

The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



MONSTERS, TREASURE & PATRONS
VOLUME 2 OF FIVE BOOKLETS

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ANTI-MATTERNAUT

Init +1d6

Melee Atk

- phasing +5 (1d8)

Ranged Atk

- energy blast Ref DC 16 (2d8)

AC 15

HD (3d3)d8+6

Move 30 fly

Act 2d20

SP energy source

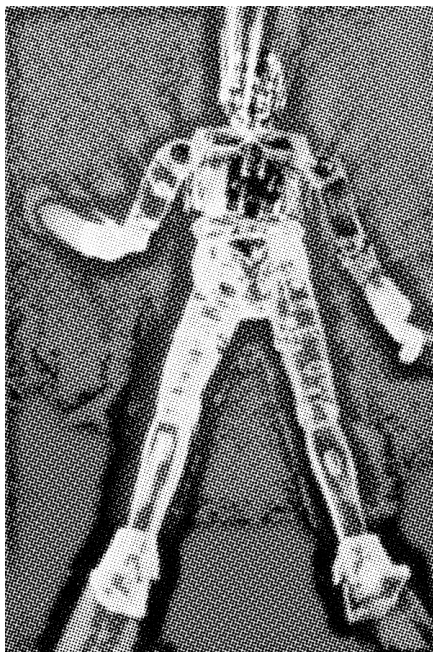
Fort +20

Ref +5

Will +20

AL N

Crit U/1d8+10



Pulled into this world from distant phases of reality when energies here are focused sharply by very sudden, intense magical manipulation (e.g., Spellburn of 12 or more points), Anti-

Maternauts both pose a threat and represent a dangerous opportunity. Their manifestation is never guaranteed, at most occurring with 1-in-30 such events.

Appearing 3" tall when dropping from the sky, the distortion clears and they stand three times the height of a man, translucent, opaque, light-bending, non-corporeal, and light-emitting all at the same time. They do not speak, though they may communicate telepathically with those they find 'interesting' enough.

An Anti-Maternaut will actually appear just before the event that summons him occurs. As such, he can potentially be used as an energy source to fuel the effect that separates him from his native reality. In the case of Spellburn, a Wizard can abort their intended Spellburn without consequence (no Ability damage) and instead move to intersect the Anti-Maternaut (if they can). The Wizard can then freely draw energy at a rate of 1d30 per round. Such energy must be used in the same round it is drawn, and can be combined with normal Spellburn. Meanwhile, the Wizard suffers 1d8 damage from the phasing effect, and may be targeted by the other attacks of the Anti-Maternaut.

Anti-Maternauts are extremely hostile to those causing their dimensional transference, attacking such individuals and their apparent allies fiercely. Just moving through a space with physical objects and creatures/characters in it causes the phasing attack to go off, not consuming Action Dice in the process (which can be used as usual to incur additional damage). The energy blast is a beam 10 feet in diameter, extending up to 1000', affecting all things within it.

Anti-Maternauts return to their home dimension 1d8 x 1d8 rounds after they are summoned.

— bygrinstow

BLIGHT SERPENT

By Matthias Weeks

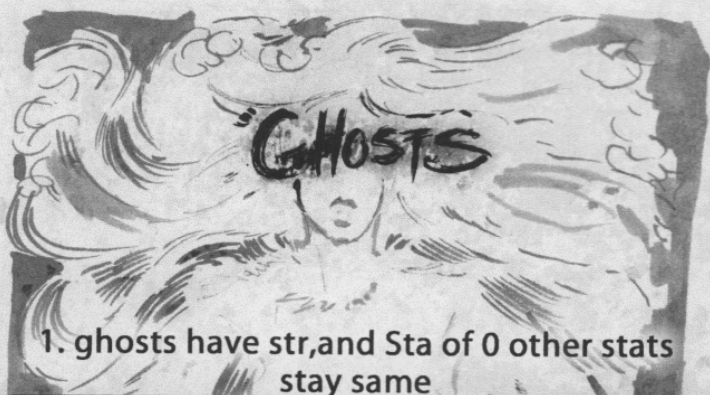
Blight Serpent: Init +3; Atk bite +7 melee (1d6 plus poison, DC 14 Fort save or paralyzed for 1d4 rounds) or blight swarm (all targets within 20' x 20' space, DC 12 Ref save or blinding attack); AC 16; HD 4d8; MV 30'; Act 1d20; SP poison, blight swarm; SV fort +5, Ref +3, Will +2, AL N.

Blight Serpents are attracted to areas ripe with disease and death. While feasting on the corpses of the dead, they ingest large amounts of insect larvae which quickly gestate inside the serpent. These hosts of flies, gnats, and other nuisance insects live around and inside the creature, forming a symbiotic relationship not unlike that of wolves and ravens. Twice per day, the serpent can spit a vast swarm of pests at unsuspecting prey, causing disorientation and blindness. Anyone caught within a blight swarm must make a DC 12 Ref save or suffer the results of a blinding attack (see DCC RPG rulebook), with a deed die equal to the amount the save was failed by (treat anything less than 3 as a 3 and disregard the permanent blindness effect on a 7+).

Blight Serpents are always accompanied by 1d4 insect swarms (see DCC RPG Rulebook). Each blight swarm attack also creates a new insect swarm.



Artwork by Michael Bukowski (yog-blogsoth.blogspot.com)



1. ghosts have str, and Sta of 0 other stats stay same
2. can talk to anyone as normal
3. can move freely between all the tables. though cannot leave large groups
4. Ghost characters can only affect the world by influencing the actions of others. Ghosts action die is a d6. They can roll this die and use it to modify one living player's action roll, positively or negatively.
- 5 Can possess lower HD enemies by winning in an opposed Will save roll off. Roll 1d20 and add entire PER score for each. This can only be tried twice per evening of real time. Higher wins. Loser becomes a ghost.
6. Ghosts can be destroyed by Turn undead spells.
7. Ghosts should retain full HP of living self
8. Ghosts can be attacked by other ghosts, in combat ghosts do 1d6 damage. Fumbles= instant final dead, Criticals= death blow to other ghosts
9. Ghosts cannot pass through walls
10. ghosts are always normally visible

Grub Knight

Grub Knight: Init +1; Atk claw +2 melee (1d6); spit +0 ranged (1d4, acid slime); AC 10; HD 1d10; MV 20"; Act 1d20; SP acid spray, acid slime; SV Fort +0, Ref +0, Will +0; AL C.

Grub Knights are drawn to the site of any large battle taking place in their native regions. If one were to tarry too long after such a battle, they would find the horizon filling with what looks like knights crawling on their knees. As the flock of grub knights close in, offering the viewer a closer inspection, they reveal the even more hideous visage of a giant grub dragging along with it the discarded weapons and twisted limbs of the dead still encased in scraps of armor.

