

CAMAZOTZ THE DEATH BAT

Camazotz, the bat god of death, fear, and blood was shackled in the House of Bats in the Underworld, and in the centuries since, evidence of his existence has almost entirely disappeared.

The statues and frescoes recovered through exploration depict Camazotz as a large man with a vampire bat's head

and bat wings. He wields a jagged dagger in one hand, and the severed head of a person in the other.

He survives on blood, thrives on fear, and demands his followers to supply him with both. These offerings slowly revive Camazotz's strength, and he waits patiently for his chance to escape and take revenge on the world.

Invoke Patron check results:

12-13 Camazotz sees little benefit in aiding the caster, but grants the ability to drain the life of his enemies. Any damage caused by the caster's ceremonial dagger (wielded by him or another faithful of Camazotz) will heal the caster for like amount, not to exceed the caster's maximum hit point total.

14-17 Camazotz sends a swarm of mundane bats to create chaos and fear. They arrive in 1d3 rounds, and all fall dead after 1d6 rounds.

Bat swarm, mundane: Init +4; Atk swarming bite +1 melee (1d3 plus disease); AC10; HP 40; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, disease; SV Fort +0, Ref +10, Will -2; AL C

18-19 Camazotz sends a swarm of vampire bats which arrives in 1d3 rounds. The swarm occupies a space of 30' by 30' and attacks all enemies within that space. After 2d4 rounds, all the bats explode, showering everything in their vicinity with blood.

Bat swarm, vampiric: Init +6; Atk swarming bite +3 melee (1d4 plus disease and vampire drain); AC 12; HP 40; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, vampire bite (any target wounded by the swarm takes an additional 1 damage per round until entire swarm is killed), disease (see below); SV Fort +1, Ref +10, Will -2; AL L.

20-23 Camazotz is pleased with the caster's actions, and grants him the ability to immediately cast scare with a +5 to his spell check, in addition to any spells he is able to cast that round.

24-27 Camazotz sends one of his prized pets to do the caster's bidding. This giant vampire demon bat arrives in 1d4 rounds and remains until needed elsewhere, disappearing in burst of acrid smoke



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(DC20 caster check each hour or it departs, or judges discretion).

Bat, giant vampire (type I demon): Init +6; Atk bite +4 melee (1d6 plus disease and vampire drain); AC 15; HD 4d12; MV fly 40'; Act 1d20; SP vampire bite (latches onto target and automatically inflicts an additional 1d4 damage per round until killed), disease, demon traits; SV Fort +4, Ref +4, Will -2; AL C.

28-29 Camazotz thrives on fear, and grants the caster the ability to immediately cast scare with a +10 to his spell check, in addition to any spells he is able to cast that round.

30-31 Camazotz sees an opportunity to create exceptional fear in his name. His avatar arrives immediately and remains for 2d6 rounds. The avatar stands 9' tall, has a fur-covered torso of a man, and the head and wings of a bat. In its right hand it wields an unbreakable obsidian dagger, and in its left hand carries the head of some former victim, which still screams in terror.

Avatar of Camazotz (type IV demon): Init +6; Atk dagger +12 melee (dmg 3d8+6) or bite +16 melee (1d12+4 plus vampire drain); AC22; HD 10d12; MV 60' fly or 40'; Act 2d20; SP vampire bite, demon traits, spell (+10 spell check) scare; SC Fort +12, Ref +10, Will +12; AL C.

32+ In addition to the arrival of the avatar above, Camazotz also grants the caster the ability to fly (MV 60'), and infravision (120').

PATRON TAINT: CAMAZOTZ

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.

