

The Tome of Debasement



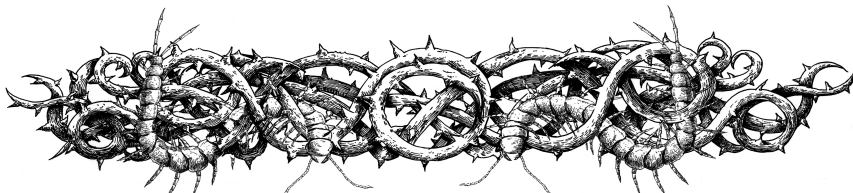
COMPATIBLE WITH
**DCC
RPG**

Herlezzet, the Debased God
and spells for evil clerics

The Tome of Debasement

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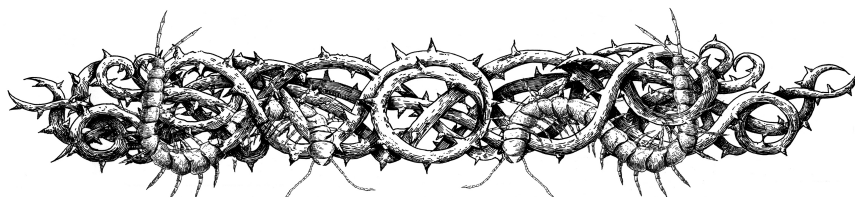
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Welcome,

weak-willed mortals, to the Tome of Debasement! This book recognizes the unholy divinity of Herlezzect the Debased God and all the debauched power and profane wisdom they can offer. This is a forbidden tome. It is whispered of in lawful cloisters with fear and disgust. In chaotic covens, it is coveted with longing and wonder.

This collection of corrupt knowledge is designed to make your evil priests more vile and terrifying to behold. Each spell channels a demonic horror and portrays their descent into decadence and dissolution. Whether used in the glory of Herlezzect the Debased God, or used for whatever chaos priest PC or NPC in your games, these spells are not representative of lawful deities like Justicia or Gorhan the Helmed Vengeance. Oh no, these spells are strictly the province of the worshippers of chaos.



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PDF: July 2021 Not for Resale!

www.breakerpressgames.com

Special Thanks: Darren Bolton, Jay Griffiths and Shane Davis for their grotesque feedback, debauched wisdom, and perverse enthusiasm.

Thank you to Joseph Goodman and Goodman Games for all of their support.

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Herlezzect

The Debased God

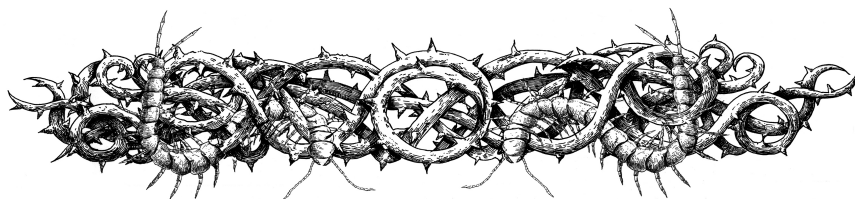
Lord of Deceit, Corruption, Death, and Decay

Amongst their faithful they are known by many names: the Inglorious Bottom Feeder, the Lord of Twisted Faces, the Sovereign of the Forgotten, and by their true-name, Herlezzect the Debased God. Herlezzect lurks in the shadows of the pantheon, forgotten and ignored by their peers. Herlezzect is not referenced in renowned sacred texts, nor are they depicted in the epic illuminations of cosmic conflicts. If they are, they are the rat in the gutter, the feral dog in the corner feeding on the dead, or the worm in the apple. They are the carrier of disease. They are the imperfection that ultimately spoils the fruit. They are corrupt in all of their forms.

Herlezzect can be represented by a simple horned skull, imperfect in shape and form. Depictions more exacting exist in unholy places and texts, showing the many faces of Herlezzect. These sexless, vaguely human, faces bear similarities. Their mouths vomit forth insects, maggots, coins, and waste. Sometimes, the masks feature a spilling tongue or gnashing bronze teeth. In these depictions, Herlezzect lords above the oblivious masses as they are consumed and overwhelmed. Just beyond, Herlezzect's followers revel in their follies.

Followers of the Debased God are few in number, as they usually only reveal themselves to the listless, forgotten, and truly debauched. Their places of worship are often hidden in plain sight, much like their followers. The crippled beggar passed on the street, the mundane merchant on the road, the listless scholar finding no other meaning in their piles of books. They have found reason to embrace nihilism and deceit. They accept and embrace physical and spiritual decay. All good things spoil, rot, and die - from interpersonal relationships, to fruit on the vine. They have found their truth in a perpetually dying world, and have chosen to revel in its rot.

The faithful frequently don robes of orange, brown, or grey, stained in the fluids of death and decay. They engage in solitary rituals involving meditation, harsh oils, incense, and the burning of dried dung. Minor acts of self-mutilation and flagellation feature in everyday rites, while group rituals will add sacrifice and a cacophony of bronze bells. Herlezzect is a lord of deceit that revels in the betrayal of men. Potential adherents are drawn in with philosophical discussions about the righteousness of both selfishness and greed. Placing oneself first will inevitably lead to treachery. Admission into a coven of Herlezzect will require a grand betrayal and sacrifice to demonstrate the depths of which a follower will debase themselves for their lord. They must exemplify a willingness to corrupt all that is good in their lives and accelerate its decay.



Special Traits

Weapon training

Clerics of Herlezzect may each be trained in the weapons of their own choosing.

Lay on hands

Clerics of Herlezzect heal their faithful through Bloodletting. Replace Lay on Hands with the Level 1 Spell, Bloodletting. Bloodletting does not take up a spell slot.