The grubs are covered in an acid slime that will deal 1d4 damage per round to anything organic exposed to it. If threatened, a Grub Knight will violently shake causing an acid spray which covers a 10' radius around its body. Anything in that area must pass a DC 10 Reflex save or is coated with its acid slime.



Sniakon
A DCC RPG Monster
By Terry Olson

Sniakon: Init +2; Atk bite +5 melee (1d8); AC 16; HD 4d8; MV 20' or swim 40'; Act 1d20; SP *light cloud* (100' range, 20'x20'x20' cube of light, grants surprise when attacking from water); SV Fort +2, Ref +4, Will +2; AL N.

The Sniakon is a predatory species hinted at in ancient texts, but rarely discovered. Similar to a reptile, its 15' long serpentine torso is covered in shimmering iridescent scales. It has long fore flippers half-way along its body and short hind flippers at its tail; these provide maneuverability in the water as well as assistance with land-based locomotion. Its head features three large glowing eyes irregularly positioned on its skull; no two sniakons have identically placed eyes. It has small ear flaps, as well as a canine snout with a powerful jaw and extremely sharp teeth. Both head and flippers are covered in a thick black fur. Where the fur transitions to scales from head to body, the sniakon has gills that enable it to breathe underwater. It can spend six consecutive hours breathing air, but must then return to water to give its weak lungs a rest.

Sniakons are able to summon at will a "*light cloud*" to illuminate areas of interest. The cloud is composed of many tiny spheres of dim light that randomly move around within a cubic volume 20' per side. These spheres look very much like the sniakons' own glowing eyes, and it is a common tactic for a sniakon to summon a *light cloud* above the surface of the water in which it dwells. Most creatures mistake its eyes as part of the cloud, granting the sniakon surprise as it emerges from the water to attack. When outside of the water, the beast emits a putrid odor akin to rotting fish.

In combat, sniakons favor attacking lightly armored foes with their vicious bite attack, though they will not shy away from melee with those more heavily armored. On a critical hit, the sniakon usually latches its teeth onto limb, neck, or head, ripping flesh and causing severe debilitation (see table below). Note that all debilitations may be cured by a cleric's lay on hands.



There is a binding ritual, known to only a few sages, that enables one to establish a mental link with a sniakon such that he can see what the sniakon sees. The egg from which the creature hatches must be buried by the person performing the ritual.

Crit Table: Sniakon

1d7	Result
1	Tail Sweep! +1d4 damage, PC is knocked prone
2	Cripple Left Leg! +1d6 damage, left leg is mangled, broken and useless, AGI -1, MV -10'
3	Cripple Right Leg! +1d6 damage, right leg is mangled, broken and useless, AGI -1, MV -10'
4	Cripple Left Arm! +1d6 damage, left arm is mangled, broken and useless, -2d to left arm attacks
5	Cripple Right Arm! +1d6 damage, right arm is mangled, broken and useless, -2d to right arm attacks
6	Face Bite! +1d8 damage, teeth puncture eyes, permanently completely blinded (see DCC RPG, pg. 89)
7	Neck Crunch! +1d10 damage, paralyzed and helpless

Vaechrall
A DCC RPG Demon
By Terry Olson



Vaechrall (type I demon): Init +2; Atk barbed leg +6 melee (1d8) and bite +6 melee (1d10); AC 15; HD 4d12; MV 40'; Act 2d20; SP additional bite Atk if both legs hit; infernal discomfort (10' radius, 1d3+3 rounds, DC 14 Will save/round, Act d24 and crit for modified results > 19 on incapacitated victims, with natural 20-24 auto-hitting); demon traits (p. 401 in the DCC RPG Rulebook); SV Fort +3, Ref +2, Will +4; AL C.

The vaechrall (pronounced vay-kral) is a primordial agent of destruction, sent across the multiverse to do a proto-god's bidding. In the material plane, a vaechrall typically manifests as having an ivory-colored larvae-like body, 12 feet long and 3 feet in diameter, covered with thin opalescent scales. Its conical head composes the front 3 feet of its body and is capped with a deep violet skin like hardened leather. This head is entirely mouth, which opens with 5 symmetric jaws (like a grotesque 5-petaled flower opening from a bud); the inner surfaces of these jaws are covered with many fanged mouths of various sizes, each mouth having a tongue and capable of speaking independently of each other. Its tail ends with a two-pronged horn, much like a pointed wishbone.

The vaechral "sees" via echolocation using its many mouths; its barbed tongue detects scents and vibrations. It also digs by emitting frequencies that shatter stone. A vaechral's abilities are not limited to stone, however, as it can discover shattering frequencies of almost any material (e.g., woods, metals, crystals...even flesh) if given enough time. Since its mouths operate independently, a vaechral can see, dig, converse in common and infernal, etc., all at the same time. Vaechrals enjoy the company of blood-sucking insects, and will usually devote a few mouths to make sounds that attract them. Consequently, a vaechral is almost always encountered with an insect swarm.

Despite its great size, it moves rapidly by slithering its worm-like torso while propelling itself with two barbed, pointed multi-jointed legs, which radiate outward just below the head.

During combat the vaechral lifts the front third of its body off the ground, so that it may impale creatures with its barbed legs. If both legs hit the same target, the vaechral does an additional biting attack with its many mouths. It also begins melee by casting *darkness* (+4 to spell check, demon trait) to encircle itself in a blinding sphere of absolute blackness. Due to its echolocation, it is unaffected; foes in melee range will be fighting blind, however. The demon also has another defense mechanism; successfully hitting a vaechral's body with piercing or slashing weapons releases a psychoactive gas in a 10' radius. This drug causes "infernal discomfort" with sensations of extreme heat, itching, insects crawling on skin, etc., that are so real that victims immediately drop their weapons and writhe helplessly on the ground. Vaechrals use a d24 to attack these victims, with all modified results above 19 being criticals (roll a 1d4 on Crit Table DN, p. 388 in the DCC RPG Rulebook) and natural rolls of 20-24 are automatic hits.

Items to Die For

By Kyle Turner

"There is a cost to doing magic. Wizards know this. And so, there is also a cost to magic items. Wield these instruments of death at your own risk."

The Fog of War

How important was that shield, anyway?

Gray and white vapors swirl inside this glass phial.

When held: Fills one hand. While in battle, you can see through natural and magical fog as if it is not there.

When used: You throw the phial to the ground, breaking and destroying it. The swirling vapors inside surround you for 8 rounds. During this time, you are considered behind cover and enemies targeting you are considered blinded (see DCC RPG rulebook, p.78).

Harrow

There are worse ways to die, though not many.

This gnarled bow is the awful, unsettling white of polished bone. When touched, whispers and horrible cracking sounds fill your head.

When held: On a critical miss, do not roll on the chart. Instead, name a body part on the friendly creature closest to the target; the named body part is broken and useless.

When used: Name a body part on the target. Ranged attacks made with this bow have a -5 attack roll modifier. If you hit, deal no damage; instead, the named body part is broken and useless.

