 1 point of damage per round and 1 point of damage when latched. There are three sprays of 1d3+1 weaselballs each.

- 32-33 The caster launches a single weaselball up to 200', which can arc up to 40' at the peak of its flight. The weaselball releases an enhanced weasel swarm with an additional +3 to attack rolls, doing 1d4 points of damage on a successful attack and 1d6 points of damage when latched on. This enhanced swarm has 5 HD.
- 34-35 The caster launches a single weaselball, targeting a point up to 500' away. The weaselball disgorges three swarms of weasels, each of which has an additional +3 to attack rolls, does 1d5 damage on a successful attack, and 1d6 damage when latched on. These enhanced swarms have 6 HD. It takes two rounds, or a Mighty Deed of 4+, to remove the latched weasels before the spell expires.
- 36+ Weasel Armageddon. The caster may choose a target up to 1 mile away. The caster need not have line-of-sight to the target. He can choose a geographic point he has knowledge of (such as a specific tree, hill, or room) or a target of which he has a physical trace (such as a lock of hair or fingernail parings). The weaselball creates five enhanced weasel swarms, each with an additional +5 to attack rolls, doing 1d6 damage with a successful attack and 1d8 damage if latched. It requires three rounds or a Mighty Deed of 5+ to remove latched weasels. These enhanced swarms have 8 HD, and have +2 to all saves. When the spell duration expires, the swarms disperse, but nearly every rabbit and chicken in a 5-mile radius is killed over the next 1d3 days before the weasels truly disappear.



MULMO, HE WHO WHISPERS FORGOTTEN SECRETS

This tentacled mass of ever-shifting form dwells in shadows and dark spaces deep beneath the ground. Those who would delve in deep places are wise to beware his malignant influence. Many of those who travel into dark subterranean realms, never to return, are surely slain by creatures in the depths. Others may discover that the darkness is to their liking. A few fall prey to Mulmo, and what they forget in death the Buried Whisperer learns from their dying minds.

It is said that Mulmo knows every secret that has ever been forgotten. It is said that Mulmo hears every word whispered on love's pillow, every curse screamed in defiance, rage, or hatred. Some knowledge is said to be hoarded by He Who Whispers, but other forgotten secrets are shared with those who would know what has been lost. Although sometimes these secrets are given freely, and seem to do no harm, at other times they are bargained for dearly, or are given where they will increase the power of Chaos across the planes. His revelations are often cryptic, appearing to offer benefits until darker implications are revealed.



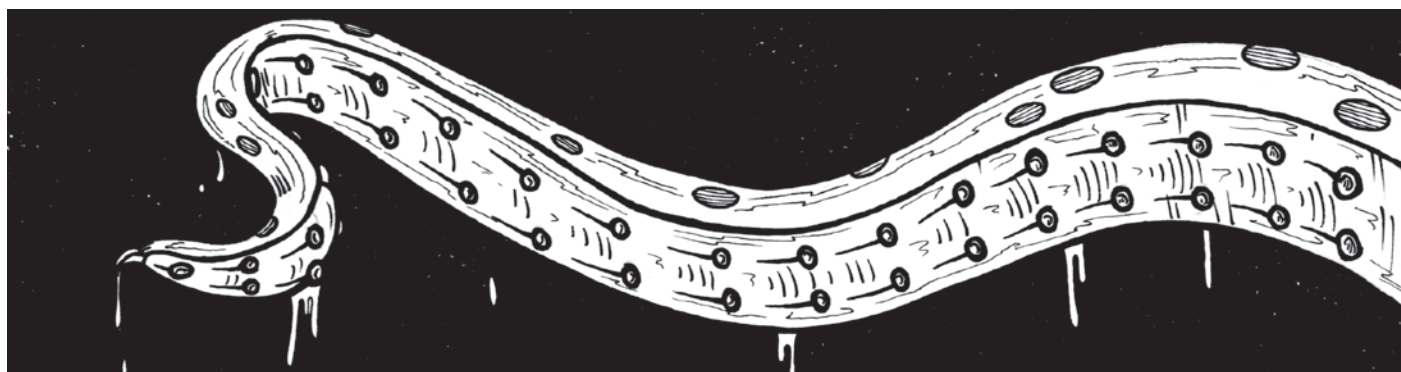
Mulmo may be most consistent to those who hold him as a patron, but he has been known to whisper to any who can be goaded to actions serving Chaos. To see Mulmo is to be driven mad. To hear Mulmo's rasping whispers is to know much... and, perhaps, also to be driven mad. The Buried Whisperer supplies just enough truth, and just enough benefit, that one can never be sure that his revelations can be safely ignored.

Mulmo's ceremony must be performed in some dark place underground.

***Invoke Patron* check results:**

- 12-13 The caster hears the voice of Mulmo whispering in his mind, granting one of the following three affects (roll 1d3, or the Judge chooses based on circumstances): (1) the caster gains a +4 bonus to one skill check, spell check, or attack roll in the next 10 minutes due to the insights heard in Mulmo's whispering, (2) a lost spell is restored to the caster's mind as its secret is rekindled, or (3) Mulmo's whispering contains some specific clue or information useful in the present situation or one that will occur in the near future.
- 14-17 A number of translucent grey tentacles, equal to the caster's CL, spring from the ground at the caster's feet. Each tentacle can be used once each round to perform one of the following functions: (1) Grant a creature within 10' a +2 bonus to AC (this bonus stacks if the caster uses multiple tentacles to increase the same creature's AC), (2) Make an attack on a creature within 15' (+3 attack, 1d6 damage), or (3) be sacrificed to grant a +2 bonus to a spell check (the tentacle is gone, and cannot be used again; multiple tentacles can be so sacrificed, and their bonuses stack). These tentacles last until sacrificed, until the caster moves more than 10', or until 2d6+CL rounds pass, whichever comes first.

- 18-19 The caster may designate a single target within 150'. Ethereal grey tentacles spring out of darkness (or some object, if there is no darkness), burrowing into that creature's brain. This effect lasts for 1d6+CL rounds, and each round the targeted creature must succeed in a DC 15 Will save, or one of the following effects occurs (roll 1d5): (1) If a spellcaster, the creature loses access to one random spell for 24 hours, (2) The creature takes 1d4 points of Intelligence damage as knowledge is stripped from its mind, (3) the creature takes 1d3 points of Personality damage as personal memories are stripped from its mind, (4) the creature takes 1d5 hp damage as its body is forced to remember old damage long ago thought healed and forgotten, or (5) the creature lapses into a catatonic state lasting 1d3 days, after which it awakens with a permanent loss of 1d3 points of Intelligence. In this last case, no further saves are necessary. Otherwise, lost memories are recovered when the damage caused by losing them is healed.
- 20-23 As 18-19, above, but when the tentacles disappear, the voice of Mulmo whispers in the caster's mind, allowing him to ask one question for every save the target creature failed. The questions must be answerable using a short sentence, and are answered according to the knowledge of the creature – they are the truth as the target creature knows it.
- 24-27 As 20-23, above, but the questions can require complicated answers. Moreover, the caster can request access to any wizard spell that the target creature lost. This does not mean that the caster can automatically cast the spell requested, but that spell becomes available for the caster to learn thereafter.
- 28-29 A portion of the caster's mind intersects with the vast cosmic intellect of the Buried Whisperer, granting him temporary access to stored knowledge and wisdom too great for mortal minds to bear. For CL minutes, the caster gains a +1d7 bonus to all skill checks, attack rolls, and spell checks – this is not a static bonus, but should be rolled anew with each attempted check or attack. At the end of this period, though, the caster must succeed in a DC 20 Will save or suffer immediate *patron taint*.
- 30-31 He Who Whispers manifests partially through the caster's body, shooting forth CL+1d3 tentacles, each 15' long. The caster can make an extra attack each round with each of these tentacles, or use any to increase his AC by +4 for that given round. On a successful attack, the tentacle does 1d7 damage, and the target must make a DC 15 Reflex save or be entwined. An entwined creature can escape with a successful DC 20 Strength check. After the initial attack, each round that a creature is entwined, the tentacle attempts to enter its mind and extract information. The target must succeed in a DC 20 Will save, or the caster may ask one question, of which he gains a truthful, if terse, response. At the end of this period, the tentacles retract back into the caster's body, and the caster must succeed in a DC 20 Will save or suffer immediate *patron taint*.
- 32+ As 30-31, above, but the caster may pull a random spell from a target's mind instead of asking a question. A spell so taken is lost from the target's mind until 24 hours have past, and remains available to the caster for only CL rounds. The caster may use this to cast cleric spells, but the caster automatically has a cumulative +5 to his disapproval rating for all such attempts. The caster's appearance takes on something of Mulmo's, so that any who would attack him must make a DC 10 Will save or lose their action due to fear; this does not affect area attacks, but only those that specifically target the caster. Finally, the caster must succeed in two DC 25 Will saves when the tentacles retract into his body, or suffer immediate *patron taint* for each failed save.



PATRON TAINT: MULMO

Mulmo cares nothing for the creatures of the material planes, except as they may further his own unknowable agenda. Association with Mulmo brings uncanny knowledge, a creeping allegiance to the powers of Chaos, and madness. When *patron taint* is indicated, roll 1d6 on the table below. There is no limit to the taint association that Mulmo can bring; the caster must always roll for *patron taint* when indicated.

Roll	Result
1	Uncanny Knowledge: Each time this <i>patron taint</i> is rolled, the caster hears the voice of Mulmo in his head, whispering some secret that grants the caster uncanny knowledge. The caster may use each instance only once, granting a +2 bonus to a skill check, spell check, attack roll, or save, but more than one instance may be used on the same roll and the benefits stack. The player or Judge should determine what knowledge Mulmo imparted that granted the bonus.
2	False Whispers: This seems to be uncanny knowledge, as above, but the information is misleading or wrong. Each instance gives the caster a -2 penalty to a skill check, spell check, attack roll, or save of the Judge's choosing. Multiple instances can be added together to increase the penalty, but each instance can be used only once. The Judge or player should determine what misleading information led to the penalty.
3	Creeping Alliance to Chaos: Each time this <i>patron taint</i> is rolled, it becomes harder for the caster to harm chaotic creatures (including characters with the Chaotic alignment). Each roll gives the caster a cumulative -1 penalty to attack rolls against chaotic creatures, and gives chaotic creatures a cumulative +1 to saves vs. the caster's spells. Chaotic creatures whose Hit Dice are equal to or less than this amount are usually willing to treat with the caster rather than simply attack, if approached with non-hostile intent (as per the Judge, or 1-4 on 1d7 chance). Treating with the caster does not mean that they are friendly, however, and a hidden hostile agenda on the part of the caster removes the chance of the chaotic creatures being willing to treat with the caster because of this <i>patron taint</i> , although they may be willing to do so for other reasons, or may have hidden hostile agendas of their own.
4	Mission: He Who Whispers Forgotten Secrets sends the caster on a mission of some sort. Typically, this mission requires no more than one week's travel per caster level. The Judge can assign a mission of his own, or roll 1d5 to determine the type of mission required: (1) deliver a message to another creature, (2) uncover or relearn some lost secret, (3) defeat a champion of Law, (4) destroy some mundane source of knowledge, or (5) punish one who has fallen from Mulmo's patronage.
5	Whispering Voices: The caster begins to hear whispering voices that cause madness. When this is first rolled, they are at the edge of his hearing, and cause only a -1 penalty to skill checks. When this is rolled a second time, they become louder, and the caster suffers a -2 penalty to all skill checks and spell checks. When this is rolled a third time, the whispers become an all-pervasive susurrations, causing a -4 penalty to attack rolls, skill checks, spell checks, and Will saves. This <i>patron taint</i> can only be rolled three times. Ignore all additional rolls.
6	Visage of Mulmo: When this <i>patron taint</i> is rolled, the caster's visage takes on an indefinable but unmistakable air of menace. When this is first rolled, normal animals are uneasy in the presence of the caster, having a -4 penalty to morale checks and causing a -4 penalty to skill checks to control or command them. When rolled a second time, normal animals become hostile to the caster, and will not willingly approach or serve him. Any attempt to ride is impossible, and even attempting to use a coach causes a -8 penalty to any checks to control mundane draft animals. If this is rolled a third time, mundane animals will attack the caster if they are able to. Only animals much smaller than the caster, such as normal birds, mice, and squirrels, do not attack on sight... although these may also attack if the Judge so desires. This <i>patron taint</i> can only be rolled three times. Ignore all additional rolls.

PATRON SPELLS: MULMO

Mulmo grants three unique spells, as follows:

Level 1: *Mulmo's Dreadful Susurrations*

Level 2: *Tentacles of Smoke and Gore*

Level 3: *Walk the Akashic Record*

SPELLBURN: MULMO

The craving for knowledge and the madness of the Whisperer Below are reflected in *spellburn* granted by Mulmo. When a caster utilizes *spellburn*, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll	Spellburn Result
1	The caster feels the psychic tentacles of Mulmo ripping into his mind, painfully lashing against his thoughts and memories. This manifests as Intelligence and Personality loss, rather than loss of physical statistics.
2	Quasi-physical tentacles erupt from the darkness, causing Agility, Strength, or Stamina loss.
3	Mulmo is willing to grant up to 10 points of <i>spellburn</i> without attribute damage. In return, though, the caster permanently loses knowledge of one spell, chosen by the caster. The caster may gain up to 3 points of <i>spellburn</i> by sacrificing a 1st level spell, up to 6 points of <i>spellburn</i> by sacrificing a 2nd level spell, up to 9 points of <i>spellburn</i> by sacrificing a 3rd level spell, and 10 points of <i>spellburn</i> by sacrificing a 4th level spell. The spell being sacrificed may be the same one as the <i>spellburn</i> is being used to cast. The caster can attempt to learn the spell again normally, but if he does so, a new mercurial magic roll applies.
4	The caster hears the voice of Mulmo in his mind, learning information that staggers his intellect and warps his understanding of the cosmos and his place therein. So hideous is this knowledge that it damages him physically, manifesting as Strength, Agility, or Stamina loss. Luckily, the knowledge fades as this damage is recovered.