Bloodletting				
Level: 1	Range: Touch	Duration: Instantaneous	Casting time: 1 action	Save: see below
General	The cleric carves ceremonial symbols into flesh, drawing the power of their deity through blood sacrifice.			
Manifestation	Roll 1d3: (1) light bleeds out of the cuts; (2) the body contorts with impossible spasms; (3) insects swarm out of the gashes.			
1-11	Failure. The cleric cuts into the victim or themselves doing 1d3 hp damage.			
12-13	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment they regain 2 dice+CL hp. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 2 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.			
14-17	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 3 dice+CL hp. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 3 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.			

18-19	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 4 dice+CL hp. If they are a differing alignment they must make a Fortitude Save. If they fail they regain 3 dice+CL hp. If the Save is made their body resists the patron's unholy healing power.
20-23	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d3+CL rounds. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made their body resists the patron's unholy healing power.
24-27	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d6+CL rounds. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.
28-29	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d3+CL turns. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.
30+	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 6 dice+CL hp. They also gain +2 Str for the next 24 hours. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.

Note: A lawful character that benefits from Bloodletting must suffer a permanent cumulative -1 to their subsequent Willpower saves from chaotic magic as their soul embraces the taint. Those wishing to drive back the darkness growing within them must quest to absolve their corruption.

Cleric of Herlezzect Titles

Level	Title
1	Soiled
2	Spoiler
3	Rot Bringer
4	Corruptor
5	Debaser

Disapproval

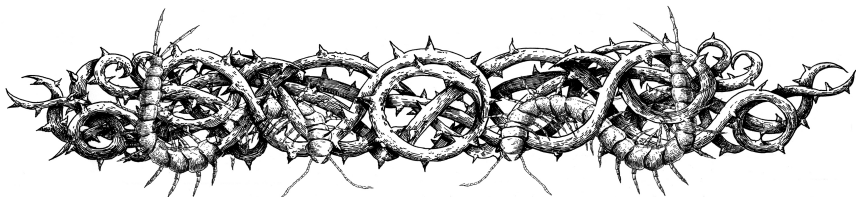
Disapproval is an opportunity to completely submit to the Lord of Twisted Faces. The Debased God revels in the failures of their followers, delighting in their humiliation. They want to be lavished in glory, and they demand admiration and appeasement. Herlezzect relishes followers who find gratification in their own divine abuse.

Roll	Disapproval
1	The cleric must throw themselves down and roll in filth for 10 minutes as soon as possible (e.g., during combat, the cleric can wait until after the battle).
2	For their insolence, the cleric must bathe in the stench of dung. This ritual of penance demands the cleric prostrate themselves over burning incense made of dried dung for at least 10 minutes. The cleric will incur a -1 penalty to all spell checks until this act is performed.
3	The cleric must secretly defile or spoil life giving sustenance (i.e. someone's food or water) before midnight, or incur a -1 penalty to all checks the following day.
4	Herlezzect is angered. The cleric immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The cleric must bathe in rot for 30 minutes. The cleric will suffer a -2 penalty to all Personality checks for the next 24 hours and must make a DC 5 Fortitude check to avoid contracting some form of disease.
6	Herlezzect demands disgorgement. The cleric must spend 30 minutes in perverse prayer while ingesting evacuating herbs. The cleric will suffer a -2 penalty to Strength, Agility, and Stamina for the next 24 hours.

Roll	Disapproval
7	The cleric must perform an act of bodily desecration on themselves through piercing, scarification, or branding on their hands or face. This act will inflict 1d6 hp subdual damage. The cleric will suffer a -2 penalty to all spell checks until this act is performed.
8	The cleric may not perform <i>Bloodletting</i> on themselves for 24 hours. Additionally, if the cleric performs <i>Bloodletting</i> on another character, the cleric will sustain the same amount of inflicted damage as the person they are attempting to heal.
9	Herlezzect has chosen to withhold their power. The cleric forgets one randomly determined spell for the next 1d3 days.
10	Herlezzect turns a deaf ear to the cleric's prayers. All spell, divine aid, and turn unholy checks are performed at a reduced die for 1d3 days.
11	The cleric must flagellate themselves for 30 minutes as soon as possible (e.g., during combat, the cleric can wait until after the battle). If they fail to do so, they will suffer a -3 penalty to all spell checks for 1d3 days. Sufficient flagellation will inflict 1d8+CL hp of subdual damage.
12	Waning power. The cleric loses 1d3 randomly determined spells until the next day.
13	Herlezzect demands the cleric feed his minions. The cleric must cover themselves in rot or something sticky and sweet. They must lie on the ground motionless for 3 hours as insects and scavengers come to feed. The cleric will sustain 1d6 hp damage and must make a DC 13 Willpower check to maintain their meditative practice through the stings and bites. They may perform this act as many times as they like, and will sustain a -3 to all spell checks until they succeed or 1 week passes; whichever happens first.
14	Feast of coins. The cleric is expected to consume 1sp or greater value coin every turn. After each coin is consumed, the cleric must make a DC 5 Fortitude check or throw up the coins. They will suffer a -1 to all die rolls (including Fortitude checks) per coin. The cleric must maintain the feast of coins for 1d3 days or until they exceed their caster level in swallowed coins. The cleric will lose 1d3+CL randomly determined spells until the feast is completed or the days are exceeded.

Roll	Disapproval
15	Nightmares of consumption. The cleric is plagued with dreams of being consumed alive and is denied restful sleep for 1d7 days, preventing healing and loss of disapproval.
16	Splitting of the tongue. Herlezzect demands that the cleric split their tongue into two tongues. This act requires a DC 12 Willpower check to perform without assistance. With aid, the act requires a DC 6 Willpower check. Failing the check will render the cleric mute and unable to utter the required blessing for <i>Bloodletting</i> or other spells until repaired. A botched split tongue will require magic to repair. Tongue splitting will inflict 1d8 hp of subdual damage.
17	Corruption. Roll 1d6 (modify for luck). (1-3) the cleric endures a minor corruption (4-5) the cleric suffers a major corruption (6) the cleric suffers a greater corruption.
18	A fickle god. Herlezzect denies the cleric one randomly determined spell permanently.
19	Forsaken. The cleric is denied all spell, divine aid, and turn unholy powers for 1d7 days, or until they perform an act of divine favor determined by the Judge.
20+	Pilgrimage to The Hall of Twisted Faces. The cleric will lose all of their powers for 1 month and must travel to a Temple of Herlezzect and stand within the Hall of Twisted Faces. They must place their hand within The Mouth of Bronze Teeth six times in 12 hours without aid. If they survive, they will regain their powers and gain a permanent +1 Personality from the experience.