Yi'ao, the Flame

If you're lucky, you'll find this sword alongside its marble scabbard.

This iron sword has very real flames running down its blade. Though the iron hilt is not aflame, it is very hot. Any wood, cloth, or leather wrapped around the hilt chars and crumbles away.

When held: Deals $1d3$ fire damage to wielder every round.

When used: Deals $1d6 + 1d6$ fire damage to any targets hit.



Objects of Wonder
From the Ruins of Glittergus
By Jordan Smith

Glittergus, the ancient city of antiquity, sits alone on its plateau above the deserts of the Hudson Basin. A city older than recorded time, it draws treasure seekers in with its tales of glass spires, screaming metal dragons, and libraries of lost knowledge. Many explorers are from the Swamp Kingdoms of Jersey and the scattered lands of Brokendyn. Many dream of exploring the ruins, but few dare to enter, and even fewer come back out. But those that do are laden with great treasures from the past.

Eye of Occultation

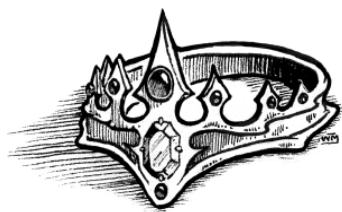
Also known as the Dark Eye, this item is whispered about in the circles of thieves all throughout Brokendyn. Believed to be the crystallized eye of the Doom Prophet Baron Laird, the eye appears as a deep purple sphere.

The one holding the eye in front of oneself is rendered invisible to those who are on the other side. If the eye is not held up directly between its wielder and the intended target the wielder will be visible. If an object passes between the intended target and the eye, the wielder will become visible.

While in possession of the eye, one begins to hear the worms of the earth. The longer one holds on, the louder the voice becomes. Foreseeing the eventual place of all flesh.

Crown of the Ape King

Several years ago a talking Ape escaped from the Wizard's tower on Randy's Plateau, a smaller spur of Glittergus.



He spoke of his life as a beast and being captured. He spoke then of being experimented on by the diabolic wizards. He was crowned King of the Apes mockingly and given a metal crown. Once crowned, the new 'King' discovered a whole world of thought that allowed him to escape.

The crown is made of a tarnished copper. It rises in four great peaks; in the center of the forehead is a metal switch. Eight tines on the bottom of the crown magically insert themselves into the brain of anyone who wears the crown. When initially donning the crown the character takes 1d6 damage and 1d6 physical ability damage. After the crown has been worn for a day the wearer can flip the switch up or down sending electrical current throughout the device. If the switch is flipped up, roll 1d8. That number is subtracted from their Strength and put into their Intelligence. If the switch is flipped down, roll 1d8. That number is subtracted from their Intelligence and put into their Strength. The switch can only be flipped once a day. If Intelligence reaches 0 they are turned into a mindless beast and must be put down. If Strength equals 0 their skull is crushed to pulp by the tines of the crown.

Steering Wand

The steering wand is a small item in the shape of a wishbone. Constructed of driftwood, it is carved with scenes of waves, rocks, and clouds on each of its respective sides. To operate, the side correlating to the mode of travel must be facing up, (ex. Clouds for mini-skiff, rocks for Alchemists Bike, waves for galleon) and it must be held with two hands. Any wizard, thief, or elf may make a spell check in place of a skill check to steer a vehicle.



The steering wand is known to have a distaste for fire and a love of strong ale. When in taverns the person carrying the rod will feel the nagging of the Wand to be submerged. The wand must also be soaked in seawater every day or suffer a cumulative 1% of failure.

Pelagian Equipment

By Bruce Clark

For centuries, U'hulu'hana had worked tirelessly for Pelagia, the Sea Goddess. He had spent years in devoted service, crafting articles and trinkets in worship of her, and he felt blessed by her. He evangelised to the world the wonders of the Sea. He had a bond with the Sea Goddess that he had never experienced with anyone else in his long life, whether on this plane or a distant one. He could ride dolphins, command fish, and commune with octopi. Sharks would cower in his presence.

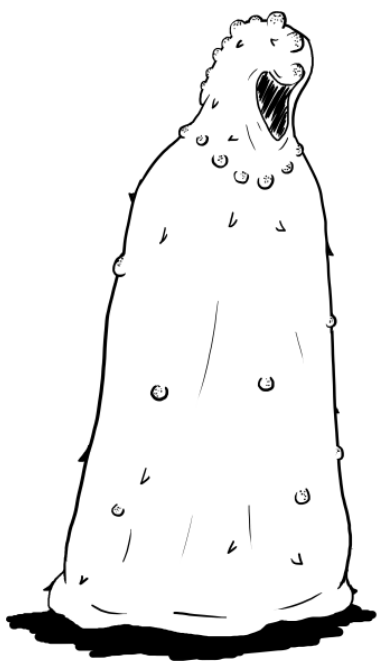
But the gods are fickle. Disapproval was always right around the corner. U'hulu'hana's command of the watery domain was rapidly dwindling. Recently, the dolphins would swim right by him, fish would obey less and less, and octopi would not listen. Sharks would not cower to U'hulu'hana.

It made his faith falter.

In order to win back approval, U'hulu'hana concocted a grand plan. He would craft the most gorgeous vestments the water kingdom would ever see. He would spend many moons crafting for her a gorgeous robe of seaweed that would enwrap the wearer in the awesomeness of Pelagia. The seaweed tendrils would obey the command of the wearer, in ultimate service to the Sea! A true druid of the Sea Goddess would bend the very fabric of the ocean at his command!

U'hulu'hana donned the robe that had consumed his last years in life. He uttered one last prayer to the Sea Goddess, and slowly crept into the waters. Perhaps this ultimate act of sacrifice would be what it took to regain the favor of Pelagia. If not, life was not worth living.

The following equipment is rumored to have been part of Pelagia's domain. Pelagia's Holy Vestments were said to be woven from seaweed from Pelagia's aquatic palace that a wandering cleric had wrapped himself in one day. The portable jellyfish was once a pet of Pelagia's that has seemingly gone astray.



Pelagia's Holy

Vestments. Robes

provide +2 AC and allow the wearer to swim up to his speed. The wearer can attempt to cast the spell *Entangle* up to three times per day.

Entangle

Seaweed sprouts from the robe, entangling the target. The seaweed will still be attached to the robe, but the wearer retains use of his hands. The target receives a Reflex save against the spell check DC to escape; otherwise, it is constrained.

A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC. The seaweed can be cut with an attack from a sharp weapon: AC 16, 5+CL hp.

(Roll as if casting a spell. Deity disapproval applies.)