Mulmo's Dreadful Susurrations

Level: 1	Range: Varies	Duration: CL rounds	Casting time: 1 action	Save: Will (Special)
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General	The caster summons the whispering voices of Mulmo, which can be heard by the target(s) of the spell. Mulmo reveals painful truths about the target(s), reminding them of forgotten shames and losses. At higher spell check results, horrible truths about a target(s)' companions, or even about the nature of the multiverse, are revealed. Target(s) do not usually recall the exact nature of Mulmo's dreadful whisperings, although they carry a nameless dread with them until all ability score damage is healed.
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Manifestation	As per spell check result.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost, failure.
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12-15	A single target within 30' must save or be distracted, losing his next action (or all Action Dice, if applicable). Whether or not the save is made, the target takes a -2 penalty to all die rolls during the next CL rounds.
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16-17	As 12-15, above, but up to CL targets within 30' may be affected.
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18-21	As 16-17, above, but to a range of 60'.
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22-23	As 18-21, above, or the caster may direct the dreadful susurrations to a single target within 120'. In addition to the effects of 12-15, above, the target must make a second Will save or take 1d3 points of temporary Personality damage. The target suffers a -1d shift on the dice chain to all Action Dice until the Personality damage is healed.
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24-26	As 22-23 above, but if a single target is chosen, that target must make a third Will save or suffer the effects of a compulsion selected by the caster. This can be an irresistible attraction or repulsion towards a creature, object, or location; a loathing of some being that forces the target to attempt to slay it; or a great fear that causes the target to do nothing but cower. The compulsion lasts for CL rounds, and the target gains a new save each time it is attacked or damaged.
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27-31	Every hostile creature within 60' must save or collapse, gibbering and unable to take any other action, for CL rounds. Targets gain a new save if attacked or damaged.
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32-33	As 27-31, above, but targets must also succeed in a second save or suffer 1d3 temporary Personality damage. Targets are at -1d on the dice chain for all Action Dice until this damage is healed.
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34-35	As 32-33, above, but targets must succeed in a third save or become mortally afraid of the caster for 1d3 days. Such creatures are at an additional -1d penalty to the dice chain to all rolls if forced to confront the caster. Given the opportunity, they will automatically flee from the caster.
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36+ **All** creatures within 120' (including the caster) hear Mulmo's dreadful susurrations. Those who fail their initial save take an immediate 2d3 temporary Personality damage, and lapse into a coma until this damage is healed. Once recovered, they must make a **second** DC 15 Will save or suffer 1d3 permanent Personality damage. Any creature who succeeds in one of these two saves gains the ability to cast a random 1st level spell (1d5: 1-3 Wizard spell, 4-5 Cleric spell) at its normal spell check. This is in addition to any spells that creature would otherwise be able to cast. Any creature who succeeds in **both** saves gains insight into the universe through Mulmo, which manifests as an increase of Intelligence (+1d3, to a maximum of 18).

Tentacles of Smoke and Gore

Level: 2 Range: Varies Duration: 1 turn Casting time: 1 action Save: None

General The caster summons tentacles from the shadowy realm where Mulmo dwells. These tentacles then attack any creature within their reach, except the caster. The caster can control the attacks of up to 1 tentacle per CL, although doing so uses 1 Action Die per 5 tentacles controlled (or portions thereof), due to concentration. The caster chooses which tentacles to control, and may change those he controls each round. All such tentacles are solidly anchored, and do not move, but the number, reach, and special abilities of the tentacles are determined by the spell check result. The caster determines where the tentacles appear. Uncontrolled tentacles determine their targets randomly.

Manifestation The tentacles appear to be made of 1d7: (1) thickening shadows, (2) congealed blood, (3) earth and soil, (4) human gore and viscera, (5) solidified smoke, (6) , or a rubbery black substance, or (7) green cephalopod flesh tipped with blood-red hooks.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 1d3 tentacles are created, springing from a single area within 30' of the caster.

Tentacles: Init +1; Atk grab +0 melee (1d3 plus hold); AC 12; HD 1d8; MV 0'; Act 1d20; SP detect creatures within 60', 5' reach, hold (Ref DC 10 or held in place; the tentacle gains +1d advantage on further attack rolls against held opponents; Mighty Deed or Strength DC 10 to escape); SV Fort +2, Ref +2, Will +3; AL C.

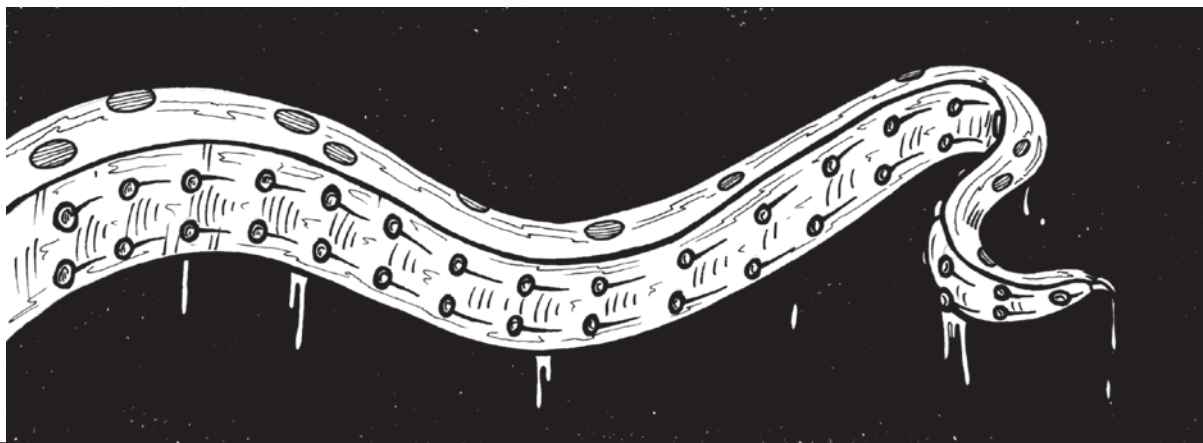
18-21 1d5+1 tentacles are created, springing from a single area within 30' of the caster.

Tentacles: Init +2; Atk grab +2 melee (1d4 plus hold and constriction); AC 14; HD 2d8; MV 0'; Act 1d20; SP detect creatures within 60', 10' reach, hold (Ref DC 12 or held in place; automatic 1d4 constriction damage each round against held opponents; Mighty Deed or Strength DC 12 to escape); SV Fort +3, Ref +3, Will +4; AL C.

22-23 1d6+3 tentacles are created, springing from a single area within 60' of the caster.

Tentacles: Init +3; Atk grab +3 melee (1d5 plus hold and constriction); AC 16; HD 3d8; MV 0'; Act 1d20; SP detect creatures within 60', 10' reach, hold (Ref DC 14 or held in place; automatic 1d5 constriction damage each round against held opponents; Mighty Deed 4+ or Strength DC 15 to escape); SV Fort +5, Ref +5, Will +7; AL C.

- 24-26 1d3 groups of 1d7 tentacles are created, each group springing from a separate area within 60' of the caster.
- Tentacles:** Init +4; Atk grab +5 melee (1d7 plus hold and constriction); AC 16; HD 4d8; MV 0'; Act 1d20; SP detect creatures within 60', 15' reach, hold (Ref DC 16 or held in place; automatic 1d7 constriction damage each round against held opponents; Mighty Deed 4+ or Strength DC 15 to escape); SV Fort +7, Ref +6, Will +8; AL C.
- 27-31 1d3 groups of 1d7 tentacles are created, each group springing from a separate area within 60' of the caster.
- Tentacles:** Init +5; Atk grab +7 melee (1d7 plus hold and constriction); AC 18; HD 5d8; MV 0'; Act 1d20; SP detect creatures within 60', 25' reach, hold (Ref DC 16 or held in place; automatic 1d7 constriction damage each round against held opponents; Mighty Deed 4+ or Strength DC 15 to escape), DC 10 Strength check each round or a creature is drawn 5' closer to the center of the tentacle mass; SV Fort +7, Ref +6, Will +8; AL C.
- 32-33 1d5 groups of 1d7 tentacles are created, each group springing from a separate area within 100' of the caster.
- Tentacles:** Init +7; Atk grab +9 melee (1d8 plus hold and constriction); AC 18; HD 6d8; MV 0'; Act 1d20; SP detect creatures within 100', 40' reach, hold (Ref DC 16 or held in place; automatic 1d8 constriction damage each round against held opponents; Mighty Deed 5+ or Strength DC 18 to escape), DC 14 Strength check each round or a creature is drawn 5' closer to the center of the tentacle mass, a creature drawn to the center must succeed on a DC 5 Will save each round or be drawn into the presence of Mulmo himself (where he is quickly devoured); SV Fort +7, Ref +6, Will +8; AL C.
- 34-35 1d7 groups of 1d7 tentacles are created, each group springing from a separate area within 100' of the caster.
- Tentacles:** Init +7; Atk grab +7 melee (1d8 plus hold and constriction); AC 18; HD 7d8; MV 0'; Act 1d20; SP detect creatures within 100', 50' reach, hold (Ref DC 16 or held in place; automatic 1d8 constriction damage each round against held opponents; Mighty Deed 5+ or Strength DC 20 to escape), DC 16 Strength check each round or a creature is drawn 5' closer to the center of the tentacle mass, a creature drawn to the center must succeed on a DC 10 Will save each round or be drawn into the presence of Mulmo himself (where he is quickly devoured); SV Fort +9, Ref +8, Will +10; AL C.
- 36+ 1d3+CL tentacles spring directly from the caster's flesh, each causing the caster 1d3 damage as they do so. The caster automatically survives if reduced to 0 hp in this way, although loss of 1 point of Strength, Stamina, or Agility applies as normal.
- Tentacles:** Init +10; Atk grab +9 melee (1d10 plus hold and constriction); AC 20; HD 9d8; MV 0'; Act 2d20; SP detect creatures within 100', 60' reach, hold (Ref DC 18 or held in place; automatic 1d10 constriction damage each round against held opponents; Mighty Deed 5+ or Strength DC 20 to escape), DC 16 Strength check each round or a creature is drawn 10' closer to the caster, a creature drawn to the caster must succeed on a DC 15 Will save each round or be drawn into the presence of Mulmo himself (where he is swiftly devoured); SV Fort +10, Ref +10, Will +10; AL C.



Walk the Akashic Record

Level: 3 Range: Caster Duration: Varies Casting time: 1 turn Save: None

General

The caster places herself into a trance, wherein she can walk through the Akashic Record. This is the metaphysical library of the memories of all creatures which live, or ever have lived. The longer the character spends in the Akashic Record, the more deeply she can delve into history, the more questions she can ask, the more distant the places she can reach, and/or the greater the chance that her answer is true.

The base chance of any question being answered correctly is 30%. This question can be asked about current conditions anywhere within 10 miles on the same plane of existence. The question can also relate to the motives or perceptions of known creatures. For every 10 minutes the character spends in the Akashic Record, he can do one of the following things:

- Allow the caster to ask a single question.
- Allow the caster to ask three follow-up questions to the last question asked.
- Increase the chance that the next question asked is answered correctly by +20% (to a maximum of 90%).
- Double the range of the next question's subject (from 10 miles to 20 miles, then 40 miles, 80 miles, 160 miles, 320 miles, and then 640 miles). After 640 miles, range is increased to anywhere on the same planet, any planet known to the caster, and then any plane of existence known to the caster.
- Allow the next question to relate to historical matters. The first 10 minutes allows the character to ask about something up to 10 years in the past. Subsequent turns allow the character to ask up to 100 years, up to 1,000 years, up to 1,000,000 years, and then at any point in the past.

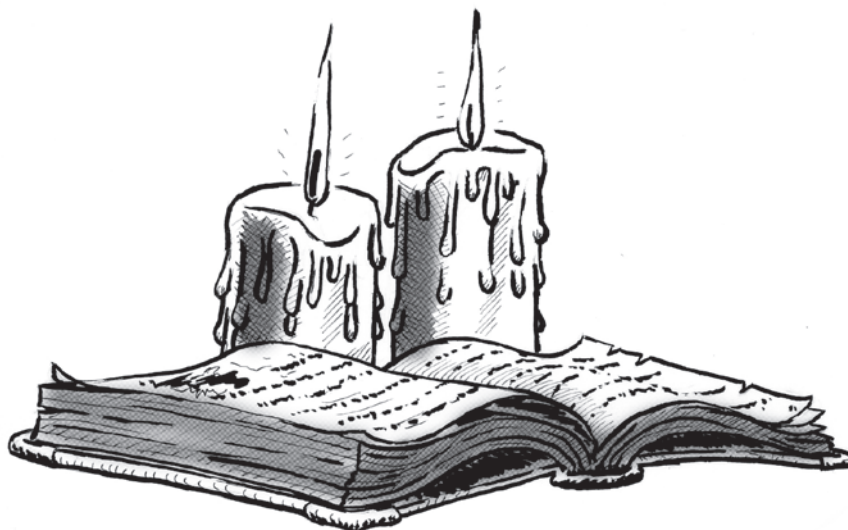
For instance, a caster spending 1 hour in the Akashic Record could spend the first 40 minutes looking back 10 years, 20 miles away, and increasing the chance of accuracy to 70%, before asking a single question and three follow-up questions. The follow-up questions would only have a 30% chance of accuracy unless the character spent longer in the Akashic Records to increase the chance of accuracy.

There is a risk inherent in walking the Akashic Record. The caster must succeed in a Will save (DC number of turns spent in the Records) or be lost for 1d3 days. If the character is lost, at the end of this time, there is a percent chance equal to the DC that her mind is lost forever.

While a character's mind walks the Akashic Record, her body is vulnerable. She does not need food or drink, and does not age, but she also cannot defend her body. A wise caster ensures her safety by creating a secure location and/or enlisting the aid of guardians before casting this spell.

Manifestation	The Akashic Record may take many appearances, depending upon the caster. Roll 1d14: (1) a great darkness in which the voice of Mulmo whispers, (2) a library of disembodied and mummified heads which speak to the caster, (3) a traditional library of infinite size, (4) a pleasant meadow in which various creatures appear to answer the caster's queries, (5) memories play out as though the caster were present at events, (6) spectres appear in a gray limbo to answer the caster, (7) the caster appears in a boreal forest, where the gnawings of worms beneath the bark of colossal trees create patterns holding the answers to her questions, (8) the caster envisions a computer console with an internet connection (which she instinctively knows how to use), (9) the caster is presented with a single large tome that opens to pages related to her queries, (10) the caster appears to be in a sweat lodge, where the answers to her questions appear as welts upon her (mentally projected) skin, (11) a guiding creature (animal, demonic, angelic, or humanoid) appears and answers the caster's questions, (12) the caster appears to be in a desert at night, where the sounds of insects answer her questions in an unknown, but horribly understandable, language, (13) the caster floats in space and the answers appear in the formations of stars and nebulae, or (14) the details of the experience are beyond the caster's ability to recall.
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1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster can spend up to CL Turns in the Akashic Record.
18-21	The caster can spend up to 1d3+CL Turns in the Akashic Record.
22-23	The caster can spend up to 1d5+CL Turns in the Akashic Record.
24-26	The caster can spend up to 2d5+CL Turns in the Akashic Record.
27-31	The caster can spend up to 3d7+CL Turns in the Akashic Record
32-33	The caster can spend up to 1d3+CL hours in the Akashic Record
34-35	The caster can spend up to 1d5+CL hours in the Akashic Record
36+	The caster may spend as much time in the Akashic Record as she desires, and as she is willing to risk.