Failure is a Gift
Humiliation is Power
Let us be the Underestimated









Canticles of Herlezzect

Cacophonous bells overlay rhythmically repeated gutturalized intonations. These can be punctuated by shrieks of praise in celebration of Herlezzect. The Debased God also encourages solemn utterances for public prayer, hidden in plain sight. The mad ramblings of the crippled beggar could actually be the devout prayer of a lurking adherent.

Level 1: Scuttle Sight

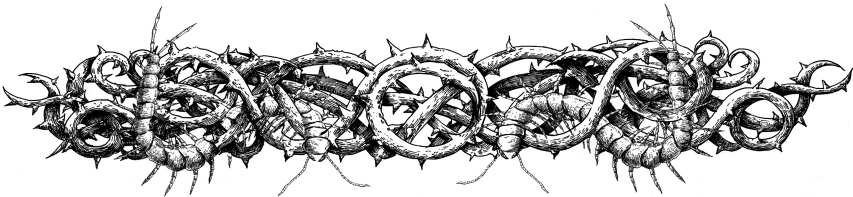
Level 3: Hand of Corruption and Decay

Level 5: Worm Tunnel

Scuttle Sight

The cleric sits prostrated and chants perverse gibberish to themselves punctuated by chitters and clicks.

Level: 1	Range: variable	Duration: CL turns	Casting time: 1 action	Save: n/a
1-11	Failure.			
12-13	The cleric may see through the eyes of a scuttling insect they call forth from their immediate area. They may control the actions of the scuttling insect, seeing through their eyes and directing them up to 120'.			
14-19	The cleric calls forth 1d3+CL scuttling insects from the immediate area. They may control the actions of the swarm, see through their eyes, and direct them up to 240'.			
20-25	The cleric calls forth 1d6+CL frenzied, scuttling insects from the immediate area. They may control the actions of the swarm, see through their eyes, and direct them up to 360'. These scuttling insects receive +1 to all checks and increase to MV: 20'.			
26+	The cleric calls forth 1d6+CL disease-carrying, frenzied, scuttling insects from the immediate area. They may control the actions of the swarm, see through their eyes, and direct them up to 480'. These scuttling insects receive +2 to all checks, increase to MV 30', and if the victim fails a DC 10 Fortitude save, their bite will cause a wasting disease that inflicts 1d3 hp damage per night for 3 nights.			



Hand of Corruption and Decay

The cleric chants a lulling refrain while placing a hand of accelerated decay on their victim, brimming with power as they rot before them.

Level: 3	Range: touch	Duration: 1d3 +CL rounds	Casting time: 1 action	Save: Fort vs check
1-15	Failure.			
16-17	The cleric may channel the powers of corruption and decay, using their body as a conduit for Herlezzect's power. The cleric must make a normal attack on the next round. If it succeeds, the cleric may choose to cause 1d8+CL damage to their victim, or they may inflict a minor corruption on the victim. The victim will roll 1d10 and modify for Luck.			
18-23	The cleric may channel the powers of corruption and decay, using their body as a conduit for Herlezzect's power. The cleric must make a normal attack on the next round. If it succeeds, the cleric may choose to cause 1d12+CL damage to their victim, or they may inflict major corruption on the victim. The victim will roll 1d10 and modify for Luck.			
24-25	The cleric may channel the powers of corruption and decay, using their body as a conduit for Herlezzect's power. The cleric must make a normal attack on the next round. If it succeeds, the cleric may choose to cause 1d16+CL damage to their victim, or they may inflict a greater corruption on the victim. The victim will roll 1d10 and modify for Luck.			
26+	The cleric may channel the powers of corruption and decay, using their body as a conduit for Herlezzect's power. The cleric must make a normal attack on the next round. If it succeeds, the cleric may choose to cause 1d20+CL damage to their victim and they may inflict a greater corruption on the victim. The victim will roll 1d10 and modify for Luck.			

Worm Tunnel

The cleric draws a circle in the dust with a bloodied hand. Guttural prayers are shouted to the heavens, while a bronze bell atonally chimes in stuttered rhythms. The earth parts with an unearthly glow as the spectral worm arises.

Level: 5	Range: 5'	Duration: variable	Casting time: 1 round	Save: n/a
1	Failure and worse! The spectral worm has been called forth, but they are hungry and must feed. The mouth of the worm bursts through the circle and attempts to swallow any characters within 15'. The worm will systematically target the character with the lowest Luck. They must make a DC 15 Reflex save or be swallowed alive. A swallowed character is not immediately digested. The worm is a massive, dimensional being with unlimited hit points. Instead, if the worm sustains 20 hit points of damage or more, they will disgorge their meal. The spectral worm will linger for 1d3+1 rounds. When the time has elapsed, it will retreat into the dimensional rift and the rift will close. It is up to the Judge if those swallowed are digested or are expelled in some far off land or alternate dimension.			
2-19	Failure.			
20-21	The cleric calls forth the spectral worm and its mouth emerges from the unholy gate. The spectral worm will remain for 1d3+1 rounds, allowing the cleric and up to 1d6+CL human sized or smaller characters to enter. The mouth will close and the body of the worm will stretch through dimensional space, creating a tunnel that emerges up to 1d6+CL miles in the direction chosen by the cleric.			
22-27	The cleric calls forth the spectral worm and its mouth emerges from the unholy gate. The spectral worm will remain for 1d3+1 rounds, allowing the cleric and up to 1d8+CL human-sized or smaller characters to enter. The mouth will close and the body of the worm will stretch through dimensional space, creating a tunnel that emerges up to 1d12+CL miles in the direction chosen by the cleric.			