Die	Outcome
1-13	Failure
14-15	Seaweed extends up to 10' away and entangles one creature for 1d4 rounds
16-19	Seaweed extends up to 20' away and entangles up to 1d3 creatures for 1d6 rounds
20-21	Seaweed extends up to 30' away and entangles up to 1d3+CL creatures for 1d6+CL rounds
22-25	Same as above, plus vines cover target's entire body. Target cannot speak (including uttering incantations for spells) and takes 1d3 STA damage each round
26-29	Like a geyser, seawater bursts forth from the robe in a 5' x 30' cone, knocking each creature prone (reflex DC 10+CL save to avoid). Creatures take 1d8+CL damage
30-31	1d7+CL vines extend up to 30' and into the mouths of targets (reflex DC 10 + CL save to avoid). Targets cannot speak and take 1d5+CL STA damage
32-33	1d3+CL electric eels shoot out of the robe. The eels attack enemies of the wearer but are not controlled by the wearer. Atk shock +CL melee (2d6+CL electric dmg); AC 14; HD 3d6; MV 30', Act 1d20; SV/AL as wearer
34+	1d7+CL vines extend up to 30', each tipped as if it were a long sword. The wearer can use his action to control all the vine-swords. Each vine can move 30'/round from robe. Attack is CL+2, dmg is 1d8+CL+2

Portable Jellyfish. Can throw at a target to deal 2d6 electricity damage (missile attack). Target must make a DC 10 + CL Ref save or take 1d5 STA dmg/round, successful save takes half damage and jellyfish is flung 15' to the side. Jellyfish stats: AC12, hp 1. Attacks against jellyfish suffer -2d penalty due to size.



The WALL of KOVACS

is a barrier made of wood and stone and metal, and which appears at different places, at different times. It is a transient fixture, if you will.

Touching one side of the Wall and burning a point of Luck calls forth a single demonic creature to emerge and remain with the one who placed their palm upon the Wall for the next 1d12 x 1d12 days. Such a creature will serve when asked, as often as asked – but will secretly undermine their master when time and solitude allows.

Demonite Base Stats: Init +0, Atk +0 (1d6), AC 10, HD 1d12, MV 30, Act 1d20, SP -, Fort +1, Ref +1, Will +0, AL C, "humanoid" shape

Touching the other side of the Wall will cause a Chaotic transformation in those doing the touching. This transformation lasts for 1d20 x 1d20 days. It may wreak havoc on personal, professional, and deific relationships, depending on the specifics of the transformation (and of the relationships).

Use the following table to determine features of the demon summoned, or of any mortal's personal transmogrification. Roll 1d8 to determine the number of alterations, duplicates are ignored (making for one less trait each time).

Roll	Transformation	Demon Adj.	PC Adj.
1	Upper and lower body halves are linked by a black sphere upon which the the body pivots.	+5 to AC and Reflex	+2 to AC and Reflex
2	Body is encased in thin scrim of ice.	+2 to AC and Fortitude	+1 to AC and Fortitude
3	Leaves grow out from edges of eyelids.	+5 to Will	+2 to Will
4	Head is replaced with a like-sized stamen – senses continue to work as normal.	+10 to Initiative	+2 to Initiative
5	Face is surmounted on a head composed of 1000 worms.	+10 to Will	+2 to Will
6	One arm becomes a long, poorly-controlled, thorny tendril.	+5 to Attack and Damage	gain Slam Atk (1d6+1)
7	Gain second set of legs, like a centaur, but short and stubby.	no speed increase, but gain 1 HD and +3 Fortitude	no speed increase, but gain 1d12 hp and +2 Fortitude

Roll	Transformation	Demon Adj.	PC Adj.
8	Each major joint of the body (elbow, knee, shoulder, hip), is a hand grabbing the next portion of the limb. The hands can let go of those parts and they can move independently (speed 5).	Add a 1d20 Action Die	Gain a 1d16 Action Die
9	Mass increases by x8. Height increases by x2.	Add 2 HD	Add 3d4 hp
10	Legs are attenuated, like slim, bent twigs.	Fly 40	Ground Mv -10; Fly 20
11	Pointed horns grow from head (1d7) – the number of horns is the "+x".	Gore Atk +3+x (1d6+x)	Gore Atk (1d5+x)
12	Prehensile tail – the tip can see as an eye.	Tail Atk +2 (1d5)	Tail Atk (1d3)
13	Invisibility, as the spell (pg 172) – no "lost" nor "worse!" results.	20+1d12 Check	1d12+7 Check
14	The body gains 1d7 additional faces. These can be anywhere (chest, back, thighs, palms, etc.). Only three faces maximum can be 'active' at any time, but can sense and communicate as normal.	Acid spit Atk +4 (1d4+1, exploding die); See Invisible on 4-in-6	Acid spit Atk (1d4); See invisible on 2-in-6; on New Moon, glimpse alternate realities

NOTE: The transmogrifications a PC may go through in this process have their advantages, but Judges are encouraged to play up any negative side effects of these changes. Ain't nothing free.

BONUS? There is a hidden, red, wooden door somewhere on the Wall. Not just anyone can find it. Only the person who's recently Burnt the most Luck, or a simple 1-in-30 individuals can see and use the door (Judge's choice). If those who do find it go through it, they will discover they are in a realm of successive doors. Following the 'chain' of doors all the way to the end will transform them. They will gain +1d4 Personality (to max 18). But this journey, while only taking minutes or hours for them, will have taken 1d7 days in their world of origin once they step back through to the door to home. Alternately, the 'trip' will only take 1d24 minutes, but one randomly chosen possession will (in the next 1d30 hours): break, get stolen, become useless, meld into stone, burn whenever it is touched/used, become composed of candle wax, etc.



"Red Door #2" -DOUG KOVACS: Artist/Illustrator- ©Doug Kovacs

— bygrinstow

Suggested by Wayne Snyder

Inspired by the Art of Doug Kovacs

Ghrelin
By Randall D. Bailey Jr.



The Demon Lord of Hunger and Starvation, Ghrelin, cares about nothing but consuming. His name is both praised and cursed in hopes that he will relent and spare those in dire need of food and never darken the door of those with plenty. In order to form a bond with Ghrelin one must sacrifice everything that they own: food, possessions, sometimes even loved ones. They must know hunger in order to receive the blessings of Ghrelin.

Invoke Patron:

12-13 Ghrelin is busy starving others. The immediate area around the caster appears weak and dehydrated. Grass turns brown, plants wither, and a thirst grows in the throats of animals and humans alike. The caster is granted 1d6 stamina for the next hour. This may be Spellburned as normal.

14-17 Ghrelin sends a plague of devouring locusts that appear in 1d4 rounds. They occupy a 20' by 20' space devouring plants and trees leaving nothing but dust. Anyone caught within the cloud suffer bite marks and has any food on them devoured as well unless tightly sealed against such attack. The insects disperse within 1d6 rounds.

Plague of Locusts: Init +0; Atk bite +2 melee (dmg 1d3); AC 9; HP 35; MV 20' fly; Act 1d20; SP: Half damage from non-area attacks; SV Fort +0, Reflex +4, Will +0; AL C.