PESH JOOMANG, THE GATE AND THE KEEPER



In the Lands of the Sau, long ago, dwelt the sages Yaggyx and Sarnon, who distilled the visions of a slew of prior wizards and scribes into several great tomes of lore and magic. But, as time passed, Tarot Wizards wrested the tomes from the great sages. What Yaggyx and Sarnon had wrought was distorted and lost. Indeed, there were some who felt that the Old Magic had never truly existed, and that tales of a long-lost Golden Age were but illusions of memory.

It was Pesh Joomang who tracked back through the works of the great sages, rediscovering the pandects of the scribes who came before Yaggyx and Sarnon, and so renewed the fires of the Old Magic. Pesh Joomang is both the Keeper of, and the Gate to, the Old Magic. Some claim that he is the greatest patron of them all.

It is not a simple matter to gain Pesh Joomang as a patron. The aspirant must first track him down through the auspices of not less than three other patrons, to each of which he must be bonded. One of these patrons must be from the *Core Rulebook*, for these patrons are closest to the creations of Pesh Joomang; one must be from *Angels, Daemons, and Beings Between*, for the creators of that volume first beheld Pesh Joomang as the Gate and the Keeper, and those patrons are bound to his will and his approval. The third patron may come from any source.

Even then, it is not a simple matter to bond with this powerful patron. Pesh Joomang demands that his ritual be carried out in a place where great wonders, great deeds, or great games of chance have taken place. Further, Pesh Joomang always demands some great sacrifice from he who would have Pesh Joomang as his patron, and at least one quest, and quite probably more. The quests of Pesh Joomang are known for their deviousness, although those who survive them are almost always the better for it.

Finally, Pesh Joomang cares little for those who have not already demonstrated their worth, and seldom grants power to lesser mortals. A 1st level wizard or elf who seeks to bond with Pesh Joomang has a -10 penalty to the *patron bond* spell, as well as to all *invoke patron* and *patron* spell checks if he succeeds. At level 2, this penalty is reduced to -8. At level 3, -4, and level 4, -2. At level 5 and above, there is no penalty.

Invoke Patron check results:

When a wizard or elf with Pesh Joomang as a patron casts *invoke patron*, he has a choice to either invoke Pesh Joomang, or to invoke another patron to which he has bonded **through** Pesh Joomang. If the caster does the former, use the chart below. If the caster does the latter, use the chart for the patron invoked, but the caster gains the next higher result from the one rolled. For example, an elf might say, *"Through the power of Pesh Joomang, I call upon Logos the Perfect Form!"* This would mean that he would owe both Pesh Joomang and Logos a favour, but he would gain a higher result, and on a natural 1 would suffer *patron taint* from Pesh Joomang alone.

12-13 The Greatest of Patrons is hard at work, scribing the words which will set another group of hapless adventurers onto a quest for gold and glory. Yet, he has a moment's time to provide you some meagre assistance. A field of magical energy distorts and warps a target you select, within 100', causing it 2d6 damage. In addition, unless it succeeds in a DC 15 Will save, the target suffers the effects of greater corruption (p. 119 of the *Core Rulebook*).

14-17 An eruption of tiny imps boils out from the ground, at a point not more than 100' from the caster, and filling a 20' x 20' area, which can overlap with other creatures. The tiny imps are seen to be wearing red and white tunics, with a sigil like unto a horned black skull on the front. They pelt all enemies of the caster and Pesh Joomang with hard polyhedral shapes of various configurations and sizes, making an attack against all such creatures within their space or within 5' of it. The imps last 2d7 rounds; at the end of this time, they and all their equipment fade away in a swirling prismatic cloud.

Imp horde: Init +2, Atk pelt +4 melee against all in a 20' x 20' space or within 5' thereof (dmg 1d5); AC 8; HP 40; MV 20'; Act 1; SV Fort +4, Ref +2, Will +0; AL C.

18-19 Pesh Joomang plucks the caster from his current predicament, teleporting him to some region that amuses the Gate and the Keeper. Roll 1d14: 1-10, the caster is within 100 miles of his starting location; 11-12, the caster is somewhere on the same world, but need not be even remotely near his starting position; 13, the caster is on another world; or 14, the caster is on another plane. Roll 1d3: 1-2, the caster is alone; or 3, the caster's allies within 100' are transported with him. Roll 1d5: 1-2, those transported are abandoned; 3-4, those transported need merely survive for 2d7 minutes, and then are transported back; or 5, those transported must fulfil some mission (adventure) for Pesh Joomang before they are returned from whence they came. This mission is in addition to the favour owed for the *invoke patron* spell.

20-23 **Fear No Rule:** Pesh Joomang makes the caster immune to the consequences of a single rule, chosen by the Judge, for a period equal to 1d6+CL rounds. This may mean that the rule behaves differently for the caster, or is in complete abeyance. The Judge has wide discretion as to how this works, but some examples include: the caster can move freely in combat without provoking extra attacks; the caster is immune to critical hits; the caster gains no corruption or spell loss on a failed spell check; the caster cannot be harmed by falling; or the caster is completely immune to one spell or weapon. The Judge is encouraged to wait until events dictate a rule that would benefit the caster to ignore before deciding what the exact effect is; thereafter it is set for whatever part of the duration remains.

24-27 Pesh Joomang interferes directly with the caster's fate. For 2d7 rounds, the caster may spend 1 point of Luck to gain a +3 bonus to any attack roll, damage roll, skill check, saving throw, or spell check that he makes. The caster may also burn 1 point of Luck to reduce the damage from any successful attack made against him to 1 point. The caster may instead burn 2 points of Luck to ensure the minimum success in an attack roll, skill check, saving throw, or spell check; the caster still rolls, but anything below the minimum threshold of success is automatically *bumped up* to the minimum success – even if a natural 1 is rolled! Moreover, the caster can burn 2 points of Luck to completely avoid any attack, so that no damage or special effect from the attack occurs.

28-29 **Favoured of Joomang:** The Judge grabs three random dice and rolls them. The caster gains temporary hit points equal to the total result, which last until they are reduced by damage or other causes. All damage is taken from these temporary hit points first. So long as the caster has even one temporary hit point remaining, his AC benefits from a +2 bonus. Yet this beneficence does not come without a price – the caster takes a temporary –2 penalty to Luck so long as he has even one of these temporary hit points, and he rolls for attack roll fumbles using one die up on the die chain.

30-31 Pesh Joomang sends two of his extradimensional henchmen to aid the caster: Harstrow the Harrower and Kur'tis the Colossus. These doughty planar beings arrive within 1d3 rounds, and remain for 1d16+CL rounds before departing back to their respective home planes.

Harstrow the Harrower appears as a blue-skinned man with the head of a demonic hound, and wielding a massive three-headed black iron flail. His breastplate is bedecked with jewels stolen from a forgotten goddess. Any creature bit by Harstrow must make a DC 15 Will save or flee in abject terror for 3d6 rounds, throwing down any held object when doing so. He uses 1d8 on Crit Table DN for critical hits.

Kur'tis the Colossus appears as an 8-foot-tall, heavily muscled man with the head of a gorilla and large black feathered wings. Despite his appearance, Kur'tis is fully amphibious, and was said to be a paramour of the Great Queen who ruled beneath the waves. He is capable of making a croaking noise once per day that stuns foes within 30' unless they succeed in a DC 15 Fort save. Stunned foes are not helpless, but can take no actions for 1d7 rounds. He uses 1d6 on the Crit Table G for critical hits.

Both of these henchmen know and can cast any of Pesh Joomang's patron spells with their action dice, with a +6 bonus to the spell check. If either of these champions is reduced to 0 hit points, he is not slain, but merely forced to return to his own plane. There they create situations and quests that Pesh Joomang can put in the way of mortal subjects for his amusement.

Harstrow the Harrower: Init +4; Atk three-headed mace +6 melee (1d8+8) or bite +4 melee (1d6 plus fear); AC 18; HP 80; MV 30'; Act 2d20; SP spells, fear; SV Fort +6, Ref +4, Will +10; AL C.

Kur'tis the Colossus: Init +3; Atk curved sword +8 melee (2d8+8) or bite +6 melee (2d6+6); AC 16; HP 48; MV 40' or fly 30' or swim 50'; SP spells, croaking 1/day; SV Fort +10, Ref +4, Will +10; AL L.

32+ Pesh Joomang takes a personal interest in the caster, granting him a +8 bonus to AC for 1d14+CL rounds, as well as 30 temporary hit points that last until used (as per 28-29, above). Further, if any of the caster's companions are slain within the next 1d6 minutes, the caster may find him alive and healed by completing a quest chosen by Pesh Joomang within the next seven days. For each additional companion who must be recovered, the time to complete the quest is reduced by 1 day, to a minimum of 1 day. This quest is either an adventure especially created by the Judge, or any published adventure chosen by the Judge. The adventure need not be in the typical fantasy genre, although some preparation may be required to convert adventures to the *Dungeon Crawl Classics Role playing Game* rules. If the Judge desires, the current time frame can be *frozen*, as Pesh Joomang whirls the caster and his allies to the new adventure location, and then brings them back to the original adventure a mere second after they left.

PATRON TAINT: PESH JOOMANG

It is said that, before the coming of Pesh Joomang, there were whole universes whose magic contained no more mystery than science. Some of the *patron taint* associated with Pesh Joomang reflects how Pesh Joomang has added a more random – some might say, a more *magical* – element to the forces that shape the multiple universes and all magic within them. Other taints reflect a certain aesthetic that Pesh Joomang has adopted, his love of arcane tomes, and his desire to witness and encourage great adventures.

Roll	Result
1	Patron Warp: When this taint is rolled, the Judge chooses or randomly selects another patron active in the campaign milieu. <i>Patron taint</i> is then rolled as if for that patron. Pesh Joomang is the Gate and the Keeper, and all patron magic ultimately comes about through him. Depending upon the caster and the taint, the Judge may determine that the taint behaves differently for the caster. For example, a Chaotic caster would not be worried about the Chaos Taint gained through the Three Fates, and therefore would experience no secondary effect. There is no limit to how many times this taint may be rolled, although the normal limits apply to each warped <i>patron taint</i> , so that, for example, many <i>patron taints</i> can only be gained three times.
2	Mercurial Magic: When this taint is first rolled, the caster must re-roll the mercurial magic effect of one random spell known to him, using his current Luck modifier. When this taint is rolled a second time, the caster must re-roll the mercurial magic effect of three random spells known to him, using his current Luck modifier. When this taint is rolled a third time, the caster must re-roll the mercurial magic results on all spells known to him, using his current Luck modifier. In all cases, the newly rolled mercurial magic result replaces (rather than augments) whatever mercurial magic results were in place for the affected spell. This taint can only be gained three times.
3	Arcane Tomes: Somehow, when the character seeks for them, even the smallest village can uncover some arcane writing attributed to Pesh Joomang, or one of his henchmen (such as, but not limited to, Harstrow the Harrower and Kur'tis the Colossus). When this taint is first rolled, the caster must spend 1d5 gp each month on such tomes and pandects – which, although they might not be practical for day-to-day adventuring, are certainly entertaining. When this taint is rolled a second time, the caster must spend 2d7 gp each month on these materials. When this taint is rolled a third and final time, the amount increases to 2d16 gp each month. Whenever the caster is unable to make these purchases, he is uneasy, and suffers a cumulative –1 penalty to all spell checks per gold piece unspent, until his deficit in purchases has been made up for. If a character without this taint goes searching for the same material, it is impossible to find, as either no one understands what the seeker is asking for, or the last scribed copy has just been sold.
4	Games of Pesh Joomang: Certain of the tomes of Pesh Joomang describe remarkable arcane games whose participants can experience awe and grandeur, or horror and disillusionment. When this <i>patron taint</i> is first rolled, the caster becomes involved in playing such games. Strange beings come to visit him in order to play these games as well – these beings may be human or not, as the Judge desires. An aura of mystery surrounds the entire affair. When this taint is rolled the first time, the caster spends one day every month playing these games. When it is rolled a second time, the caster spends one day every two weeks. When rolled a third time, the caster spends one day each week. If the caster is for some reason unable to attend a game, it is postponed, and the caster takes a cumulative –2 penalty to spell checks per postponement until the game days are made up for.
5	The Convention Circuit: The followers of Pesh Joomang meet in many convocations and conventions dedicated to esoteric lore, adventure games, and other arcane subjects. Whenever this <i>patron taint</i> is rolled, roll 1d7 and add the number of times that the taint has been previously rolled: 1, the convention comes to the caster's home area in 1d3 days; 2-4, the convention is within 10 miles in 2d7 days; 5-6, the convention is 2d100 miles away in 2d14 days; 7-8, the convention is 5d100 miles away in 4d24 days; 9+ the convention is on another plane or world in 5d30 days. A convention lasts 1d5 days, and costs 2d3 gp per day to attend. For each convention fully attended, the caster gains a permanent +1 bonus to Luck. For each convention fully missed, the caster takes a permanent –1 penalty to Luck. Conventions which are partially attended do not alter Luck in either direction. This <i>patron taint</i> can be rolled any number of times.
6	The Gate and Keeper: Pesh Joomang is knowledgeable about an infinite number of patrons, including those of great scope, and those of minor province. When this <i>patron taint</i> is rolled, Pesh Joomang introduces the caster to another patron, and, if the caster accepts, he is able to invoke that patron through Pesh Joomang, by using the <i>invoke patron</i> spell for Pesh Joomang (as described under <i>Invoke Patron</i> check results). Accepting this invitation to power requires the caster to owe Pesh Joomang a favor, however.

PATRON SPELLS: PESH JOOMANG

Pesh Joomang grants five unique spells, as follows:

Level 1: *Creatures of the Visual Hieroglyphs, Polyhedral Doom*

Level 2: *Most Excellent Wall of Wailing Words, Pesh Joomang's Verdant Stalker*

Level 3: *Mercurial Magic Do What Thou Will*

SPELLBURN: PESH JOOMANG

Spellburn through Pesh Joomang reflects his nature, which is neither kind nor unkind, but filled with a sense of humour that does not always bode well for those upon who he focuses. When a caster utilizes *spellburn*, roll 1d4 on the table, below, or use these ideas to craft a suitable event for your home campaign:

Roll	Spellburn
1	The <i>spellburn</i> is granted, with no loss of ability scores. However, depending upon the amount of <i>spellburn</i> , corruption occurs. Roll 1d8 and add the amount of <i>spellburn</i> : 2-5, minor corruption; 6-10, major corruption; 11-18 greater corruption; or 19+ greater corruption and <i>patron taint</i> .
2	Within a split second, the caster experiences what it is like to be a patron. Another caster somewhere in the cosmos begs a boon, and Pesh Joomang takes it from the caster. The caster only gains half the benefit of his <i>spellburn</i> ; the other half goes to the other caster. Roll 1d16; if the result is equal to or below the caster's level, magical backlash heals the caster for a number of dice equal to the roll result. This cannot bring the caster's hit points over its normal maximum, however.
3	Powered by corruption: <i>Spellburn</i> is granted, but if the caster has corruption, a random corruption effect is undone to empower the <i>spellburn</i> . If the corruption is minor, the caster gains a +2 to the spell check. If major, the caster gains +4. If greater corruption is undone, the caster gains a +6 to the spell check.
4	Pesh Joomang causes another patron to supply the <i>spellburn</i> result. The Judge may either select a patron, or determine one randomly.