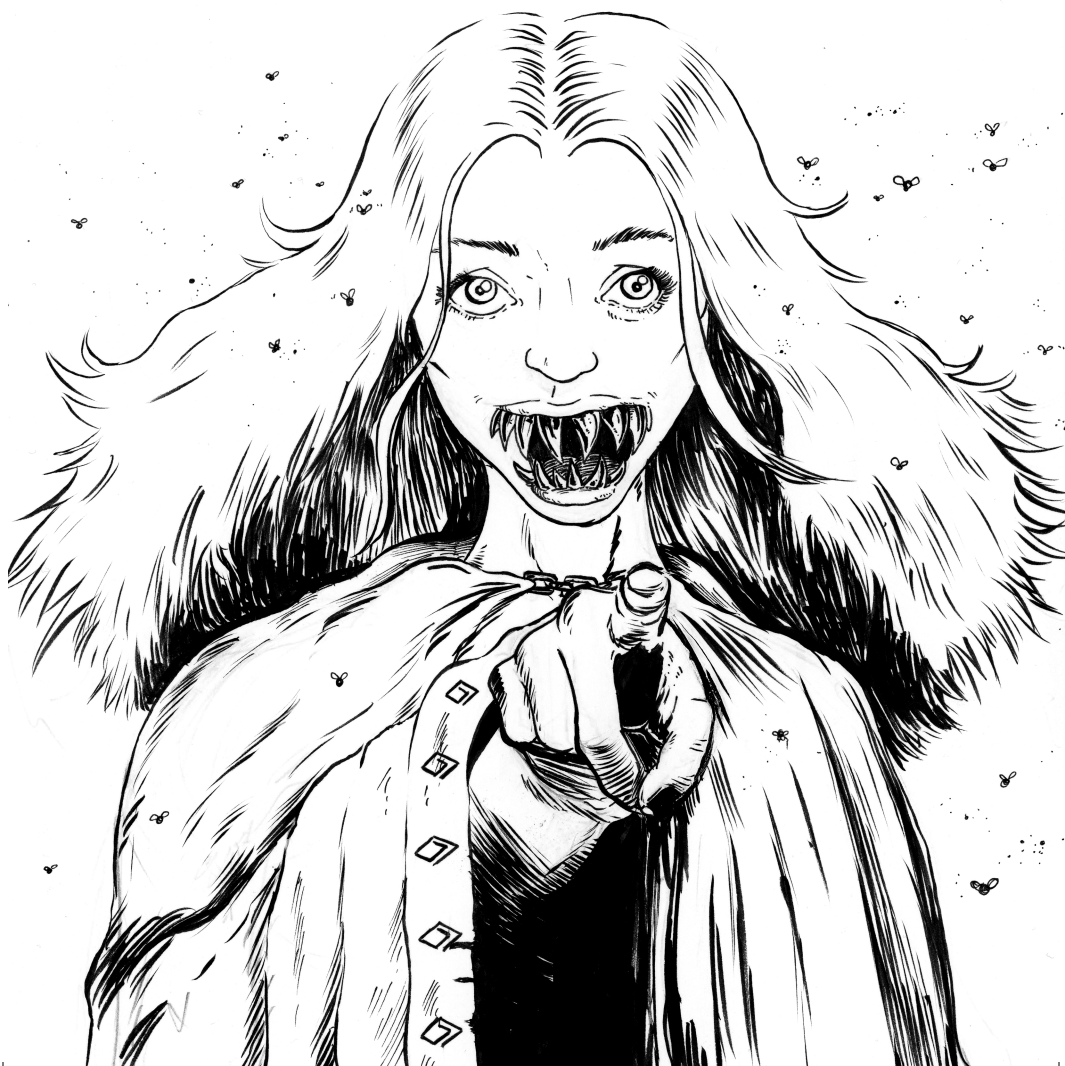
28-29	The cleric calls forth the spectral worm and its mouth emerges from the unholy gate. The spectral worm will remain for $1d3+1$ rounds, allowing the cleric and up to $1d10+CL$ human-sized or smaller characters to enter. The mouth will close and the body of the worm will stretch through dimensional space, creating a tunnel that emerges up to $1d24+CL$ miles in the direction chosen by the cleric.
30+	The cleric calls forth the spectral worm and its mouth emerges from the unholy gate. The spectral worm will remain for $1d3+1$ rounds, allowing the cleric and up to $1d12+CL$ human-sized or smaller characters to enter. The mouth will close and the body of the worm will stretch through dimensional space, creating a tunnel that emerges $1d100+CL$ miles in the direction chosen by the cleric. The Judge may elect to take them anywhere they like across space and time.

Bleed and Infect
Rub in the Filth
Sicken the Weak
Empower the Strong
Draw in the Flies
The Creeping Devourers
Rebel in their Blessing

Spells

Deceiving Visage				
Level: 1	Range: Self	Duration: Instantaneous	Casting time: 1 action	Save: Will vs check
General	The cleric may mask their appearance from those around them, altering their appearance to appear trustworthy.			
Manifestation	Roll 1d3: (1) childlike innocence; (2) matriarchal/patriarchal comfort; (3) kind eyes and noble stature.			
Successful save	The viewer still sees the Deceiving Visage, but occasionally sees flashes of unsettling faces. Roll 1d6: (1) the cleric's face is covered in insects; (2) the cleric has a maggot on their cheek; (3) the cleric has an elongated tongue that spills from their mouth and then retracts; (4) the cleric's lips retract over their gums forming an unseemly hole; (5) the cleric smiles, revealing tarnished bronze teeth; (6) the cleric seems to be leaving a trail of gold coins in their wake that quickly vanish.			
1-11	Failure.			
12-13	The cleric's features soften, scars are erased, and their back straightens. The cleric's identity is hidden. This effect lasts 1d3+CL turns. Those viewing the cleric must make a Willpower check to try and see through the disguise.			
14-17	The cleric's features soften, scars are erased, and their back straightens. The cleric's identity is hidden and their Personality is bolstered by +1. This effect lasts 1d6+CL turns. Those viewing the cleric must make a Willpower check to try and see through the disguise.			
18-19	The cleric's features soften, scars are erased, and their back straightens. The cleric's identity is hidden and their Personality is bolstered by +2. This effect lasts 1d3+CL hours. Those viewing the cleric must make a Willpower check to try and see through the disguise.			
20-24	The cleric's features soften, scars are erased, and their back straightens. The cleric's identity is hidden and their Personality is bolstered by +3. This effect lasts for 1d3+CL days. Those viewing the cleric must make a Willpower check to try and see through the disguise.			