18-19 The caster's target is drained of nutrients causing 2d6 hit point damage. Additionally, everyone within 5' of the caster, friend or foe, is drained of 1d6 hit points as the area around the target is leached of its nutrients.

20-23 Ghrelin grants a boon to the caster, ravaging the land 20' surrounding the caster leaving it barren for 1d3 months and granting the caster and 1d5 party members 1d6 Stamina. Those affected will not require any other sustenance for 1d3 days.

24-27 Ghrelin summons 1d3 wasteland zombies from the very earth itself. They obey the caster's commands for 1d5 rounds and then explode into a ravenous dust cloud forcing a Will save DC 15 or spend 1d3 rounds trying to consume friend or foe.

Wasteland Zombie: Init -2; Atk Bite +5 melee (1d4); AC 10; HD 4d6; MV 20'; Act 1d20; Sp Choking Death; SV Fort +5, Reflex -3, Will +3; AL C.

28-29 Ghrelin sends forth a vampire to aid the caster for the duration of one night. The vampire arrives within 1d3 rounds. At the end of the night the vampire will offer the caster and his

party a single drop of blood that will heal 2d5 hit points worth of damage or restore 1d6 points of Stamina damage. This offer comes with a price to be negotiated by the Judge.

Vampire: Init +5; Atk claw +12 melee (dmg 2d4) or bite +8 melee (1d4+Stamina Drain); AC 17; HD 3d12; MV 40'; Act 2d20; SP Stamina Drain on a successful bite attack the vampire drains 1d6 stamina adding it to his own hit point total. A Str check DC 15 is required to remove the embrace or else take 1d6 damage automatically the next round; SV Fort +2, Reflex +4, Will +4; AL C.

30-31 For the next 2d5 rounds the caster fights with the strength of the desperate. All of his attack rolls are made at a +5, his saves are at a +4 and his damage rolls are at a +3. Anyone killed during this time grants the caster 1d8 hit points as their nourishment is transferred from their bodies to that of the caster.

32+ All plant life and vegetation for 100 feet around the caster is extinguished. The ground hardens and cracks and the spirits of all those who have died due to starvation arise and swarm the caster's enemies in an area that is 10 times the caster level squared. Anyone killed by these swarming starvation spirits has their soul separated from their bodies to join the swarm, adding 1d8 hit points, and the body itself animates as a wasteland zombie (see result 24-27 above.)



Starvation Spirit Swarm: Init +6; Atk spirit touch +12 (2d8+3 + Spirit Drain); AC 21; HD 12d8; MV 60' fly; Act 2d20; SP Spirit Drain drains 1d4 of a random physical stat (Strength, Dexterity, Stamina); SV Fort +10, Reflex +9, Will +12; AL C.

Patron Taint: Ghrelin

1d6	Result
1	When this is first rolled the caster feels famished and must consume one and a half times the normal amount of food in a day's time or suffer 1d6 Stamina loss. On the second occurrence he must consume twice the amount of food and finally on a third roll he must consume three times the amount of food.
2	The first time this result is rolled everything that the caster eats appears rotting and crawling with maggots and a Will Save at a DC of 5 must be made in order to eat. The second time this is rolled everything appears rotten and smells rotten as well. The Will save is increased to DC 10. On the third roll everything that he eats appears, smells and tastes rotten and the Will save is increased to 15.
3	The first time this result is rolled the caster loses 1d10+10 pounds and one point of temporary strength for 1d3 days. The second time this is rolled the caster loses an additional 1d14+10 pounds and one point of temporary strength for 2d4 days. The third time this is rolled the caster loses an additional 1d20+10 pounds, develops a swollen belly and loses 1 point of permanent Strength.

4 The first time this result is rolled the caster's skin cracks and peels away from his body. The second time this result is rolled the caster's hair begins to fall out leaving wisps barely covering his scalp. The third time it is rolled the caster's skin around his lips draw back revealing broken rotting teeth and reduces his personality by 1 point permanently.

5 The first time this is rolled flies will appear around the caster anytime that he tries to eat. The second time this is rolled cockroaches will play at his feet, nibbling on his toes while he sups. The third time this is rolled a vulture will claim the caster as his own. At every meal there is a 50% chance this vulture will materialize and the caster must fight or lose his food to the creature.

Soul Vulture: Init +0; Atk beak +1 melee (1d3) or Atk talon +1 melee (1d4); AC 9; HD 2d3+1; MV 40' fly or 10' walk; Act 1d20; SP Materialize wherever the caster is located (outside, indoors, underground, etc.); SV Fort +2, Reflex +1, Will +1; AL C.

6 The first time this is rolled all spells by the caster carry an odor of rotten food. The second time this is rolled all spells by the caster carry an odor of rotten food and all within 5' must make a Fortitude roll versus DC 5 or suffer -1 to all rolls. The third time this is rolled the caster exudes an odor of rotten food around himself at all times and his personality is reduced by 1 permanently.





Spellburn: Ghrelin

Ghrelin is an ever-starved demon that demands that his followers prove their dedication to his all consuming appetite. When a caster uses Spellburn, roll 1d4 on the following table.

- | 1d4 | Result |
|-----|--|
| 1 | All food on the caster's body rots and develops maggots. The caster must immediately begin eating to show his devotion to Ghrelin suffering stat damage to fuel his spells. |
| 2 | A starving man will eat anything, including himself. The caster must carve off a thick slab of flesh and eat it. If from himself he may double the points earned but take 1d4 loss of hit points in addition to the stat damage. |
| 3 | Calling on Ghrelin's aid for more power, the souls of the ravenous emerge and swirl around the caster plucking and consuming bits and pieces of the caster. |

- 4 The caster must immediately begin fasting losing 1d3 Stamina per day for 1d3 days. If his Stamina falls to zero he dies and joins the ravenous spirits at the command of Ghrelin.

Patron Spells: Ghrelin

The Lord of Hunger grants three unique spells, as follows:

Level 1: *Feeding Frenzy*

Level 2: *Leech from the Earth*

Level 3: *Ravenous Spirit Summoning*

Feeding Frenzy

Level: 1 (Ghrelin)
Range: 120'
Duration: Varies
Casting Time: 1 round
Save: Will vs. Check

General The caster causes a target to experience a hunger so deeply that they devour any food they see, raw, cooked, rotten or otherwise. In the absence of food they will set upon one another devouring flesh. If no other targets exist they will gnaw at their own flesh. The check is made at a +1d if cast upon un-dead or demons, as their appetites are already ravenous.