SIDEBAR: Determining Patrons Randomly

There are five fully developed patrons in the *Core Rulebook*, and three simple entries for patrons that do not include information for *spellburn*, patron spells, and so on. There are also twenty-four fully developed patrons in *Angels, Demons, & Beings Between: Extended Otherworldly Edition*. When you wish to roll a random patron, you may use the table below. If you have access to other patrons, through other products or of your own devising, you may add them to the table, or devise a new table that better meets your campaign needs.

Roll 1d30	Random Patron	Random Patron For Spellburn
1	Arm of Vendel Re'Yune	A'Kas
2	Azi Dahaka	Arm of Vendel Re'Yune
3	Bobugbubilz	Azi Dahaka
4	Dagon	Bobugbubilz
5	Entorpus	Dagon
6	Enzazza	Entorpus
7	Four Maidens of Tylin	Enzazza
8	Hecate	Four Maidens of Tylin
9	Hhaaashh-Lusss	Hecate
10	Hizzzgrad	Hhaaashh-Lusss
11	Ithha	Hizzzgrad
12	King Halgaz Bekur	King Halgaz Bekur
13	King of Elfland	King of Elfland
14	Lavarial	Lavarial
15	Logos	Logos
16	Mab	Mab
17	Mulferret	Mulferret
18	Mulmo	Mulmo
19	Obitu-Que	Myrddin
20	Pesh Joomang	Pesh Joomang
21	Ptah-Ungurath	Ptah-Ungurath
22	Radu	Radu
23	Set-Utekh	Set-Utekh
24	Sezrekan	Sezrekan
25	Three Fates	Tareus
26	Trisdeus	Three Fates
27	Umwansh	Trisdeus
28	Yan Oshoth	Umwansh
29	Yddggl	Yan Oshoth
30	Roll 1d3 on Demi-Patron table, below	

Roll 1d3	Demi-Patron
1	A'Kas
2	Myrddin
3	Tareus



SIDEBAR: Artefacts of Pesh Joomang

Pesh Joomang is associated with two magical artefacts: *The Tunic of Pesh Joomang* and the *Buckle of Pesh Joomang*.

The Tunic of Pesh Joomang is of well-spun white cloth, with red sleeves coming but midway to the forearms of the wearer. Upon its breast is a black skull sigil. Only a human or an elf may wear the **Tunic**, for it does not change sizes to match its wearer. Any who wears this potent artefact gains a +2 bonus to all spell checks and Will saves, and gains a +4 bonus to AC. Further, armor can be worn over the marvellous **Tunic**, although the fickle magic it commands causes the fumble die for the armor to increase by one step up the dice chain. A creature wearing the **Tunic** has a -2 penalty to Luck so long as it is worn. Further, others who learn of the **Tunic** are apt to desire it, potentially making the wearer a target of others.

The Buckle of Pesh Joomang is a brass buckle, of the type that might secure a belt or a baldric. It is etched with a hideous three-eyed face. Six strange runes within the mouth of the face deliver a message that even magic cannot unravel. The **Buckle** can allow its wearer to re-roll any one die roll at any time. Each time this is done, though, one of the eyes closes. When the third eye closes, the **Buckle** vanishes, reappearing somewhere else in the multiple universes, to be found and used by another adventurer.

Creatures of the Visual Hieroglyphics

Level: 1	Range: 30'	Duration: Varies	Casting time: 1 turn	Save: None
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General	<p>Know that it is a qualification to those who would serve the great Pesh Joomang that they understand and appreciate certain visual hieroglyphs derived from denizens of the higher planes. When this spell is cast, the wizard calls one or more of the creatures depicted in the visual hieroglyphs into corporeal existence, to serve the wizard for a time.</p>
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It takes three rounds after the spell is cast for the creature(s) to fully manifest. On the first round, they appear as though a light pencil sketch upon the very air. On the second round, the lines of the hieroglyphs darken, and they are shaded into three dimensions. On the third round, the image(s) gains color and solidity. On the fourth round, the creature(s) are able to act as directed by the caster.

These creatures are drawn from a pandect known as the **Core Book of Pesh Joomang**. The caster may choose any result equal to, or below, the value of his spell check. Know that the power of this spell summons at most the image of the 58th page of the **Core Book**, whereas the **Core Book** itself is said to be more than 450 pages long! It is therefore supposed that a stronger version of this spell, perhaps a ritual known only to certain aspirants of Pesh Joomang, must somewhere exist.

Creatures summoned from the visual hieroglyphics always obey the caster to the best of their ability, although it has a 50% chance of being released from control if given a suicidal command, or a command that is contrary to its nature. Due to the nature of the summoning, the caster cannot directly harm a creature he summons.

Manifestation	See below.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Failure. Lost.
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- 12-15 A dim-witted humanoid creature is summoned from page **12** of the *Core Book of Pesh Joomang*. This creature has long claws and sharp tusks, but its predominant attack comes from its enormous axe, which is too large to be wielded by a creature smaller than its 8-foot height. The dim humanoid rolls criticals as a giant, but is 50% likely to make a mistake when attempting to carry out any average order the caster gives. The more complex the order, the higher the chance of misunderstanding, and the less complex the order, the smaller the chance. The creature serves for 1d7+CL rounds after it is fully manifested, and then crumples up like a paper drawing and disappears.
- Dim-witted humanoid:** Init -2; Atk axe +5 melee (1d10+5); AC 12; HD 3d8; MV 30'; Act 1d20; SP critical hits 1d3 on Table G; SV Fort +3, Ref -2, Will -2; AL N.
- 16-17 2d4+CL enormous scorpions are summoned from page **17** of the *Core Book of Pesh Joomang*. These scorpions are about 3 feet long. Their stings contain a poison that causes 1d4 temporary Stamina damage unless a DC 14 Fort save is successful. The enormous scorpions serve for 1d7+CL rounds and then appear to be erased from existence, as a chalk drawing is erased from a chalkboard.
- Enormous scorpion:** Init +0; Atk 2 claws +3 melee (1d5) or sting +0 melee (1d3 plus poison); AC 12; HD 1d10; MV 20'; Act 1d20; SP infravision 30', poison; SV Fort +2, Ref +3, Will +0; AL N.
- 18-21 4d7+CL toolimps are summoned from page **21** of the *Core Book of Pesh Joomang*. Theseimps appear to be semi-humanoid crosses between birds and bats. They can attack using any tools available of any sort – hand drills, scissors, knives, or even heavy spoons. They take only half damage from mundane weapons. Toolimps take great delight in tormenting intelligent beings. They serve for 1d3+CL turns, and then simply vanish.
- Toolimp:** Init +2; Atk tool +0 melee (1d3); AC 16; HD 1d4; MV 10' or fly 30'; Act 1d20; SP infravision 60', half damage from non-magical attacks; SV Fort +0, Ref +6, Will +3; AL C.
- 22-23 The learned skeleton is summoned from page **23** of the *Core Book of Pesh Joomang*. Although it is physically indistinguishable from any other animated skeleton, it loves to discourse on subjects, and even in the midst of combat can be seen with hand on hip, one finger in the air, lecturing on some esoteric subject. When not answering a specific question (see below), it can drone on about any subject, causing all who can hear it to make a DC 8 Will save each round or lose their action as their eyes glaze over. Creatures that cannot hear or understand the learned skeleton are immune to this attack. This does not use the creature's action.
- There is actually only one learned skeleton – even if *destroyed* in one encounter, the next time it is summoned it remembers all that occurred up to the point of its destruction.
- The learned skeleton serves for 1d5+CL turns or until the caster calls upon the skeleton to answer three questions. The learned skeleton knows the right answer to any question asked 85% of the time. If the caster is not careful, the learned skeleton will spend the entire duration of the spell discoursing on the answer to a single question, and possibly never actually get to the information the caster desires. When the skeleton is released, it slowly fades away.
- Learned skeleton:** Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 12; HD 4d12; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, drone, answer questions; SV Fort +0, Ref +0, Will +4; AL L.

- 24-26 A dire minotaur is summoned from page **26** of the *Core Book of Pesh Joomang*. This minotaur wears large metal bracers and an armored war kilt, and bears a large battle axe. Like any minotaur, a dire minotaur can charge to do an extra 1d8 with its gore attack, is never surprised, and gains a +6 bonus to any Will save against mind-affecting spells. A dire minotaur loves nothing more than to savagely slay other living beings. It will serve for a maximum of 1d7+CL turns, but if a turn goes by without combat, the creature has a 50% chance of being released from service. When its service is over, the dire minotaur rips a hole in reality as though it were paper, and steps through. The hole seals behind it. Quick characters can attempt a DC 15 Reflex save to step through the hole with the dire minotaur, but this will bring the character to the minotaur's own plane – an endless labyrinth in which the character will be hunted by the minotaur until one or both are dead.
- Dire minotaur:** Init +8; Atk gore +8 melee (1d10+6) or axe +8 melee (1d12+6); AC 16; HD 10d8+10; MV 30'; Act 2d20; SP bull charge, never surprised, +6 vs. mind-affecting; SV Fort +8, Ref +10, Will +4; AL C.
- 27-31 3d5+CL writhing unholy tentacles are summoned from page **29** of the *Core Book of Pesh Joomang*. These unholy tentacles come from the ground, a chasm, or some other space as determined by the Judge. They are covered with suckers that drip a foul and poisonous ichor. A creature that is struck by a tentacle must succeed in a DC 10 Reflex save or be entangled, taking an automatic 2d5 damage each round until the character escapes with a DC 10 Strength check or by slaying the tentacle. Any creature that takes damage from a tentacle must also make a DC 10 Fort save, or take 1d4 points of Strength damage from the unholy ichor. A Lawful cleric may Turn these tentacles. These tentacles remain for 1d5+CL turns, then collapse into a pool of foul-smelling mucus.
- Unholy tentacle:** Init +2; Atk slam +5 melee (1d5); AC 14; HD 4d12; MV 20'; Act 1d20; SP 15' reach, poisonous ichor, constriction; SC Fort +10, Ref +6, Will +2; AL C.
- 32+ The immortal death worm is summoned from page **58** of the *Core Book of Pesh Joomang*. This bug-eyed creature is a full 20' long, with four tentacles at its forward end and six more at its rear. It moves by hunching along like a gigantic inchworm, with the aid of two rows of gigantic suckers along its abdomen. No matter how horrendous the wounds suffered by the death worm, it cannot be slain, for it is immortal. If brought to 0 hp, it is dormant for 3d8 rounds while it regenerates 1d3 hp per round.
- The death worm's senses are incredibly keen, so that it can detect any living thing within 30' of it. It has infravision to a range of 120'. On a roll of 20+ with its bite attack, it pulls its victim into its mouth, where it takes automatic bite damage each round without costing one of the death worm's actions. A victim of the worm's tentacle attack must make a DC 12 Fort save or be paralyzed for 1d5 rounds.
- The immortal death worm is always hungry, and must consume a living creature each turn or have a 50% chance of being released from service. It otherwise serves for 1d4 hours, and then fades slowly away.
- Immortal death worm:** Init +0; Atk bite +8 melee (3d7) or tentacle +5 melee (1d10 plus paralysis); AC 12; HD 8d10+16; MV 30' or climb 10'; Act 4d24; SP infravision 120', detect living 30', immortal, pull into mouth, paralysis; SV Fort +6, Ref -4, Will +7; AL C.

Polyhedral Doom

Level: 1 Range: 120' Duration: Casting time: 1 action Save: Reflex (half)
Instantaneous

General It is well known that Pesh Joomang has a great love for polyhedral shapes of unusual types. While many believe that this is related only to their use in the strange games played by followers of The Gate and the Keeper, in truth these shapes can be used to mete out cosmic weal or woe. When this spell is cast, one or more gigantic polyhedral shapes appear, dropping down upon foes or welling up from the wounds of allies. The number, type, and size of the shapes depends upon the spell check result.

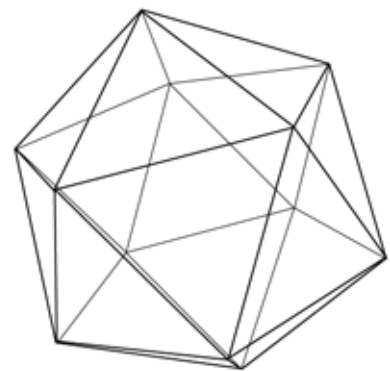
A shape that does damage to a foe determines the damage done by rolling a die with the same number of sides. For example, a 16-sided shape does 1d16 damage. Each target is allowed a Reflex save DC spell check for half damage.

A shape that wells up from the wounds of an ally can heal damage equal to the roll of a die with the same number of sides but cannot cause a result higher than the target's original hit points. Any remainder is not lost, however, but takes the form of *cosmic weal* – essentially giving the target a +1 to all die rolls for a number of rounds equal to the remainder. For example, if 1d6 is rolled for an ally that has taken 3 hp damage, and the result is a **5**, all damage is healed, and the ally gains a +1 bonus to all rolls for 2 rounds.

Note that, if an ally is unwounded, the shape will damage him as it emerges. In this case, the ally takes half the roll in damage (rounded up), and the remainder is the number of rounds the character gains the +1 bonus for.

Manifestation Roll 1d5, 1d6, 1d7, and 1d8. The shapes are (1d5): (1) green, (2) red, (3) orange, (4) brown, or (5) purple. They are (1d6): (1) tiny, about ¼ inch across, (2) small, about 1 inch across, (3-4) medium (1d6 inches across), (5) large (1d3 feet across), or (6) huge (2d7 feet across) Once the spell is cast, they remain in existence for (1d7): (1-3) 1d3 rounds, (4) 1d4 turns, (5) 1d6 hours, (6) 1d7 days, or (7) forever. The shapes are actually made of (1d8): (1) wood, (2) plastic, (3) granite, (4) glass, (5) brick, (6) iron, (7) copper, or (8) gold.