25-29	The cleric's features soften, scars are erased, and their back straightens. The cleric's identity is hidden and their Personality is bolstered by +3. This effect lasts for 1d6+CL days. Those viewing the cleric must make a Willpower check to try and see through the disguise.
30+	The cleric's identity is hidden and they take on a saintly aura and commanding magnificence that evokes fervent loyalty and trust. Those enthralled give themselves over as retainers for 1d6+CL days. Those viewing the cleric must make a Willpower check to try and see through the disguise.

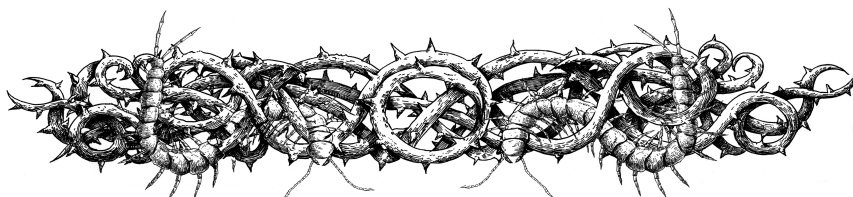


<h2 style="text-align: center;">Putrescent Bog</h2>				
Level: 1	Range: 30' or more	Duration: 1+CL turns	Casting time: 1 action	Save: Ref vs check
General	Accelerated rot manifests at the command of the cleric, creating a sinking bog of putrid filth.			
Manifestation	Roll 1d3: (1) grubs and worms erupt from the ground turning it into a squirming sickening pit; (2) tar bubbles up from the ground; (3) the ground breaks into a sinkhole of stinking slime/rotting filth.			
1-11	Failure.			
12-13	The cleric can target a point up to 30' away to form a 5' radius, 1'+CL deep bog. If the cleric targets a point underneath a character or creature, they may make a Reflex save to step aside. Those caught in the bog must make a DC 5+CL Strength check to pull themselves out.			
14-17	The cleric can target a point up to 40' away to form a 5' radius, 1'+CL deep bog. If the cleric targets a point underneath characters or creatures, they may make a Reflex save to step aside. Those caught in the bog must make a DC 5+CL Strength check to pull themselves out.			
18-19	The cleric can target a point up to 50' away to form a 5' radius, 1'+CL deep bog. If the cleric targets a point underneath a character or creature, they may make a Reflex save to step aside. Those caught in the bog must make a DC 5+CL Strength check to pull themselves out.			
20-24	The cleric can target a point up to 60' away to form a 10' radius, 1d3'+CL deep bog. If the cleric targets a point underneath a character or creature, they may make a Reflex save to step aside. Those caught in the bog must make a DC 10+CL Strength check to pull themselves out.			
25-29	The cleric can target a point up to 70' away to form a 10' radius, 1d3'+CL deep bog. If the cleric targets a point underneath a character or creature, they may make a Reflex save to step aside. Those caught in the bog must make a DC 10+CL Strength check to pull themselves out.			
30+	The cleric can target a point up to 80' away to form a 15' radius, 1d6'+CL deep bog. If the cleric targets a point underneath a character or creature, they may make a Reflex save to step aside. Those caught in the bog must make a DC 15+CL Strength check to pull themselves out.			

The Dwellers in filth
Beckoned forth
Called to Service
for our Debased Lord



<h2 style="text-align: center;">Rotting Stench</h2>				
Level: 1	Range: 30' or more	Duration: Instantaneous	Casting time: 1 action	Save: Fort vs check
General	The cleric channels the latent decomposition of the surrounding living world and bestows its pungent glory on one or more beings.			
Manifestation	Roll 1d5: (1) gaseous cloud; (2) fetid spray; (3) putrid breath; (4) creeping ooze; (5) moldering skin.			
1-11	Failure.			
12-13	The cleric calls forth the rot of the unnatural world. One living being within 30' is engulfed in a putrid smell for CL rounds. The stench draws 1d3 scuttling insects intent on devouring the rot.			
14-17	The cleric calls forth the rot of the unnatural world. One living being within 30' is engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d3 scuttling insects per round intent on devouring the rot.			
18-19	The cleric calls forth the rot of the unnatural world. 1d4 living beings within 40' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d4 scuttling insects per round intent on devouring the rot.			
20-23	The cleric calls forth the rot of the unnatural world. 1d5 living beings within 50' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d5 scuttling insects per round intent on devouring the rot.			
24-27	The cleric calls forth the rot of the unnatural world. 1d6 living beings within 60' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d6 scuttling insects per round intent on devouring the rot.			
28-29	The cleric calls forth the rot of the unnatural world. 1d7 living beings within 70' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d7 scuttling insects per round intent on devouring the rot.			



30-31	The cleric calls forth the rot of the unnatural world. 1d8 living beings within 80' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d8 scuttling insects per round intent on devouring the rot.
32+	The cleric calls forth the rot of the unnatural world. 1d10 living beings within 100' are engulfed in a putrid smell for 1d3+CL rounds. The stench draws 1d10 scuttling insects per round intent on devouring the rot.

Scuttling Insect

AC	10	HD	1	Ref	-
ACT	1d20	Init	+5	Fort	-
MV	10'	AL	N	Will	-
HP: 1					
Attack: bite (1 melee)					
SP: endless					

Scuttling insects include large varieties of warped centipedes and beetles. These insects are characterized by oversized bodies, hardened carapaces, razor-sharp mandibles, and deformed features.