Manifestation Roll 1d4: (1) Clouds of green dust; (2) caster's face appears zombified; (3) wave of putrid breath; (3) black tendrils; (4) spirit's twist around target's body.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 A single target must make a Will save or begin consuming food or flesh. This lasts for a single round. The target will attack anyone but the caster.
- 14-17 A single target must make a Will save or begin consuming food or flesh. This lasts for $1d4+1$ rounds. The target will attack anyone but the caster.
- 18-19 A single target must make a Will save or begin consuming food or flesh. This lasts for $1d6+1$ rounds. The target will attack anyone but the caster and receives a +1 to all attacks.
- 20-23 The caster may target a total number of creatures up to his caster level. The targets must make a Will save or begin consuming food or flesh. This lasts for $1d6+1$ rounds. The targets will attack anyone but the caster and $1d5$ of his allies and gain +1 to all attacks as well as damage.
- 24-27 The caster may target $1d6+CL$ creatures. The targets must make a Will save or begin consuming food or flesh. This lasts for $2d6+1$ rounds. The targets will attack anyone but the caster and $1d7$ of his allies and gain +2 to all attacks as well as damage.

28-29

The caster may target $2d6+CL$ creatures. The targets must make a Will save or begin consuming food or flesh. This lasts for $2d6+1$ rounds. The targets will attack anyone but the caster and his allies and gain +2 to all attacks as well as damage.

30-31

The caster may target $3d6+CL$ creatures. Targets of equal or less HD than the caster do not receive a save. Those of greater HD must make a Will save or begin consuming food or flesh. This lasts for $3d6+1$ rounds. The targets will attack anyone but the caster and his allies and gain +3 to all attacks as well as damage.

32+

The caster may target large groups of people, up to 100, as long as they are within his line of sight. There is no range limit. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD make a Will save. Failure means that the targets must consume food or flesh. This lasts for $3d6+Caster\ Level$ rounds. The targets will not attack the caster or his allies and all attacks and damage made by those affected receive a +4.



Leech from the Earth

Level: 2 (Ghreltin)
Range: Varies
Duration: Varies
Casting Time: 1 action
Save: N/A

- General The caster calls up Ghreltin and leaches nutrients from the surrounding area to infuse himself and his allies with health and vitality.
- Manifestation Roll 1d4 (1) Large 3 foot worms rise from the surrounding earth attaching to the caster and allies; (2) Flies surround the caster, briefly landing on him and then fall dead to the ground, (3) Surrounding plant life grows to wrap the caster in a cocoon before drying out and breaking open; (4) Caster's body is covered in a sheen of dry dust.
- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 One target the caster touches, including himself, has his Stamina raised to an 18 (+3 bonus) for 1d6 rounds. All plant life surrounding him, out to 5', withers and dies.
- 16-19 One target the caster touches gains a Stamina score of 18 (+3) with an additional +2 to his fortitude for 1d6+1 rounds. All plant life surrounding him, out to 5', withers and dies.

- 20-21 One target the caster touches gains a Stamina score of 20 (+4) for 1d6 turns. The ground surrounding the caster, out to 10', withers and dies.
- 22-25 Two targets of the caster's choosing gain a Stamina score of 20 (+4) for 1d6 turns. The ground surrounding the caster, out to 10', withers and dies.
- 26-29 All allies of the caster out to 25' gain a Stamina score of 18 (+3) for 1d7+1 hours. The ground surround the caster out to 50' withers and dies.
- 30-31 All allies of the caster within 25' gain +10 to their next fortitude save. Additionally, they gain a Stamina score of 18 (+3) for the next 2d7 hours. The ground surround the caster out to 75' withers and dies. Nothing will grow here for the next 1d3 seasons.
- 32-33 All allies within 50' gain a Stamina score of 20 (+4) for 2d3 days. The ground surrounding the caster out to 100' withers and dies. Nothing will grow here for the next 2d3 seasons.



The caster must complete a 1 month fast. During this time he may only eat and drink what he must to live. He will take 1d3+2 points of temporary stamina damage every week. He must also burn an additional 8 points of stat damage from his strength, agility or both. If he dies because of the stamina damage then he will rise as a ravenous spirit to be commanded by Ghrelin. If he survives the month, then he may add 1 point of permanent Stamina to his score. He must then roll 1d3 and subtract that permanently from his personality. If this is attempted for someone other than the caster then they both must fast and suffer the damage. If one of them dies they are both consumed by Ghrelin. The ground surrounding the caster out to 200' yards withers and dies. Nothing will ever grow here again.

Summon Ravenous Spirit

Level:	3 (Ghrelin)
Range:	20'
Duration:	Varies
Casting Time:	1 turn
Save:	none

General This spell summons a ravenous spirit to do the caster's bidding. The spell requires 3 points of spellburn with the effects varying according to the spellcheck. The spirit is under the caster's control so long as he remains true to the principles of Ghrelin. If commanded to do something antithetical to Ghrelin's principals a Will save vs

spell check is required. Failure indicates that the spirit has turned upon its caller.

Manifestation Roll 1d4: (1) A shimmering portal to the underworld opens; (2) The earth cracks pouring forth the spirit; (3) The spirit bursts forth from the chest of the caster; (4) The caster grows a third eye birthing forth the spirit. The eye remains until the spirit returns.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 **Minor Ravenous Spirit:** Init +0; Atk claw +3 melee (1d6+4); AC 13; HD 2d12; MV 30' Fly; Act 1d20; SP *Infravision* 30', 1/2 damage from non-magical weapons, Ghastly appearance requires a Will save DC 12 or +1d4 damage + fear (frightened creatures flee for 1d6 turns or if cornered fight with -4 to attack rolls; SV Fort +4, Ref +4, Will +0; AL C. Duration 1d4+1 rounds.

18-21 **Minor Ravenous Spirit:** Init +0; Atk claw +3 melee (1d6+4); AC 13; HD 2d12; MV 30' Fly; Act 1d20; SP *Infravision* 30', 1/2 damage from non-magical weapons, Ghastly appearance requires a Will save DC 12 or +1d4 damage + fear (frightened creatures flee for 1d6 turns or if cornered fight with -4 to attack rolls; SV Fort +4, Ref +4, Will +0; AL C. Duration 1d4 turns.