1	Lost, failure, and <i>patron taint</i> .
2-11	Failure. Lost.
12-15	1d3 12-sided polyhedral shapes are created.
16-17	1d4 14-sided polyhedral shapes are created.
18-21	1d5 16-sided polyhedral shapes are created.
22-23	1d6 20-sided polyhedral shapes are created.
24-26	1d7 24-sided polyhedral shapes are created.
27-31	1d8 30-sided polyhedral shapes are created.
32+	1d10 100 –sided polyhedral shapes are created.



Most Excellent Wall of Wailing Words

Level: 2 Range: 30' Duration: Varies Casting time: 1 turn Save: Will to negate

General When this spell is cast, the wizard summons an invisible wall composed of sound. The sound itself has unusual properties: although it can be heard within 10' of the wall, the words seem too faint and indistinct to be made out. Only by actually daring to enter the wall can most creatures determine what words the wall is composed of although the Judge may rule that especially keen-eared creatures can make out the actual words without actually entering the wall. It is said that the most excellent wall speaks with the very words and voice of Pesh Joomang.

The caster can choose any result equal to, or less than, the spell check result.

The wall lasts for a period of time determined by the spell check result, or until a sentient creature enters the wall and triggers its effect. Deaf or non-sentient creatures are immune to, and do not trigger, the wall when passing through it. A creature that stoppers its ears in some manner gains a +4 to its saving throw, and does not trigger the wall if the save is successful.

Manifestation See below.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 **There aren't any true *rules of magic*** – This wall lasts 3d10+CL turns, or until triggered. Non-spellcasters can trigger the wall without harm, but a spellcaster must make a Will save or be unable to cast spells until a Will save succeeds. The creature may attempt a new Will save once each day. This wall is 10' long by 10' high, and 1' thick.

18-21 **Creatures roam the night, as do brigands and savages** – This wall lasts 3d10+CL turns, or until triggered, The creature who triggers this wall must make a Will save or become afraid of the dark, taking a –2 penalty to all attack rolls, saves, spell checks, and skill checks when in dark conditions. The creature may attempt a new save each day; this condition lasts until one such save succeeds. This wall is 20' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.

22-23 **Danger and excitement do not motivate all men** – This wall lasts 3d10+CL turns, or until triggered. The creature who triggers this wall must make a Will save or lose the desire to confront danger or seek excitement. In situations of danger and excitement, the creature takes a –4 penalty to all attack rolls, saves, spell checks, and skill checks. The creature may attempt a new save each day; this condition lasts until one such save succeeds. This wall is 20' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.

- 24-26 **What lies past the next valley? None can be sure** – This wall lasts 3d6 hours, or until triggered by CL creatures. Any creature who triggers this wall experiences a sense of extreme wander lust, and unless a Will save succeeds, will be unable to recover spells, heal damage, or gain any other benefit of rest unless at least 10 miles distant from the place it slept the last time it was able to recover these benefits. If the initial save is failed, those affected gain a new save on every subsequent night; the effects last until one of these saves succeeds. This wall is up to 30' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.
- 27-31 **The universe does not reward those who challenge the fates blindly!** – This wall lasts 3d6 hours, or until triggered by CL creatures. Those who pass through this wall and fail their Will save suffer a reduced die (as per the die chain) on all saves, attack rolls, spell checks, and skill checks. This penalty can be offset by considering the consequences of challenging the fates with each of the creature's actions, resulting in half normal movement speed and always acting last in a combat round. At any given time, the creature can choose to act normally and suffer a reduced die, or act cautiously and suffer the related penalties to movement and initiative. If the initial save is failed, a new save is allowed once each week, and the effects last until one of these saves succeeds. This wall is up to 40' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.
- 32-33 **All magic items are unique** – This wall lasts 3d6 days, or until triggered by CL creatures. Each creature that fails its Will save has the effects of any magic item it carries changed by the wild magic of the wailing words. At the very least, the Judge will roll or select a Mercurial Magic effect to occur when each item is activated, but Judges are encouraged to be inventive and devious. Not every change will be negative – the Judge may decide to secretly roll a Luck check for the character for each magic item carried, and let the result determine if the item is changed for weal or woe. The Judge may determine that certain powerful artefacts are unchanged, or are changed only minimally, of course. The magical properties of any affected item are permanently changed. This wall is up to 40' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.
- 34+ **It is generally unwise to draw the attention of higher-order beings, lest their scrutiny find you wanting** – This wall is permanent, lasting until the end of time, and is perilous to both the caster and those who would pass through it. Any creature passing through the wall must make a Will save or be Judged by the higher-order being (such as a god, patron, or other supernatural creature of the overworld, underworld, or parallel world to which the wall is linked).
- Each such wall is linked to only a single being, but the caster has no control over whom or what this being will be. The Judge may choose, or randomly determine a patron or deity – as a general rule, 2 in 7 such walls link to gods, 4 in 7 to patrons, and 1 in 7 to truly unique beings that refuse to act as either. When a creature comes to the attention of this higher-order being, that being scrutinizes it, punishing or rewarding it according to the being's nature. There are very few limits to what the being can do to a creature as it passes through the wall, and there is no save against the whims of the being. The Judge should take the role of the being, and determine a fitting reward or punishment based upon the nature of the creature passing through the wall.
- The caster must also make a Will save, or draw the attention of the same higher-order being as a result of creating the wall. If the caster does draw the being's attention, he is scrutinized and adjudged, just as if he had passed through the wall.
- This wall is up to 60' long by 10' high and 1' thick, and can be shaped as the caster desires, so long as it is a continuous line.

Pesh Joomang's Verdant Stalker

Level: 2 Range: Special Duration: 1D6+CL Casting time: 2 turns Save: None
days

General When this spell is cast, the wizard summons a plant elemental from a far plane where nature is wilder than it is at home. The summoned creature, a verdant stalker, appears something like a cross between a leopard and a wolf, but it is composed entirely of plant matter, appearing almost as a living and animate topiary creature.

Regardless of the spell check result, all verdant stalkers have the following characteristics. First, they are camouflaged in any area of natural greenery, and in these areas have the ability to remain hidden until they are within 30' of a target 80% of the time. Second, all verdant stalkers take no damage from piercing weapons, and half damage from any slashing weapons that are not specifically designed to chop such as an axe or machete. Thirdly, all verdant stalkers are vulnerable to fire and cold, taking +2 points of damage for every die of damage done to them from these sources. Finally, no verdant stalker can enter more than a half-mile into an area that is completely devoid of photosynthetic plant life, and are thus barred from truly desert or arctic regions, or the depths beneath the earth.

When summoned, a verdant stalker must be given a single target, which the caster must supply some remnant, clothing, or similar trace of. The verdant stalker will always know exactly where that target is, so long as it is on the same plane, in both distance and direction. The stalker will then move as quickly as possible towards its target. If it reaches its target before the spell duration expires, the stalker will attack it, attempting to slay it if possible, and to bring proof of its accomplishment back to the caster. The verdant stalker will attack no other being during this time, except in defence, and will not pursue creatures that flee – apart from its target.

Casting this spell requires a minimum of 1 point of *spellburn*, which does not affect the spell check.

Manifestation As below.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 The verdant stalker is the size of a lynx. It gains no special powers.

Verdant Stalker: Init +0; Atk bite +0 melee (1d4); AC 14; HD 2d12; MV 30'; Act 1d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target; SV Fort +4, Ref +3, Will +4; AL L.

18-21 The verdant stalker is the size of a wolf. It gains no special powers.

Verdant Stalker: Init +1; Atk bite +1 melee (1d6); AC 13; HD 3d12; MV 30'; Act 1d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target; SV Fort +6, Ref +3, Will +4; AL L.

- 22-23 The verdant stalker is the size of a lion. In addition to the attributes of all such beings, it can pass through undergrowth, hedges, or other thickly non-magical plant growths without impeding its movement or damaging the area passed through.
- Verdant Stalker:** Init +3; Atk bite +3 melee (1d7+3); AC 14; HD 5d12; MV 40'; Act 2d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target, pass through plants; SV Fort +8, Ref +2, Will +6; AL L.
- 24-26 The verdant stalker is the size of a horse. In addition to the powers above, the stalker can generate two tentacle-like vines from its *shoulders*, with which it can lash targets up to 15' away.
- Verdant Stalker:** Init +3; Atk bite +5 melee (1d10+5) or vine lash +3 ranged (1d4); AC 14; HD 7d12; MV 50'; Act 2d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target, pass through plants; SV Fort +8, Ref +2, Will +6; AL L.
- 27-31 The verdant stalker is 15' long. In addition to the powers above, the verdant stalker's vines can lash targets as far as 20' away and, on a successful hit, can entangle a target unless it makes a DC 10 Reflex save to avoid entanglement. Once entangled, a target must succeed in a DC 14 Strength check (using an action die) to break free.
- Verdant Stalker:** Init +5; Atk bite +7 melee (1d12+7) or vine lash +5 ranged (1d5); AC 14; HD 10d12; MV 50'; Act 2d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target, pass through plants, entangle; SV Fort +10, Ref +0, Will +8; AL L.
- 32-33 The verdant stalker is 20' long. The verdant stalker has all of the powers above, and in addition can teleport via plants as a move action, disappearing in one area with robust plant life to reappear almost instantly in another area, which also must contain robust plant life, within 200'.
- Verdant Stalker:** Init +5; Atk bite +8 melee (3d6+8) or vine lash +5 ranged (2d4); AC 16; HD 14d12; MV 60'; Act 3d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target, pass through plants, teleport via plants, entangle; SV Fort +14, Ref -2, Will +12; AL L.
- 34+ The verdant stalker is 20' long. The stalker has all of the powers above, but its vines have thorns that drip a paralytic sap, so that any creature lashed by them must make a DC 10 Fort save or take 1d3 points of temporary Agility damage.
- Verdant Stalker:** Init +5; Atk bite +8 melee (3d6+8) or vine lash +5 ranged (2d4); AC 18; HD 16d12; MV 60'; Act 3d20; SP camouflage, immune to piercing, half damage from non-chopping slashing weapons, fire and cold vulnerability, track target, pass through plants, teleport via plants, entangle, paralytic sap; SV Fort +14, Ref -2, Will +16; AL L.



Mercurial Magic Do What Thou Will

Level: 3 Range: Varies Duration: Varied Casting time: 1 round Save: Varies

General Magic is not predictable, and by truly embracing the unpredictable nature of magic, the aspirant of Pesh Joomang can wield power far beyond what would otherwise be possible. When this spell is cast, it triggers another spell effect immediately, regardless of the normal casting time of the spell. The Judge should adapt the outcome to take circumstances and materials into account; if a magic sword spell is triggered, for example, there must be a suitable blade available to take the magic.

If this spell is cast successfully, another spell check is made for the triggered spell, but the result must always be the minimum to pass. If a natural **1** is rolled, the effects of both the fumble and the minimum effective spell casting occur. If a cleric spell is indicated, and a natural **1** is rolled, the caster suffers either greater corruption or *patron taint*, with an equal chance of each occurring.

If the caster already has the triggered spell, his mercurial magic roll is not used for that spell. Mercurial magic indicated for any triggered spell is linked only to that single casting of the spell. Variables are chosen by the caster, just as if he had cast the spell triggered. *Spellburn* cannot be used to increase the result of the triggered spell.

When this spell causes a patron spell to be triggered, the spell check is rolled with a –2 penalty to the check. When this spell causes a clerical spell to be triggered, that spell check is rolled with a –4 penalty to the check.

Manifestation As below.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 A random wizard spell of level is triggered. Roll 1d3 to determine the spell's level. Roll a Mercurial Magic effect for that spell, using the caster's current Luck modifier.

18-21 Roll 1d3. On a roll of 1-2, a random wizard spell of level 1-3 is triggered, as above, but on a roll of 3, a random level 1 cleric spell is triggered. A clerical spell also has a random Mercurial Magic effect, but this is rolled at a –10 penalty.

22-26 Roll 1d5. On a roll of 1-3, a random wizard spell is triggered (roll 1d4 to determine level). On a roll of 4-5, a random cleric spell is triggered (roll 1d3 to determine level). Regardless of what type of spell is triggered, it comes with 1d3 Mercurial effects, which are rolled using the caster's current Luck modifier.

27-33 Roll 1d6. On a roll of 1-3, a random wizard spell is triggered (level 1d5). On a roll of 4-6, a random cleric spell is triggered (level 1d4). Regardless of what type of spell is triggered, it comes with 1d3 Mercurial effects, which are rolled using the caster's current Luck modifier.

34-35 Roll 1d6. On a roll of 1-3, a random wizard spell is triggered (level 1d4+1). On a roll of 4-6, a random cleric spell is triggered (level 1d3+1). Regardless of what type of spell is triggered, it comes with 1d3 Mercurial effects, which are rolled using the caster's current Luck modifier.

Roll 1d6. On a roll of 1-3, a random wizard spell is triggered (level $1d3+2$). On a roll of 4-6, a random cleric spell is triggered (level $1d4+1$). Regardless of what type of spell is triggered, it comes with a single Mercurial effect, which are rolled using the caster's current Luck modifier, with a further +10 bonus to the roll.



TRISDEUS THE TRI-GOD

The worship of the entity known as Trisdeus the Tri-God is said to have originated beyond the great eastern desert centuries ago. Whilst at first slow to have sway in the west, the clergy of the Tri-God, known as judges, pushed to establish shrines and temples across the greater west lands. Many small villages welcomed the establishment of the pyramidal shrines dedicated to the Tri-God for the promise of security and justice. Law, justice and retribution are the defining aspects of this faith. Those who serve the Tri-God believe wholeheartedly in the rule of law, honesty and serving punishment upon those who would break just laws.

The Tri-God is often depicted as an armored man with no neck. Floating above the shoulders of the being is a rotating, three faced head, each face representing one of the Tri-God's aspects: Law, Justice and Retribution. The Tri-God's symbol is a triangle divided into three parts. Within each of the divisions are the following symbols: a book of laws, a set of balancing scales and a sword before an eye.

Trisdeus stands opposed to Entorpus the chaotic. Followers of the Tri-God are sworn to eradicate the teachings and followers of Entorpus.

The Tri-God welcomes all followers of any race or gender so long as they have lawful intentions. Those who take the Tri-God as their lord and patron do so at the cost of their ultimate freedom, for to serve the Tri-God is to serve justice for and on others. Many join the service of the Tri-God to prevent the injustice that befell them happening to others. Clerics of the Tri-God are called Judges and they travel from province to province, enacting justice upon those accused of crimes and settling grievances between friend and foe alike.

The *patron bond* ceremony usually takes place within one of the justice halls in the larger cities of the west however; when an individual faces injustice and suffers at the hands of lawlessness, invoking Trisdeus can enact the bond. Only lawful characters can take Trisdeus as their patron.