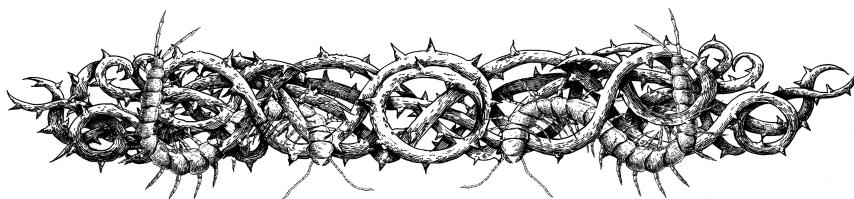
Scuttling insects are content to eat what is immediately available to them, but will bite if disturbed. Under most circumstances, the scuttling insects favor an easy meal and will scatter if disrupted. Nests of scuttling insects are quite large. They will normally avoid contact, but the rotting stench will render them ravenous and persistent.

Endless: Scuttling insects are endless in supply. For the first two rounds, only one scuttling insect will challenge their disrupters. Attackers disturbing a nest for 3 or more rounds will draw them out in quantity. Starting at 1d5 scuttling insects on round 3 of disturbance, continued poking or kicking of a nesting area will draw out 1d5 more each round in perpetude.

Note: Ignore endless for the purpose of this spell. It is included for completeness sake.



Halo of flies				
Level: 2	Range: Touch	Duration: 1 day or more	Casting time: 1 round	Save: n/a
General	The cleric draws the blessing of the forces of chaos.			
Manifestation	The cleric, or one they anoint, has noticeably drawn flies to themselves. Roll 1d5: (1) flies lazily circle the blessed's head; (2) the blessed smells sickly sweet, drawing a swarm of various insects to them; (3) flies fly in and out of the blessed's mouth when they speak; (4) the blessed smells of skunk cabbage; (5) flies casually reside on the head and shoulders of the blessed.			
1-13	Failure.			
14-15	The cleric invokes a simple blessing that draws a +1 Luck bonus for 24 hours. The blessing ends immediately if the cleric rolls disapproval.			
16-19	The cleric invokes a blessing that draws a +2 Luck bonus for 1d3+CL days. The blessing ends immediately if the cleric rolls disapproval.			
20-21	The cleric invokes a blessing that draws a +2 Luck bonus and a +1 bonus to one other statistic of the cleric's choice for 1d5+CL days. The blessing ends immediately if the cleric rolls disapproval.			
22-25	The cleric invokes a blessing that draws a +2 Luck bonus and a +2 bonus to one other statistic of the cleric's choice for 1d7+CL days. The blessing ends immediately if the cleric rolls disapproval.			
26-29	The cleric invokes a blessing that draws a +2 Luck bonus and a +2 bonus to two other statistics of the cleric's choice for 2d7+CL days. The blessing ends immediately if the cleric rolls disapproval.			

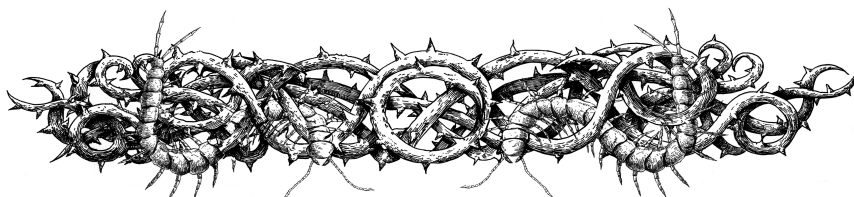


30-31	The cleric invokes a blessing that draws a +2 Luck bonus and a +2 bonus to three other statistics of the cleric's choice for 3d7+CL days. The blessing ends immediately if the cleric rolls disapproval.
32+	The cleric invokes a blessing that draws a +2 to all of their statistics for one month. The blessing ends immediately if the cleric rolls disapproval.

Note: Any lawful character that benefits from Halo of Flies must suffer a permanent -1 to their subsequent Willpower saves from chaotic magic as their soul embraces the taint. Those wishing to drive back the darkness growing within them must quest to absolve their corruption.



Lash				
Level: 2	Range: 5' or more	Duration: 1d3+CL rounds	Casting time: 1 action	Save: n/a
General	The cleric's arm shrivels and falls off, sprouting a new grotesque appendage.			
Manifestation	Roll 1d3: (1) slick tongue; (2) writhing tentacle; (3) thorn covered switch.			
1-13	Failure.			
14-15	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +1 str, inflicts 1d4+CL hit points of damage, and can strike up to 5' away.			
16-19	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +1 str, inflicts 1d5+CL hit points of damage, and can strike up to 5' away.			
20-21	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +1 str, inflicts 1d6+CL hit points of damage, and can strike up to 5' away.			
22-25	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +2 str, inflicts 2d4+CL hit points of damage, and can strike up to 10' away.			
26-29	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +2 str, inflicts 2d5+CL hit points of damage, and can strike up to 10' away.			
30-31	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +2 str, inflicts 2d6+CL hit points of damage, and can strike up to 10' away.			
32-33	The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +3 str, inflicts 3d5+CL hit points of damage, and can strike up to 15' away			



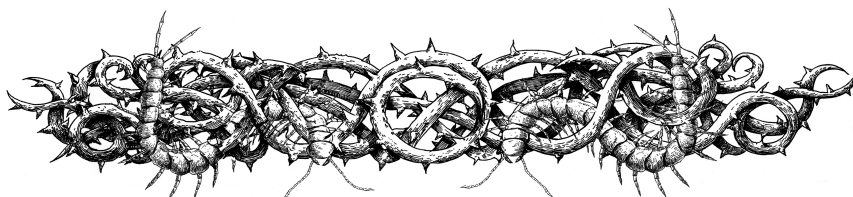
34+

The cleric's arm takes on it's new form. The new arm is a melee weapon that gives the cleric +3 str, inflicts 3d6+CL hit points of damage, and can strike up to 15' away.

Note: At the end of the spell's duration their arm will regrow as it was.