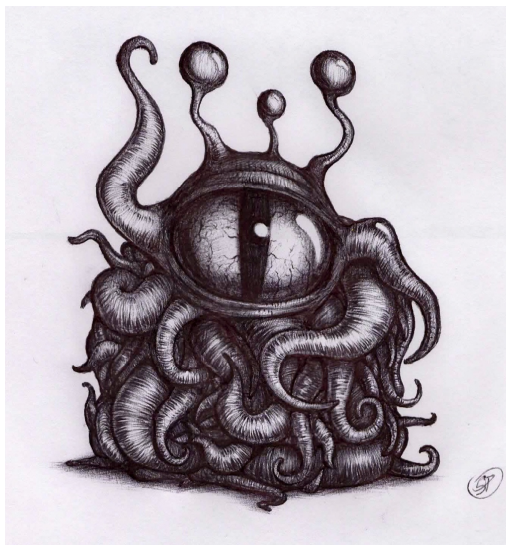
- 22-23 **Ravenous Spirit:** Init +4; Atk claw +8
melee (1d8+ Stat damage); AC 15; HD
5d12; MV 30' Fly; Act 2d20; SP
Infravision 30', Immune to damage from
non-magical weapons or natural attacks
from creatures 3 HD or less, Stat drain
on successful hit requires a Fort save
DC 16 or 1d4 Stamina Damage; SV Fort +6,
Ref +6, Will +8; AL C. Duration 1d4+1 rounds.
- 24-26 **Major Ravenous Spirit:** Init +6; Atk claw
+10 melee (1d8+4); AC 18; HD 9d12; MV 30' Fly;
Act 2d20; SP *Infravision* 30', immune to damage
from magical weapons less than +2 or natural
attacks from creatures of 5 HD or less, a
swirling dust cloud surrounds the spirit doing
1d3 damage a round to all within 5'; SV Fort +8,
Ref +8, Will +10; AL C. Duration 1d4+1 rounds
- 27-31 **Greater Ravenous Spirit:** Init +8; Atk
claw +12 melee (1d8+6); AC 21; HD 12d12; MV
50' Fly; Act 2d20; SP *Infravision* 30',
immune to damage from magical weapons
less than +3 or natural attacks from
creatures of 7 HD or less, every successful
hit against the spirit requires a Reflex
save vs DC 21 or the attacker is
paralyzed for 1d4 hours; SV Fort +12, Ref +10,
Will +12; AL C. Duration 1d4 rounds
- 32-33 **Ravenous Spirit Avatar:** Init +8; Atk
claw +15 melee (1d8+8); AC 23; HD 15d12; MV
60' Fly; Act 2d20; SP *Infravision* 30', Immune
to damage from magical weapons less than
+4 or natural attacks from creatures of
9 HD or less, every successful attack
against the spirit requires a Reflex
save DC 23 or suffer +1d6 damage from a
spiritual backlash; SV Fort +14, Ref +12,
Will +14; AL C. Duration 1d4 rounds.

34-35

Greater Ravenous Avatar: Init +10; Atk claw +22 melee (1d10+possession); AC 25; HD 25d12; MV 60' Fly; Act 3d20; SP *Infravision* 30', immune to damage from magical weapons less than +4 or natural attacks from creatures 9 HD or less, every attack requires a Will save DC 26 or else the target is possessed for the duration of the summoning; SV Fort +16, Ref +14, Will +16; AL C. Duration 1d4+1 rounds.

36+

Greater Ravenous Avatar: Init +10; Atk claw +22 melee (1d10+possession); AC 25; HD 25d12; MV 60' Fly; Act 3d20; SP *Infravision* 30', immune to damage from magical weapons less than +4 or natural attacks from creatures 9 HD or less, every attack requires a Will save DC 26 or else the target is possessed for the duration of the summoning; SV Fort +16, Ref +14, Will +16; AL C. Duration 1d4+1 turns.



THE GIANT EBONY HAND

GEH is as inscrutable a Patron as one can have. You can talk to the Hand, but it doesn't talk back (as silent as one hand clapping) – leaving you in the dark (hence the ebony coloration).

ACQUISITION

In addition to the rules in the Core Rulebook, to acquire GEH as a Patron you must have previously been slapped in the face by a Giant, a Dragon, or a Demon (and survived the experience, obviously).



INVOKE PATRON

Manifestation: A giant, ghostly hand appears, defending the caster. It is not big enough to crush the saucer section of a starship ...yet. The hand lasts for 1d4+CL rounds.

- 12-13 The hand interposes itself to block attacks, granting a +2 to AC.
- 14-15 The AC increases to +3.
- 16-19 The AC rises to +4
- 20-21 The AC remains at +4, but can also protect one individual of the caster's choice who in physical contact with the caster.
- 22-25 The effect now also allows a Will Save vs. DC 20 against spells that don't normally allow a Save (e.g. Magic Missile). This also applies to chosen individual.
- 26-29 As above, but the Will Save drops to 18, and AC increases to +5.
- 30-31 The caster can include up to 3 other individuals in the effect (AC and Save) if they are within 10' of the caster; the Will Save drops to 16.
- 32-33 AC increases to +6. The duration is 1d12 rounds longer.
- 34+ AC increases to +8. The duration is now 2d8 rounds longer.

PATRON TAINT

- 1 The first time this is rolled, the caster develops a sixth finger on each hand. The second time, they develop a seventh finger on each hand. The third time, they develop a second thumb on each hand.
- 2 The first time this is rolled, the caster's toes elongate by two inches each. The second time, the foot shortens and it takes special shoes (or going barefoot) to not suffer from a 5' reduction in speed. The third

time, the caster has useful hands where his feet were, and can brachiate at Speed 20, and can re-roll any failed climb check.

- 3 The first time this is rolled one of the caster's hands turns as black as obsidian. The second time, when they cast a Patron spell that hand will try to punch the caster (roll normal to hit and damage rolls). The third time, the ebony hand will attempt to crush the 'normal' hand whenever a Patron spell is cast; if the attack roll is a crit or the damage roll is max, spellcasting (and other activities as per the Judge) is at -1 for 1d3 days.
- 4 The first time this is rolled, the caster's fingers all develop an extra segment (including a knuckle) making them each about an inch longer. The second time this is rolled, an extra knuckle develops (without lengthening the fingers). The third time this is rolled, the caster can bend his knuckles in either direction and he gets a 2-point bonus to casting Patron spells (or all spells at Judge's discretion).
- 5 GEH's power is too great for mortals to wield: The first time this result is rolled, the caster's fingers and hands shrivel, losing mass, but not length or width. The second time this is rolled, the caster develops painful arthritis in his hands and a 1-point penalty for spellcasting. The third time this is rolled, the caster develops a palsy in their hands causing an additional 1-point penalty for spellcasting.
- 6 The first time this result is rolled, whenever the caster meets someone new face-to-face, the power of GEH compels them to immediately slap the person across the face on a 2-in-5. The second time this result is rolled, the Wizard can once per day lay his hands on another person to heal up to CL hit points. The third time this is rolled, the touch of the Wizard can instantly calm a person, as if they had just been meditating for an hour.

PATRON SPELLS

Level 1: *Sign Language*

Level 2: *Ybgib's Hand, Fingerpoke of Doom*

Level 3: *Manual Control*

SPELLBURN

- 1 The caster must break one finger on one hand. [Agility or Strength damage]
- 2 The caster must cover their eyes for 1d3 rounds, able to see nothing, suffering the physical drain thereby. [Agility or Stamina damage]
- 3 The caster must lay hands on another individual or creature in order to cast the spell they are spellburning for, which transfers their spellburned points to that entity [which fade at 1 pt per Turn].