Invoke patron **check results:**

- 12-13 **Power of 3.** The caster's AC increases by 3 for the next 3 rounds. Furthermore, any enemy of chaotic alignment successfully striking the caster is struck by 3+CL of retribution damage.
- 14-17 **Aura of law.** The caster is surrounded by an aura of law. For 3+CL rounds, the caster receives a +3 to all saves against attacks that originate from a chaotic source. Chaotic enemies are blinded by the aura and receive a -3 penalty to attack.
- 18-19 **Tri-boost.** The Tri-God empowers the caster with additional life energies. The caster is fully healed and for the next 3 hours, the caster is granted 3d4 additional hit points over their maximum. Healing restores these points during this time.
- 20-23 **Power of the lawful trinity.** The caster's ability scores are boosted by 3 for 3+CL hours. During this time, the caster has all the abilities of the spell *Detect Evil* (Core Rulebook p. 259).



- 24-27 **Voices of law.** The caster shouts a powerful command at his enemies to surrender in the name of Trisdeus the Tri-God. The booming sound is the combination of three unearthly voices speaking in unison. All enemies within 30' must make a DC 20 Will save or be forced to throw down their arms and drop to their knees in supplication for 3 rounds. Enemies ranged 30' – 60' away have a +3 bonus to their saving throws. Those further than 60' are unaffected.
- 28-29 **Legal barrier.** A blue burning wall in the shape of an equilateral triangle with 15' sides appears around the caster, rising to a height of 15'. Chaotic foes within must make a DC 20 Fort save or burst into flames taking 3d12 points of damage before being hurled out of the warded area. Any chaotic enemies attempting to breach the symbol of the Tri-God are unable to cross the flaming line and suffer the same effects as those caught within the spell's area. The barrier can withstand 30 points of damage and lasts for 3 rounds.
- 30-31 **Greater legal barrier.** As Legal barrier but the warding triangle's sides and height are 30' and damage incurred by chaotic foes increases to 3d20. The damage the barrier can withstand and duration of the effects are tripled.
- 32+ **Avatar of the Tri-God.** The incorporeal disembodied head of Trisdeus appears in place of the caster's own. The three-faced head immediately grants the caster 360-degree darkvision. Each face has the power to launch one attack at enemies of the caster, rotating the desired face toward the enemy. Only one attack can be used each round. The avatar will only be present for 3 rounds. Face 1 has the Voice of law power from above but the range is doubled and the Will DC is 30. All beings in range of the voice, except for the caster are deafened for 3 hours. Chaotic beings are permanently deafened until magically healed. Face 2 has a gaze attack, The Gaze of Justice, forcing all within a 30' cone extending from the face to fall under the affect of a powerful *paralysis* spell (*Core Rulebook* p. 264), unless they make a DC 30 Will save. Those failing are paralyzed for 3d4+CL rounds. Face 3 potentially the most devastating of faces - Retribution. At a glance, all wounds currently incurred by the caster and allies are instantly healed. The damage points healed are totalled, multiplied by 3 and inflicted upon the caster's enemies.

PATRON TAINT: TRI-GOD

Followers must fear losing their compassion to strict adherence to the law. Forces of chaos also endeavor to corrupt the Tri-God's followers.

Roll	Result
1	Chaotic confusion. The caster is bombarded with mental images of chaos. Events from the past, present and future assault the caster. These visions cause temporary confusion, resulting in the caster being paralyzed for 1d3 rounds. The visions are real, however, and may be used for later adventure hooks or as a means to reveal hidden information to the follower. If this taint is rolled three times, the caster is compelled to seek out and restore law and order from such a vision.
2	Chaotic impulse. Inhuman agents of chaos tempt the caster away from adherence to the law. Each time this taint is rolled, the caster acts out, participating in a random act of chaos. Screaming obscenities or drinking the ale of another tavern patron are examples of chaotic acts. Players should be encouraged to think of their own chaotic impulses. If the caster succumbs to chaotic impulses three times, he must seek council from the church or face possible expulsion from the order of the Tri-God.
3	Conflicting thought process. A specific act of chaos flashes into the caster's mind. A scene of such injustice that the caster is compelled at the first available moment to seek out those responsible for the act. The caster must make a DC10+CL Will save or turn on the spot, marching away from even combat to pursue the agents of chaos he or she has seen. Each time this taint is rolled the save DC increases by +3.

- 4 **Warning of order.** The Tri-God senses chaotic doubt in the caster and the presence of disorder in his or her thinking. As a warning, the Tri-God cuts contact with the caster for three hours. During this time, the follower of the Tri-God cannot receive magical assistance from the patron of law and must pray and meditate for a still mind before clemency is granted.
- 5 **Righteous anger.** The Tri-God is angry and his followers feel it. If this taint occurs during combat, the caster is compelled to furiously attack chaotic enemies without regard to his or her own safety, much less the safety of fellow adventurers.
- 6 **I am the law.** The caster loses all regard for discretion or compassion for circumstances of a crime. A starving child stealing a bread roll is a criminal and no arguing circumstances will sway the Tri-God follower after rolling this taint. This effect lasts 1d3 hours. If the taint is rolled 3 times, the affect is indefinite. The loss of compassion is a common flaw amongst the Judges. Followers wishing to rid themselves of this taint must undertake a quest to rekindle their humanity.

PATRON SPELLS: TRI-GOD

The Tri-God grants three unique spells, as follows:

Level 1: *Aura of Guilt*

Level 2: *Confession*

Level 3: *Penance*

SPELLBURN: TRI-GOD

When a caster utilizes *spellburn*, roll 1d4 on the table below, or build off the ideas presented here to create an event specific to your home campaign.

Roll	Spellburn result
1	The Tri-God's power is such that using <i>spellburn</i> drains the very essence from the vassal channelling such power. This is expressed as Strength, Stamina or Agility loss.
2	A Judge seeks the wisdom to deliver justice to a wronged family. The Tri-God decides to grant that Judge wisdom by taking some of the caster's. In addition to the physical <i>spellburn</i> , the caster loses 1d3 intelligence points. As payment, the Tri-God grants the caster a +3 bonus on all spell checks until the intelligence points are healed.
3	The Tri-God grants up to 10 points of <i>spellburn</i> without immediate cost. In exchange, the caster must complete a quest for the Tri-God of the Judge's discretion within the next month. If the caster fails to complete the quest, the Tri-God takes the cost of the <i>spellburn</i> +3 from the caster's ability scores.
4	A flaming triangle burns into the caster's forehead, as the <i>spellburn</i> is unleashed. The pain is expressed through Strength, Stamina and Agility loss.

Aura of Guilt

Level: 1 Range: Varies Duration: Varies Casting time: 3 rounds Save: Will vs. check

General After casting Aura of Guilt, the caster becomes acutely aware of the mannerisms of NPCs and PCs in the immediate vicinity. Using this magical insight, the caster can detect who has committed a particular guilt-worthy act by noticing changes in the target's posture, breathing, voice and particular body language. As the caster becomes more powerful, the spell causes guilty feelings in the accused to come to the surface causing them to trust the caster.

Manifestation Roll 1d3. (1) The caster's pupils change from circular to triangular in shape for the duration of the spell. (2) The caster's eyes turn white and glow eerily for the duration of the spell. (3) The caster's eyes roll back in his or her head and do not blink for the duration of the spell.

- | | |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Lost, failure, and <i>patron taint</i> . |
| 2-11 | Lost. Failure. |
| 12-13 | For 1+CL turns, the caster receives a +3 bonus to Intelligence checks to spot guilty behavior related to the investigation of a specific incident or crime worthy of the Tri-God's attention (at the Judge's discretion). |
| 14-15 | As above, but the duration increases to 1+CL hours. |
| 18-19 | As above, but the Intelligence bonus increases to 3+CL. |
| 20-23 | As above, but one subject within a 30' radius that has knowledge of the incident (directly involved or not) must make a Will save or become nauseated with guilt for 1d3+CL rounds. The subject affected can take no combat actions other than move at half speed. |
| 24-27 | As above, but the subject is affected for 1d3+CL turns. |
| 28-29 | As above, but 1d3+CL subjects within a 30' radius, with knowledge of the incident are affected. |
| 30-31 | As above, but each nauseated subject must make a second Will save or become friendly to the caster, as the <i>Charm Person</i> spell (<i>Core Rulebook</i> p. 131). |
| 32+ | As above, but all subjects charmed must make a third Will save or lose 1d3+CL points of Intelligence and be converted to the dedicated worship of the Tri-God. Such subjects confess all sins, dedicate themselves to the caster and his causes, and request to be patron bonded to the Tri-God. Each month, the subject receives a subsequent Will save against the DC of the spell check to act under their own recognizance. |



Confession

Level: 2 Range: Touch Duration: Varies Casting time: 1 hour Save: See text

General This spell takes an hour to cast but upon completion, the target of the spell must make a Will save or begin confessing to any wrongs they have committed. The higher the spell check, the more detailed and hidden confessions given.

Manifestation Roll 1d3. (1) The caster takes on a horrific appearance to the target, scaring them into the confession. (2) The caster appears as the parent or trusted friend of the target, allowing the target to entrust the caster with their secrets. (3) The caster appears as a mirrored reflection of the target that the target entrusts all of his secrets to.

1	Lost, failure, and <i>patron taint</i>
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The subject spends a full turn recounting every wrong committed for the last 12 hours. The subject can attempt to conceal wrongs by lying, but must make a second Will save. On a failure, the subject is nauseated for the full turn taking -1d to all rolls.
18-21	As above, but the subject confesses all wrongs for the last 24 hours.
22-23	As above, but the subject confesses all wrongs for the last week. The subject makes a second Will save DC 15, or in addition to confessing his or her wrongs for the last week, knowledge of wrongs committed by others is also confessed.
24-26	As above, but the subject confesses all wrongs committed for the last month. The duration of the spell lasts until all wrongs are confessed. The Will save DC for confessing knowledge of other wrongs is 22.
27-31	As above, but the subject confesses all wrongs committed for the last year. The duration of the spell lasts until all wrongs are confessed. The Will save DC for confessing knowledge of other wrongs is 24.
32-33	As above, but the subject confesses all wrongs committed for his or her lifetime. The duration of the spell lasts until all wrongs are confessed. The Will save DC for confessing knowledge of other wrongs is 27.
34+	An avatar of the Tri-god descends and takes the subject to the stainless steel palace of the Tri-god. Here the subject confesses not only all of the wrongs committed and known (no additional save) in his or her lifetime, but also all committed and known in previous lifetimes. The caster receives this information a week later written on scrolls by the Asuras of Trisdeus.

Penance

Level: 3 Range: Varies Duration: Varies Casting time: 1 day Save: See text

General	The spell penance requires an intricate ceremony that takes a day to complete. Usually cast upon those found guilty of transgressing the laws of the land, penance has escalating effects upon the target of the spell. The target immediately feels the emotional pain of his or her victims. After an hour of potential anguish, any physical pain felt by the victim impacts the target. Fatal damage is also transferred to the target, thus a murderer potentially becomes the victim of his own crime.
Manifestation	Roll 1d3. (1) An eerie white mist slowly coalesces in the room over the course of the day and upon completion of the ceremony engulfs the target. (2) The target finds himself trapped in the body of his victim, unable to control them but experiencing the crime. (3) Asuras of the Tri-god appear in full plate armor, enacting the crimes upon the subject.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	For one week, the subject experiences deep regret as the scene of the crime replays in his or her mind, continually. The subject must make a Will save each day or lose 1 Personality. If the subject reaches 0 Personality in this time, he or she is catatonic for a year before Personality heals normally.
18-21	As above, but the subject carries the emotional weight of the crime forever. During his or her lifetime, when encountering a similar crime, the subject must make a Will save or lose 1 Personality permanently.
22-23	As above, but the subject bears the emotional weight of the crime more heavily. During his or her lifetime, when encountering or even hearing about a similar crime, the subject must make a Will save or lose 2 Personality permanently.
24-26	As above, but at the end of the week of penance, the subject loses 1 hit point permanently.
27-31	As 22-23, but at the end of the week of penance, the subject loses half his or her hit points permanently.
32-33	As 22-23, but the caster must make a second saving throw each day during the week of penance or lose 1d4 hit points. If the subject dies during this time, he or she can still be recovered through magical healing or by making a Luck check at the end of the week.
34-35	As above, but if the subject dies, no amount of healing or Luck can save them.
36+	The pain of his or her crimes is too much. The subject spends a week of penance in agonizing pain, only to die. The subject's soul remains within his or her body, in constant agony. The Asuras of Trisdeus descend, hack the body into pieces and take them back to the stainless steel palace for further punishment.

FOR CLERICS

Clerics of the Tri-God are referred to as Judges. Judges have all the abilities of clerics as well as the ability to cast the Tri-God patron spells divinely. Judges wear long gowns ranging from white to black depending on the level and seniority of the Judge. Executors wear white robes adorned with a black triangle on their chest, whereas Justiciars wear black robes with a white, inverted triangle. The triangle represents the three aspects of the Tri-God. Justiciars lead the clergy of Trisdeus and are usually found in major cities.

Level	Title
1	Executor/Executrix
2	Serjeant at Law
3	Praetor
4	Magistratus
5	Justiciar



DEMI-PATRONS

Within in the many universes, worlds and dimensions, not all powerful beings are created equal. For every demi-god and devil king seeking servants in exchange for vast worldly power, there are hundreds of minor spirits, demon imps, and misplaced dimensional entities trying to eke out their own existence. This opens up possibilities for opportunistic elves, wizards and others within your campaign, to make more equitable deals with these minor powers – deals where the patron grows in influence as servants increase its reach.

The introduction of less powerful patrons also opens up another possibility – spellcasters can make deals with more than one less powerful entity – or even make deals with patrons that have similar goals.