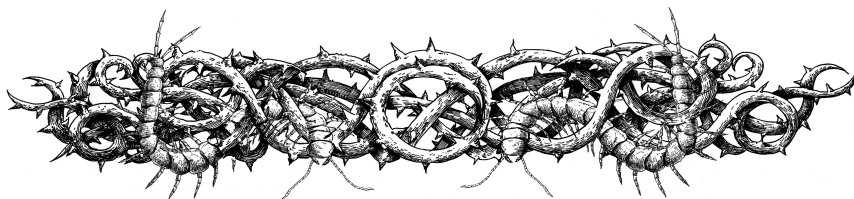


Twisted form				
Level: 2	Range: Touch	Duration: 1d3+CL rounds	Casting time: 1 action	Save: Fort vs check
General	With a withering touch, the cleric reaches out and grabs hold of their victim.			
Cleric manifestation	Roll 1d3: (1) black cloud around hand; (2) tendrils of rot growing from hand; (3) eyes rolled back and otherworldly scream.			
Victim manifestation	Roll 1d3: (1) sound of bones breaking and tendons popping; (2) bones grow and shrink in irregular spurts; (3) joints shift and reverse.			
1-13	Failure.			
14-15	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause normal damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -1 Str; (2) -1 Agi; (3) -1 Sta; (4) -1 Per; for 1d3+CL rounds.			
16-19	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause 1d6 hit points of damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -1 Str; (2) -1 Agi; (3) -1 Sta; (4) -1 Per; for 1d6+CL rounds.			
20-21	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause 1d8 hit points of damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -2 Str; (2) -2 Agi; (3) -2 Sta; (4) -2 Per; for 24 hours.			



22-25	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause 2d6 hit points of damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -2 Str; (2) -2 Agi; (3) -2 Sta; (4) -2 Per; for 24 hours.
26-29	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause 2d8 hit points of damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -2 Str; (2) -2 Agi; (3) -2 Sta; (4) -2 Per; for 1 month.
30+	The cleric's hands are charged with power to twist the form of their enemy. The cleric may make an unarmed attack on the next round. If it succeeds, they will cause 3d6 hit points of damage and the enemy must make a Fort save. If they fail the save, roll 1d4. The victim loses (1) -2 Str; (2) -2 Agi; (3) -2 Sta; (4) -2 Per; permanently.

Bent and Broken Shaped to My Will Blessed and Cursed Freedom in Submission

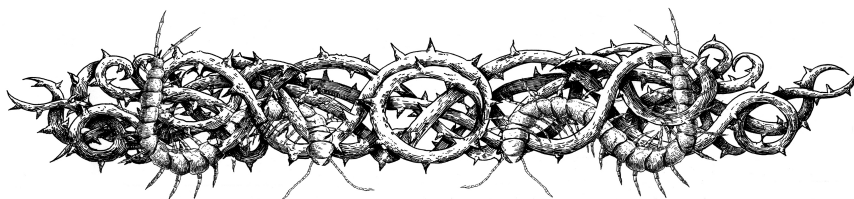




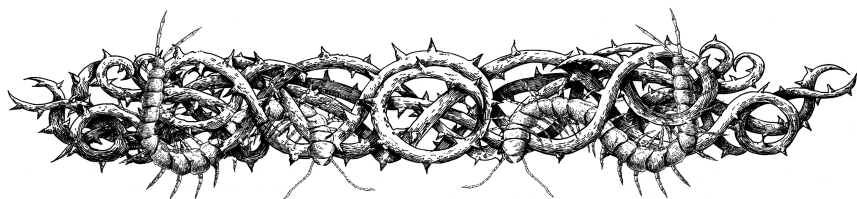
Radiant Corruption

Level: 3	Range: 10' radius or more	Duration: Instantaneous	Casting time: 1 action	Save: Fort vs check
General	The cleric curses the earth, radiating out from where they stand, corrupting the air, water, and soil that surrounds them.			
Manifestation	Roll 1d3: (1) tendrils of rot and decay snake outward from the cleric, seeking anything living; (2) the air becomes a stinking brown miasma; (3) thick, dark mist leaves a tar like residue on everything in the radius.			
1-15	Failure.			
16-17	The cleric's body radiates corrupting magic. Every living being within a 10' radius suffers 1d6+CL points of damage.			
18-21	The cleric's body radiates corrupting magic. The spell must affect every living being within a 15' radius. Each suffers 2d6+CL points of damage.			

22-23	The cleric's body radiates corrupting magic. The spell must affect every living beings within a 20' radius. Each suffers 3d6+CL points of damage.
24-26	The cleric's body radiates corrupting magic. The spell must affect every living being within a 25' radius. Each suffers 4d6+CL points of damage. Additionally, the victims suffer one of the following corruptions. Roll 1d3: (1) vile retching (lose 1 action die); (2) poison blood (all rolls are made at a reduced die); (3) wasting disease (loses 1d3 points from a random ability score every round for the duration of the corruption). Corruptions last 1d3+1 rounds.
27-31	The cleric's body radiates corrupting magic. The spell must affect every living being within a 30' radius. Each suffers 5d6+CL points of damage. Additionally, the victims suffer one of the following corruptions. Roll 1d3: (1) vile retching (lose 1 action die); (2) poison blood (all rolls are made at a reduced die); (3) wasting disease (loses 1d3 points from a random ability score every turn for the duration of the corruption). Corruptions last 1d5+1 turns.
32+	The cleric's body radiates corrupting magic. The spell must affect every living being within a 30' radius. Each suffers 6d6+CL points of damage. Additionally, the victims suffer one of the following corruptions. Roll 1d3: (1) vile retching (lose 1 action die); (2) poison blood (all rolls are made at a reduced die); (3) wasting disease (loses 1d3 points from a random ability score every day for the duration of the corruption). Corruptions last 1d7+1 days.