Roll Result

1 The caster grows a pair of fangs, his nose flattens, and he finds it preferable to hang upside down when sleeping. If this result is rolled a second time, the caster's eyes become completely black, and he has difficulty seeing in bright light, but gains infravision (60') if he doesn't already have it. His ears also elongate and enlarge. He can pass for a disfigured elf. If this result is rolled a third time, his head changes completely to that of a vampire bat. He speaks in a squeaky voice, and there is no way he can pass for a normal human

2 Every time the caster casts any spell, baby bats fly in from nowhere and cling to his clothing, squeaking as he conducts his work, then fly off as quickly as they arrived. If rolled a second time, the baby bats also appear randomly, 1d4 times each day. They fly in, cling to his robes, stick around for a few moments, then fly away. If rolled a third time, these baby bats become a permanent retinue, flying around and clinging to the outside or inside of his robes. Piles of bat guano will accumulate while the wizard rests or sleeps.

3 The caster craves blood, and prefers his meat raw. If this is rolled a second time, the caster will forsake all food other than raw meat or fresh blood. If this is rolled a third time, the caster will only drink fresh blood for sustenance.

4 Whenever the caster casts a spell, tiny bat wings grow from his back, but are not capable of flight. They remain for 1d4 rounds. If this is rolled a second time, the bat wings become larger and obvious, and make movement difficult if a robe or shirt is worn. This lasts for 1d4 rounds. If rolled a third time, the wings grow even larger and become permanent. Special clothing will need to be made to allow for freedom of movement. The wings are now capable of flight (MV 30').

5 The caster, like his patron, thrives on fear, and will spend time each day frightening others. His Personality is reduced by -1. If rolled a second time, his delight in terrorizing others grows, suffering an additional -1. If rolled a third time, the caster's need to horrify others consumes more of his time, causing an additional -1 penalty to his Personality.

6 Through a nightmare that seemed all too real, the caster is compelled to offer a sacrifice to the Bat God. This ritual must take place as soon as it is reasonably safe. Items worth 1d5x100 gp are placed into a clay bowl, after which they transform to blood. A swarm of bats will fly in to consume the blood, and then fly away. The ritual takes 1 turn to complete.

There's a 3% chance that Camazotz honors the sacrifice with a +1 to the caster's next spell check. If rolled a second time, the caster must sacrifice a magic item, and the chance of favor increases to 6%, and the bonus becomes +2. If rolled a third time, the caster must sacrifice a friendly ally to prove himself loyal. The chance of favor increased to 9%, with a +3 bonus to his next spell check.

SPELLBURN: CAMAZOTZ

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

Roll Spellburn Result

- 1 Fear of Camazotz' wrath invades the caster's mind, leaving him weak and shaking (expressed as stat loss). The caster must succeed a DC 15 Will save or be unable to cast spells or speak without stuttering for 1d3 rounds. If the caster succeeds on the save, he gains a +1 bonus to all future attempts at the spell.
- 2 Camazotz is hungry, and will accept the blood of another. The character can spellburn up to 10 points, but need not take any physical action or damage. Instead, the caster promises to provide the heart of any humanoid creature before the next sunrise. If the caster fails to do so, he takes the full 10 points, distributed across ability scores at the judge's discretion.
- 3 Vampire bats flock to the caster and begin sucking his blood. If the caster resists, the spellburn fails. If he lets them feed, the spellburn succeeds, and the bats fly back to the Underworld where Camazotz will surely eat them.
- 4 Within 24 hours of the spellburn, Camazotz visits the caster in a nightmare, demanding he recover a relic or other evidence of the Bat God's existence. This task will be difficult, but should not take more than 5 days. Camazotz will reward the caster according to the level of his success.

MAGIC ITEM: THE RAGETOOTH

This dagger is crafted from a large, sharp tooth, and is said to belong to Camazotz himself, broken during his fight with the old gods who imprisoned him in the House of Bats in the Underworld. Recovering this relic is an appropriate adventure hook.

This weapon is Chaotic in alignment and provides a +1 to hit and damage. It's purpose is to supply Camazotz with fear and blood, and it will urge the wielder to comply. It desires to attack living creatures that bleed, and if the wielder wishes to attack a non-living or non-bleeding entity, the wielder must make a DC 12 Personality check at the beginning of combat.

The dagger's crit range is 19-20, and anytime it scores a critical hit, the wielder is healed for a like amount, not to exceed his hit point maximum.

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