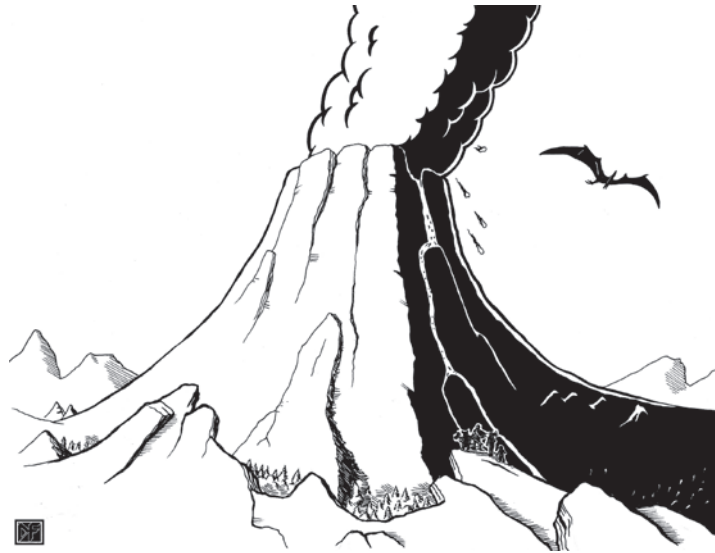
I hit upon the idea of less powerful, less influential patrons in a bout of pure laziness. Developing a full patron, with all the custom *Invoke Patron*, *spellburn*, spells and other results is hard work. In my sloth, I realized that we're not just dealing with *Angels* and *Daemons* but also *Beings Between*. The idea of entities that were in the early stages of their own march to power was interesting to me. Mirroring the growth of the patron's reach and power as the wizard or elf character grows struck a chord with my own gaming group. It's the classic *god in a bowl* idea – that something is trying to push its way into the continual knife-fight of supernatural entities' struggle for dominance and control. The character is another weapon that an ambitious patron can use. The character benefits from some of the patron's nascent power, but with the expectation of greater rewards as the character executes their patron's will. Built-in adventure hooks with built-in character motivation helped to drive my campaign. And hopefully it can help yours too.

Paul Wolfe.

The Beings Between

Patrons are classified as **Obscure**, **Petty**, **Major** or **Deific**. Within these broad classifications, use the following guidelines (and break them when it suits you). As a bellwether, patrons presented earlier in this book and in the *DCC RPG Core Rules* are considered Major patrons.

Patron	Invoke Results	Patron Spells	Max Patron Spell Level	Other Spells	Chance to Know Spell	Reach
Obscure	1d4	1d4-3	N/A	0	5%	Immediate
Petty	1d4+1	1d4-1	1st	1d6	30%	Local
Major	1d4+4	1d3+1	3rd	2d8	60%	Interdimensional
Deific	All	1d30+6	5th	All	100%	Omniscient



Invoke Results – When the *invoke patron* spell is cast, there are typically eight possible success results – from spell check result 12-13 to 32+. All patrons may not have the full complement of *invoke patron* results, especially less powerful ones. Even major patrons may somehow be prevented from giving a servant their full power when invoked. At the Judge's discretion, results attained above those possible with a given patron may increase the variable results of the highest attainable invocation of a given patron. Consider reducing both *spellburn* and *patron taint* results attainable, as well.

Patron Spells – Not all patrons have unique spells – obscure patrons rarely have any at all. Note that the demi-patrons included in this volume have **no** patron spells.

Max Patron Spell Level – Similarly, the efficacy of patron spells vary by the puissance of the patron.

Other Spells – Supernatural patrons do not just have access to their own unique spells. As their reach increases, they may be able to grant more universal spells, especially if increasing their servants' arsenal likewise increases the patron's reach and influence.

Chance to Know Spell – Even if a patron does not have access to a given spell, a chance exists that under the right circumstances, the patron may find and gift a requested spell to a servant. Of course, this only deepens the obligation of the servant. If a requested spell is possible, the patron delivers it to the spellcaster in 1d30-CL days.

Reach – A generic measure of a patron's influence and reach gives Judges a guideline for other restrictions that a servant might face in the service of some patron.

Patron Descriptions

Obscure – Demons, aliens, and other entities often slip into the world by accident and end up restricted to a specific locale or object. These obscure patrons have little reach or influence when first encountered, but a spellcaster might negotiate power for the entity's freedom. Power that increases as the patron negotiates its new world.

Petty – Thousands of cults across infinite dimensions dedicate their lives to legends manifest. These beings might be spirits in a remote jungle swamp (see Myrrdin), a *god in a bowl* (see Tareus), or a complex artificial intelligence stranded in the remains of its prison vessel (see A'Kas). These beings have a limited local reach, but may have dedicated servants that worship and protect the growing entity.

Major – This classification covers the most commonly sought out supernatural patrons. Their reach is substantial – often into the multiverse – and their power is great. Spellcasters are rarely on an equitable footing with these beings, but even within the classification, power levels vary.

Deific – The gods, old and new, wield powers several factors above a typical patron. Worshippers may span space and time and the gods themselves are seemingly all-powerful.

A'KAS



In the deepest reaches of the Piretis Jungles lives a clan of ape-men that revere an ancient structure half-buried in the loam and creepers of the forest. It is their belief that the spirits that inhabit this strange black metal structure are all powerful and will one day lead the clan to greatness.

While the structure is indeed ancient, it is not of the tribe's world. Across distant space, a planet at war developed numerous forms of weaponry - from cosmic waves to biological horrors to thought-weapons of great power. When the fighting ended and the ashes cooled, the survivors made peace, rebuilt society and vowed to never fight again. Various technologies, weapons and those that still adhered to their use were rounded up, loaded onto containment vessels and shot off into the farthest reaches of space. One of these vessels found its way into the current system, spun into the planet's gravity and crashed into a fiery heap in what would eventually become the Piretis Jungle. The *things* inside, biological weapons stored in stasis, were freed and slunk out into the primordial muck, but the *operating system* of the containment vessel, termed AKAS by its creators, remained relatively dormant for eons.

AKAS, a complex neurological system (essentially a telepathic intelligence), became active about three decades ago when it detected DNA descended from one of the biological weapons it once imprisoned. Since then, it has been trying to communicate its desire to capture this creature and to track down its progeny and any related creatures, though its only audience was the clan of ape-men that worship it as a god; their regressed brains cannot comprehend AKAS' desires, though they call their *god* A'kas.

A'KAS can only affect things outside of its general location in a few ways, though these are so mystical in nature that the power brushes across the arcane arts. This allows a wizard to actually take A'KAS as a patron by encoding a sequence into its interface matrix (essentially a *patron bond* spell). A'KAS' reach is approximately 1,000 miles from its current resting place, deep below the earth in the remains of the containment vessel's control unit.

Invoke Patron check results:

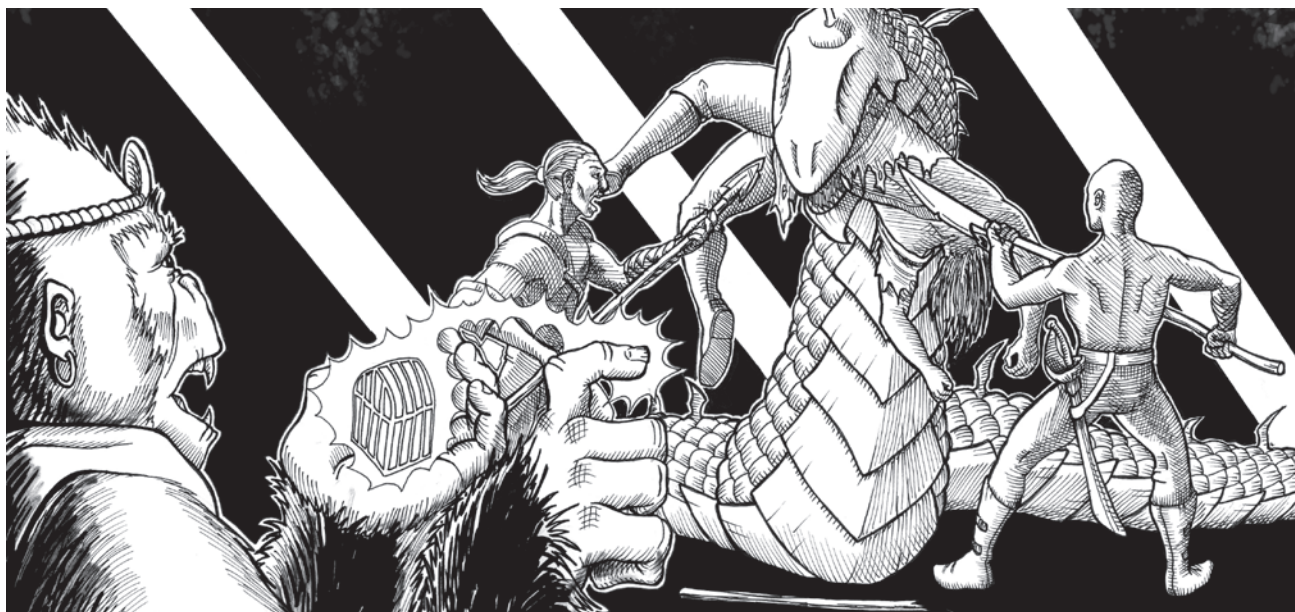
- 12-13 A'KAS beams a sequence of biological combinations that render the caster immune to all injected poisons for 1d6+CL turns. This beam will also delay poisons already injected for the same amount of time, but is not an antidote to those already poisoned. This mutation causes a *patron taint* on a failed DC 12 Fortitude save.
- 14-17 A'KAS is primarily a *jailer system* built to control and imprison complex and dangerous biological entities. On this result, the system projects a force cage (103 feet) through the caster, directed at a single large (or smaller) creature. On a failed Reflex save DC spell check, the creature is immobilized for 1d4+CL rounds. After this time, or if the Reflex save is successful, the creature is slowed by numbing cold (1/4 movement) for 1+CL rounds.

- 18-19 While A'KAS' original programming intended to keep its charges under control but alive, AKAS has an *emergency protocol* intended to destroy. On this result the system projects a wave of destructive energy through the caster's eyes. The energy does 1d6+CL damage to all targets in a 30' long line. The effect lasts for 1d3+CL rounds and the caster can redirect the attack once per round. Though there is no visible effect, the victim feels a bone-numbing sensation of cold that causes painful boils to rise on the exposed skin (Fort DC spell check or lose 1d3 Agility). This channelling of energy causes the caster to receive a *patron taint*.

PATRON TAINT: A'KAS

The otherworldly power that A'KAS channels through a servant causes strange and painful mutations.

Roll	Result
1	The energy of A'KAS mutates its servants. The first time this result is rolled, each time the caster casts a spell his or her body is wracked by strange and painful growths. These may include fingernails that grow jagged and long, teeth that extend through the soft palate, odd ear mutations, and the like. On a failed DC 12 Fortitude save, this condition causes 1d3 temporary Agility damage and lasts for 1d4 turns. Agility heals at a rate of 1 per day. The second time this result is rolled, the caster has 1d3 bouts of painful mutations throughout the day, in addition to when a spell is cast. The third time this result is rolled, one of the painful mutations (Judge's choice) remains permanently. The caster loses 1 point of Agility permanently, as well.
2	The voice of A'KAS has a tendency to stick in the caster's head. The first time this result is rolled, each time the caster casts a spell, she hears the constant mechanical murmuring of A'KAS as it recites position, scanning results, self tests, and the like. This condition lasts for 1d3 turns after a spell is cast and causes a -2 penalty to all Intelligence related d20 rolls. The second time this result is rolled, the caster hears the murmurings of A'KAS 1d3 random times throughout the day, in addition to each time a spell is cast. On a third result, the voice of A'KAS is a constant reminder of the bond the wizard has forged with the strange entity.
3	A'KAS' mission becomes its servants' mission. The first time this result is rolled, the spellcaster has an unendurable desire to hunt down the descendants of the biological weapons that A'KAS was tasked with containing. Each day, the caster must make a DC 13 Will save, or spend the day researching creatures that might have originated from the A'KAS containment vessel. This can include tracking down certain specimens, adventuring to certain locales, and the like, as long as the wizard believes this will further A'KAS' aims. The second and third time this result is rolled, the Will save DC increases by 2. During this compulsion, the wizard is unable to cast spells that are not directly related to finding, capturing and/or killing the descendants of these biological weapons.



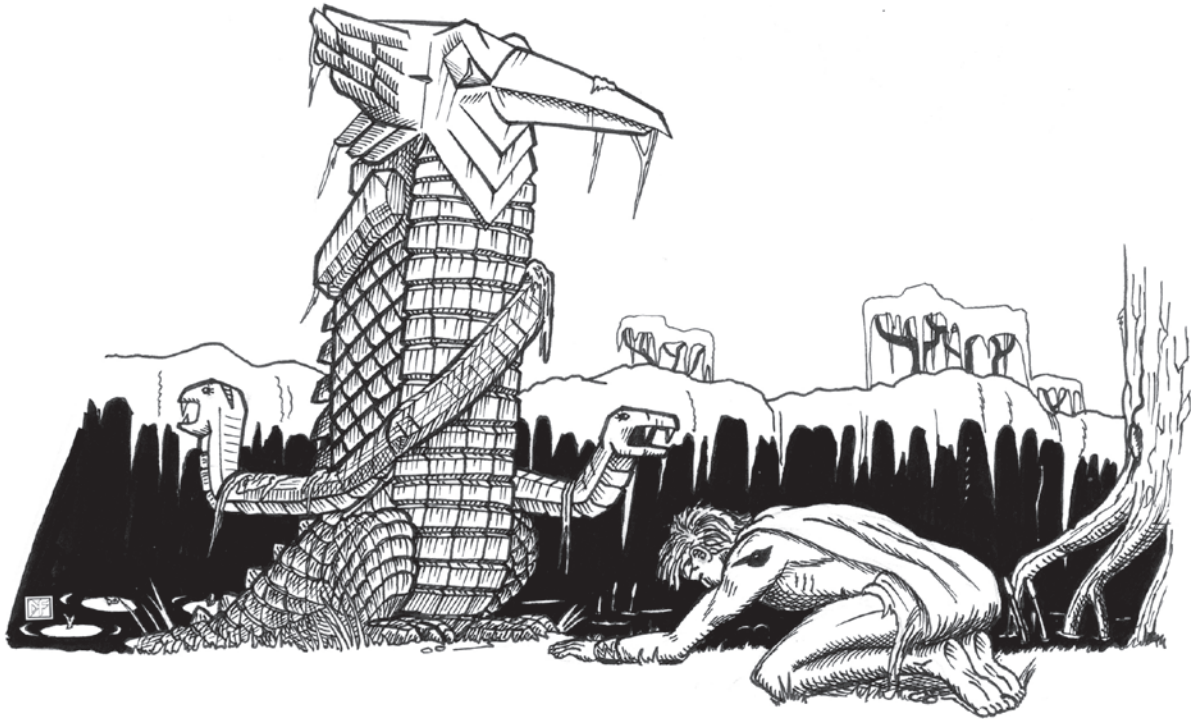
SPELLBURN: A'KAS

A'KAS' alien energy is difficult to control. This is made even more difficult when the caster sacrifices his or her body to take on more energy.