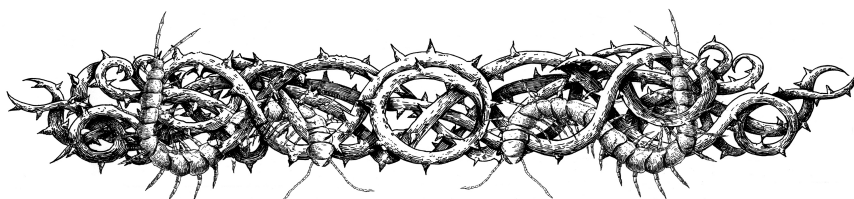
Uncontrollable Urge				
Level: 3	Range: 5'	Duration: Variable	Casting time: 1 action	Save: Will vs check
General	The cleric leans in and whispers titillating words of chaotic power to their victim, arousing feelings of purely selfish gratification.			
Manifestation	The words echo loudly in the victim's mind and their priorities shift, seeing the world through the viewpoint of their own personal gain.			
1-15	Failure.			
16-17	The cleric's whisper dulls the inhibitions of the victim, drawing them to covet the possessions and power of their friends for 1d6+CL rounds.			
18-21	The cleric's whisper numbs the inhibitions of the victim, drawing them to covet the possessions and power of their friends for 1d6+CL turns.			
22-23	The cleric's whisper silences the inhibitions of the victim, drawing them to covet the possessions and power of their friends for 24 hours. The victim will actively attempt to gain from the failings of their friends.			
24-26	The cleric's whisper silences the inhibitions of the victim, drawing them to covet the possessions and power of their friends for 1d3+CL days. The victim will actively attempt to gain from the failings of their friends.			
27-31	The cleric's whisper silences the inhibitions of the victim, drawing them to covet the possessions and power of their friends for 1d6+CL days. The victim will actively attempt to gain from the failings of their friends.			
32+	The cleric's whisper silences the inhibitions of the victim, making them a thrall to the powers of chaos.			



Guidance: Uncontrollable Urge is meant to bend the victim over from lawful/neutral alignment to chaotic. The PC or NPC should, for the duration of the spell, behave as if their wants and needs are the only ones that matter. Following the wishes of the group may satisfy their needs, particularly if they are weak or extremely vulnerable without the group. If they are strong or stealthy, they should take what they want and act only in their own selfish interests. Unlike Word of Command, which can force a character to commit a singular action, Uncontrollable Urge changes the worldview and priorities of the victim for the duration of the spell. Finally, if your gaming group uses Lines and Veils or another set of Safety Tools, follow them explicitly. Uncontrollable Urge is not an invitation to be gross and offensive. Think of it as an opportunity to explore the darkness lingering within the character if they gave heavily into their own selfish motivations.

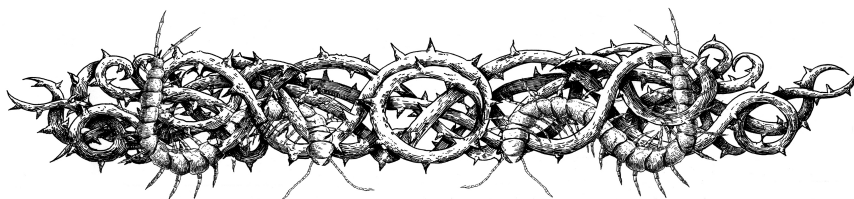
**Give of yourself to Me
I Encourage your Selfish Desires
Debase yourself in filth
Grovel before My Looming Disage
Six faces - Six Cuts of fealty**

**Submit and My Power
Will set you free**



The Eyes of Corruption (magic item)

	These flickering red gemstones channel the corrupting energies of Herlezzect the Debased God and bring forth representations of all of his faces. Each day, upon waking, the character must make a DC 13 Will save. If they pass, they may go through the day as normal. If they fail, one of the following manifestations takes place. Roll 1d6:
1	Chitinous insects: Upon failing the Will save they will throw up 1d6 scuttling insects. These insects will immediately crawl into the clothes and belongings of the character, as if parasitic pets. If the character attempts to command them, roll 1d20+CL. A roll of 12+ will allow the character to give them simple commands, but they will be unable to communicate any information back to the character.
2	Fattened maggots: Upon failing the Will save, any food within a 20' radius of the character will spoil, even if secured or possessed by other PCs. The food will be full of feasting maggots. The character possessing the eyes may eat these maggots as rations with no ill effects.
3	Probing tongues: Upon failing the Will save they will feel as if they have had horrific dreams of their soul being violated by demonic beings. Roll 1d6 twice: (1) Str; (2) Agi; (3) Sta; (4) Per; (5) Int; (6) Luc. The first roll will reduce the indicated stat by -1, and the second roll will increase the indicated stat by +1.
4	Spilling waste: Upon failing their Will save, the character will be afflicted by a wasting disease involving frequent, violent expulsion of waste. They will take 1d3 hit points damage each night for the next 3 nights, and immediately after any prolonged exertion (climbing, running, combat, etc). If the character embraces the affliction for all 3 nights without intervention - they may make another DC 13 Will save. If they succeed, they will gain +1 Stamina permanently. While enduring Spilling Waste, the manifestation will not shift until the full 3 days is complete.



5	<p>Bronze teeth: Upon failing their Will save, the character will feel an awful sensation in their mouth, as if their teeth were being forcibly moved. Their jaw will dislocate and it will sound as if bones have cracked. The character will take 1d3 hit points of damage as they suffer through their mouth expanding. If they open their mouth, others will see their mouth full of sharpened bronze teeth, glistening with otherworldly ichor. The character will now have a bite attack that does 1d6+Str damage. Every time the character attempts to make an attack, they must make a DC 13 Will save to use any means of attacking other than their bite.</p>
6	<p>Greed: Upon failing their Will save, the character will feel violently nauseous. They will vomit up 1d6 gold pieces, doing that many hit points damage as they are forced out of the character's body.</p>

Note: These rules were written to replace those found under encounter area 10, *The Precipice of Corruption* beneath the heading: Touching the Gems. These rules better convey the themes of the Hall of Twisted Faces, and make for a much more interesting treasure.





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