Roll	Spellburn result
1	The caster channels A'KAS' alien energy through her body resulting in the physical ability damage desired. While this ability damage is healed, the caster has a 10% cumulative chance per spell cast of contracting a <i>patron taint</i> .
2	The caster's mind slips. For every ability point sacrificed, the caster loses 1 temporary point of Intelligence or Personality (Judge's choice). Each ability point spent adds 2 to the spell check roll.
3	The caster's connection to A'KAS imparts alien influence. When ability points are sacrificed, the caster must make a Fortitude save DC 8 + points sacrificed. If the save is passed, the caster receives a permanent +2 bonus to one of her senses (Judge's choice). If the save is failed, the caster contracts an alien disease. Each day, the caster must make a Fortitude save (DC 8 + points sacrificed + days with the disease). On a failure, the caster is unable to heal sacrificed ability damage. On a successful save, the caster's body has fought off the disease.
4	The caster's weakness causes permanent damage but grants dubious insight. The caster takes 1 point of permanent ability damage, but gains specific knowledge of one type of creature descended from the biological horrors A'KAS was created to control. This may include a specific location, knowledge of powers and traits, relationships to other local flora or fauna, etc.



MYRDDIN



Outside of the great city of Ugama, the vile effluent of civilization washes into a morass called the Pits. On the shores of this stinking bog live those on the extreme margins of society - the citizens of Ugama term them Zombi. Among the Zombi is a tradition of ritual, idol worship and, some say, untold power. One of the petty gods that the Zombi revere is Myrddin, some say a spirit, others a demon, that seems to have taken the Pits under its protection.

In many graven images, Myrddin appears as a composite of creatures found in the Pits - the body of a crocodile, snake-like arms, and the head of the burbur, a snow white man-sized stork that is itself a legend. For those that have actually had dealings with Myrddin, it appears as a formless flow of mud and detritus that speaks in the slow susurrus meanderings of the Pit itself.

Those casting the *Patron Bond* spell for Myrddin must do so within the borders of the Pit, and, in fact, must bathe first in the filthy outflow of the city and then in the crystal clear waters of the River Rgene, where it exits the Pit. This ritual requires a DC 12 Fort save with a failure indicating that the caster receives a *patron taint*.

When a caster is more than three miles from the Pits or the shores of River Rgene, he or she takes a -2 to spell checks to invoke Myrddin and it cannot be invoked if the caster is over 100 miles from the Pits or River Rgene.

Invoke Patron check results:

- 12-13 Myrddin's embrace protects his servants. Mud spread on the face imparts a +4 AC bonus for 1d4+CL rounds.
- 14-17 The mud of the Pits teems with life that answers to the whispers of Myrddin. Spreading mud on a wound heals 1d4+CL hit points.
- 18-19 Myrddin's mystical powers protect the caster, but at a price. After spreading mud on his or her hands, the caster's next spell effect is one *step* higher than the actual spell check result. Thus, if the caster rolls a 12 or 13 on a 1st level spell check, he or she receives the results of 14-17. A failure is still a failure (and a critical failure still a critical failure). Myrddin's direct influence on the arcane corrupts the caster, resulting in a *patron taint*.

PATRON TAINT: MYRDDIN

The Pits is a foul cesspool of detritus from Ugama, virulent diseases, and corrupting magicks.

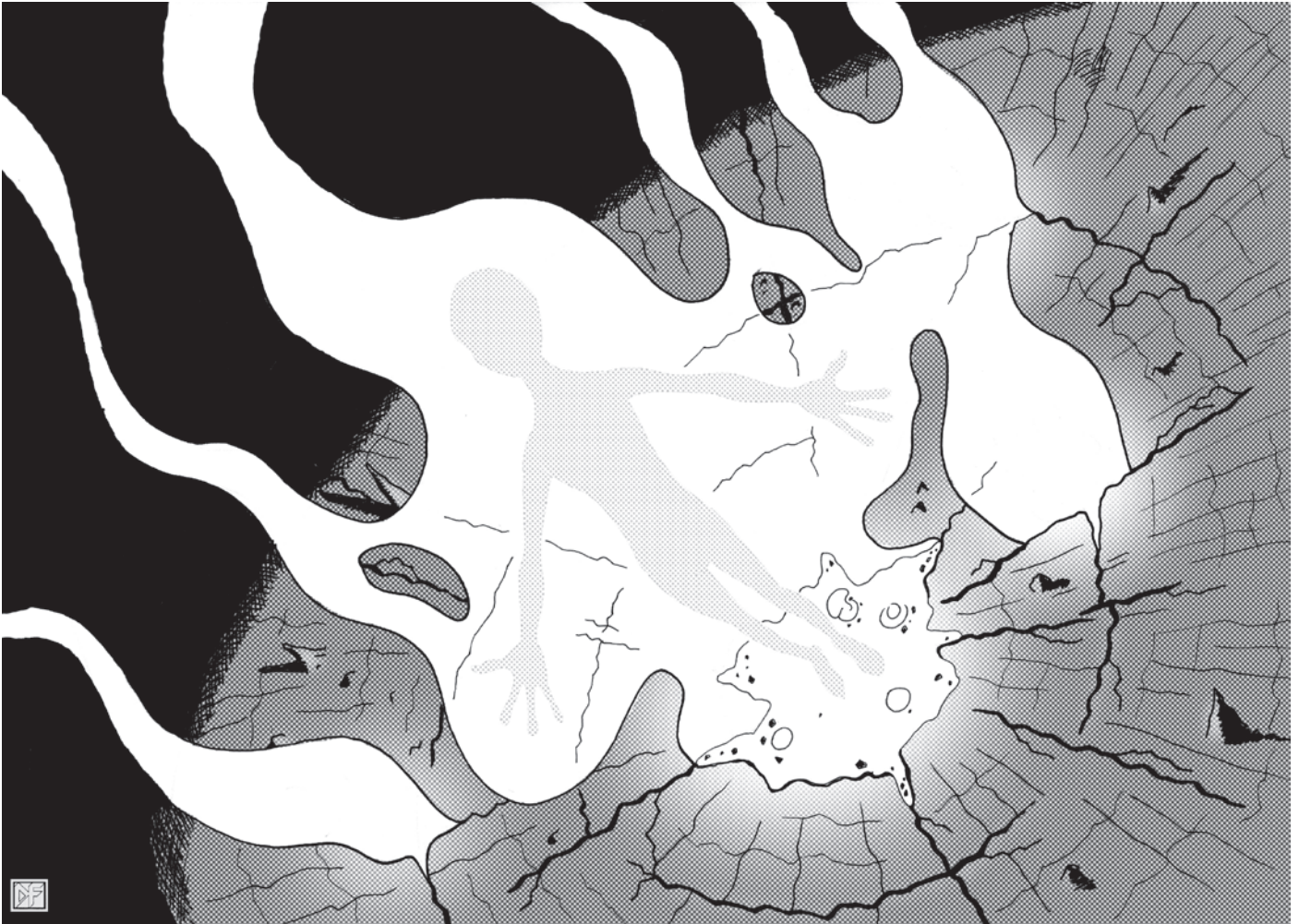
Roll	Result
1	The caster becomes a festering host for all manner of diseases. The first time this result is rolled, the caster must make a DC 15 Fortitude save or contract a painful disease. This disease lasts for 1d3 days and causes 1d3 Strength, Agility or Stamina damage per day. The caster can make a saving throw at the beginning of each day to resist the effects. The second time this result is rolled, the disease lasts for 2d4 days. During this time, the caster is highly contagious. Anyone coming in physical contact with the caster must make a DC 22 Fortitude save or contract the lesser form of this disease. The third time this result is rolled, the caster comes down with an intense form of the disease (Fort DC 28, 2d5 days, 1d3 strength, agility, and stamina per day) and is forever contagious.
2	Filth surrounds the caster wherever he goes. The first time this result is rolled, the ground around the caster turns to an oozy patch of semi-liquid filth every time a spell is cast. The second time this is rolled the caster must make a DC 15 Will save every day. On a failure, the caster leaves a trail of semi-liquid filth wherever the caster goes (on natural ground). In addition, the caster stinks of filth, suffering a -4 to all Personality checks. The third time this is rolled, the caster suffers as above, except that he or she does not receive a saving throw. All Personality checks automatically fail with the worst possible results when dealing with anyone other than the very wretched and unclean.
3	Fresh water turns to odorous mud. The first time this result is rolled, fresh water within 20' of the caster equal to about 1 gallon turns into odorous mud. This affects water in containers, as well as open water. Living creatures within the affected area die within 3 rounds. The second time this result is rolled, anytime the caster touches a container or open water, he or she must make a DC 15 Will Save or the water turns to mud. This affects up to 300 gallons of water. The third time this result is rolled, the Will save increases to 22.
4	The caster's features begin to ooze from his or her face. The first time this result is rolled, each time a spell is cast, the caster's features transform to stinking ooze and begin to melt from his or her face. The effect lasts for 2d3 rounds and during this time, the caster cannot see, smell or hear. The second time this is rolled, the caster's features permanently drip a black ooze. This does not affect the caster's senses, but he or she receives a -2 to all Personality checks. The third time this is rolled, the caster's face is completely transformed to a black ooze substance. The caster still has his or her senses, but Personality checks with all but the basest of creatures automatically fail.

SPELLBURN: MYRDDIN

In the Pits, the mud is power, and from it a caster may achieve more powerful spell results.

Roll	Spellburn result
1	The caster must eat handfuls of mud resulting in fever and cramps until ability damage is healed.
2	As a sacrifice, the caster must obtain a feather from the rare burbur. This feather must be burned upon the caster's skin and the ashes pressed into the wound – Abilities burned by this method add 2 to spell checks for every point of ability damage taken. If the feather is not available, the caster permanently loses 1 point of ability damage per ability sacrificed (for instance, if the caster burns Strength, Agility and Stamina to fuel a spell, each ability permanently loses 1 point).
3	The caster must immerse him or herself in a pit of mud teeming with strange worms, insects and other creatures. This pit of mud appears and is only accessible to the caster. The attentions of these vermin cause wracking pains in the caster's body which only ceases with ability damage is healed. During this time, the caster must visit the chamber pot, or equivalent, at random times throughout the day, taking no other actions.

TAREUS



Tareus is an entity that dwells in the fiery depths of the Zael Crater. Scholars believe that Tareus arrived encased in a great iron meteor that smashed into the Ateo Plains eons ago, while others have speculated that the arch-sorcerer Ecberth summoned the creature to this plane in an attempt to mine the mystical iron left in the wake of the meteor. The entity is otherwise indistinguishable from an isolated wave of intense heat.

Tareus is not a powerful patron, and in fact, its power extends only a few miles outside of Zael Crater. It seeks, however, to extend that power. Wizards that wish to enter into Tareus' service may find coded instructions within its *patron bond* spell. These instructions are a mystical recipe to create an iron vessel and a ritual to trap Tareus within it. Those that follow the instructions and create the vessel may entrap the entity with a successful spell check DC 28, allowing the wizard to carry Tareus out of Zael Crater and into the world.

Tareus is an alien entity with limited power over stone (typically in liquid form). Hailing from a young planet still in the throes of birth, it has a wild sense of its own existence and has a petulant streak that must be appeased with precious metals - typically melted down and offered as sacrifice.

***Invoke Patron* check results:**

- 12-13 Tareus lashes out in annoyance at those that would challenge it through its servants. The wizard shoots forth 1d3 bolts of fiery stone at his or her enemies dealing 1d4+1 damage each. These attacks are considered ranged attacks.
- 14-17 Tareus sends a cloud of ash sprites to foul his servants' enemies. The burning cloud of ash materializes up to 60' from the caster and affects a 20' radius sphere. All within the area of effect must make a Fortitude save DC spell check, or begin choking uncontrollably. Those affected can take no other actions other than moving at 1/2 speed. Those that leave the cloud recover in 1 round. The cloud lingers for 1d4+CL rounds, but can be dispersed quicker by a stiff wind.

PATRON TAINT: TAREUS

The body of the caster cannot withstand the radiant alien heat.

Roll	Result
1	When any spell is cast, the caster gives off an uncomfortable wave of heat. The first time this result is rolled, the heat wave lasts for 1 round and disrupts actions in a 5' radius around the caster (DC 8 Fort Save or -1 to all d20 checks in the same round). The second time, the area around the caster shimmers with heat for 1d3 rounds, disrupts actions in a 20' radius, and causes 1d3 non-lethal damage. The final time this result occurs, the caster gives off unnatural heat permanently - though when any spell is cast, damaging heat (as described above) occurs for 1d6 turns.
2	The caster experiences extreme agoraphobia and must be confined in an enclosed space or risk a nervous breakdown. The first time this result is rolled, the caster collapses into the foetal position for 1d3 hours, unable to communicate his ailment. If moved into a small space (10x10 or smaller) during this time, the caster recovers within 1 turn. The second time this is rolled, the caster experiences serious agoraphobia at random times (10% chance per day, cumulative, or at the discretion of the Judge). When in this fit, the caster is unable to function, and can move only at 1/2 speed. He must reach an enclosed space within 5 minutes or collapse for 2d12 hours. Upon reaching a <i>safe place</i> the caster can function again within 1d6 hours. The third time, the caster must be in an enclosed space at all times or suffer the effects above. The caster can be out of this space briefly (a minute or so) before having an attack. NOTE: Even looking out of an enclosed space, as in through a window, door, curtain, etc. is enough to induce an attack (Fort DC 10).
3	The caster's skin blackens and hair begins to curl and singe as if his very soul is afire. The first time this result is rolled, the caster's exposed skin blisters. There is discomfort, though the caster only takes a -4 to Personality checks. The second time this is rolled, the caster's skin blackens and cracks, revealing pink crevasses of underlying flesh. The caster's hair burns away completely. The caster loses 2 points of Strength and Agility permanently. The third time this is rolled, the caster's fingers to the first knuckle and all of his toes melt away to ash. The caster's Agility when trying to manipulate any object is reduced to 3. His speed is reduced to 1/4 permanently (cannot run).

SPELLBURN: TAREUS

Tareus is a creature of alien fire.

Roll	Spellburn result
1	Painful burns appear on the caster's face and hands. These burns manifest as ugly yellow blisters with angry red skin beneath. The burns heal as <i>Spellburn</i> damage is healed.
2	The caster's eyes water and he or she coughs continually causing weakness and clumsiness. This condition lasts until the <i>spellburn</i> damage is healed. The caster must make a DC 12 Fortitude save or take a -2 on his next spell check. Additionally on a failure, the ability damage takes twice as long to heal.
3	Plant life in the caster's immediate area is consumed as if in an invisible flame of great intensity. This effect reduces grass, bushes, and even large trees to ash in seconds. The caster must make a DC 15 spell check. If successful, the destruction adds a +2 to the caster's next spell check without <i>spellburn</i> damage. On a failure the caster's <i>spellburn</i> is doubled.
4	The caster must make a permanent piercing in his or her body with a piece of star-born iron. During the casting of the next spell, all of these iron piercings heat up, melding to the surrounding skin and causing ability damage. If the caster does not have star-born iron or fails to make a piercing, the ability damage is doubled and the caster loses 1 point of ability damage permanently.

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