- 4 The Giant Ebony Hand manifests and crushes the caster in its grip. Whatever points the caster was spellburning, 1d4 extra points are lost – from other physical attributes if the caster was only burning from one or two attributes. [Random]

SPELLS:

SIGN LANGUAGE

Range: 30'+

Casting Time: 1 round

Level: 1 (GEH)

Duration: CL rounds

Save: none

General The caster can communicate through hand gestures alone, and cannot be misunderstood.

Manifestation Roll 1d4: (1) affected targets see subtitles (if illiterate, they see cartoons); (2) affected targets hear the words in their heads; (3) affected targets simply understand the gestures; (4) fingers of light connect the caster and the affected targets for the duration.

1 Lost, failure, and patron taint.

2-11 Lost and failure.

12-13 Everyone with a 30' radius who can see the caster can understand anything he tries to communicate through hand gestures alone.

14-17 The range increases to 50', and the caster can exclude 2 targets from the understanding effect.

18-19 The range increases to 70' and the caster can exclude 2d3 targets in range.

20-23 The range increases to 90' and the caster can exclude 2d3+2 targets in range.

24-27 The range increases to 100' and the caster can exclude any targets they choose.

28-29 As above, and the caster can choose 1d3 targets that can communicate back to himself in the same manner.

30-31 As above, and the caster can choose 2d6 targets that can communicate back to him.

32+ The caster can specifically choose any targets within 120' with who can communicate unerringly through hand gestures with each other for the duration of the spell.

YBGIB'S HAND

Range: 40'

Casting Time: 1 round

Level: 2 (GEH)

Duration: CL+1 rounds

Save: none

General: A tower shield-sized ghostly hand appears, doing the caster's bidding at range — like visible telekinesis. Other spells may be cast while Ybgib's Hand is up, but spellchecks are at -2 (concentration on the hand is needed; this penalty does not apply to Invoke Patron (GEH) — but if both spells are in effect, there is just the one hand for each, and it can perform one or the other spell result, switching 'roles' as needed; both spells now last the longest of the two Durations).

Manifestation: A giant hand appears — weren't you reading? It's the same as Invoke Patron.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost and failure. |
| 12-13 | The hand can work devices and/or lift and move up to 100 lbs at up to 30' per round. The hand is as dextrous as the caster, using his Agility score (and other such traits) as its own. The hand must stay within the casting range of the caster. |
| 14-15 | As above, and it can throw the lifted objects for 2d6+(weight/30) damage; range is 20/40/60 and uses the caster's own ranged attack bonus. |
| 16-19 | As above, but it can lift up to 300 lbs. |
| 20-21 | As above, but it can move out to 80' from the caster, and the hand can move at 50' per round. |
| 22-25 | The range increment for throwing attacks becomes 40/80/120. |
| 26-29 | The hand can manipulate up to 1000 lbs (max damage 2d6+16), and can move up to 160' away from the caster. |
| 30-31 | The hand functions as if with an Agility score twice that of the caster. It can move at a rate of 80' per round. |
| 32-33 | The hand can manipulate up to 2000 lbs (max damage 4d6+16). |
| 34+ | The speed of the hand becomes 120' and the range increments are 60/120/180. |

FINGERPOKE OF DOOM

Level: 2 (GEH)

Range: 60'

Duration: instant

Casting Time: 1 round

Save: Fort

General: The caster causes damage to the target by jabbing his finger(s) in their general direction. There is a Save for half damage. At higher casting results, the Fingerpoke is utterly deadly.

Manifestation: Roll 1d3: (1) A "woo-woo-woo" sound accompanies the gesture; (2) a phantom finger floats to the target, growing in size; (3) the image of the caster stretches out and pokes the target.

1 Lost, failure, and patron taint.

2-11 Lost and failure.

12-13 The jab causes 1d6+CL damage to one target.

14-15 The jab causes 1d12+CL damage to one target.

16-19 The jab causes 2d12+2CL damage to one target, or 1d12+CL damage to each of two targets within 30' of each other.

20-21 The jab causes 3d12+3CL damage to one target, or 1d12+CL damage to each of up to three targets within 40' of each other.

22-25 The jab causes 4d12+4CL damage to one target, or 1d12+CL damage to each of up to four targets within 50' of each other.

26-29 The jab causes 6d12+6CL damage to one target, or 1d12+CL damage to each of up to six targets within 60' of each other.

30-31 The jab causes 6d12+6CL damage to one target, or 1d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 12 or die from their head being burst by the jab.

32-33 The jab causes 8d12+6CL damage to one target, or 2d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 16 or die from their head being burst by the jab.

34+ The jab causes 8d12+6CL damage to one target, or 3d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 20 or die from their head being burst by the jab.



MANUAL CONTROL

Range: 120'

Casting Time: 1 round

Level: 3 (GEH)

Duration: CL rounds

Save: Will

General: The caster interferes with the targets control of their own hand. At higher casting results, the caster can completely control the target's hand, and even detach the target's hand and control it as a familiar. A successful Save completely negates the effect.

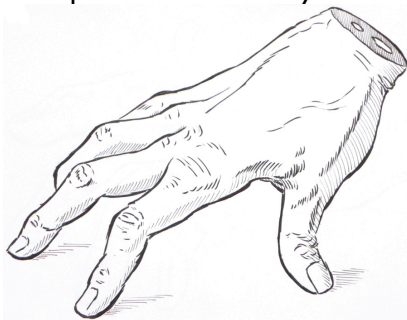
Manifestation: The Giant Ebony Hand slaps the targets and they immediately suffer the effects of the spell.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | A single target has their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 2. |
| 18-21 | Up to three targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 4. |
| 22-23 | Up to six targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |
| 24-26 | One target of this spell has his hands completely under the control of the caster (though not his arms, shoulders, etc.). The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, up to 2 other targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |
| 27-31 | Two targets of this spell have their hands completely under the control of the caster (though not their arms, shoulders, etc.). The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, up to 3 other targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |

- 32-33 Two targets of this spell have their hands completely under the control of the caster. The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, the caster can move the target's hands around by virtue of controlling where the hands are in space, if the target fails a second Save. This movement may 'drag' the target behind their own hands, if they are attempting to break free from the control. The speed of the controlled hands is 10' per round (up to 30' if the target is willing to move), in all directions (up and down, too).
- 34-35 Two targets of this spell have their hands completely under the control of the caster. The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, the caster can move the target's hands around by virtue of controlling where the hands are in space, if the target fails a second Save. This movement may 'drag' the target behind their own hands, if they are attempting to break free from the control. The speed of the controlled hands is 30' per round (up to 40' if the target is willing to move), in all directions (up and down, too).
- 36+ The caster may invoke any one lower spellcasting result of this spell in addition to the following effects. The hands of one target detach and come under the complete control of the caster. They essentially become an ersatz Familiars to the caster. If the caster already has a Familiar, that Familiar will leave, never to return. No new Familiar can be summoned while the caster has even just one 'hand' Familiar (multiple hand Familiars are possible). Stats for a hand are below.

HAND FAMILIAR: HD 1d4+1; AC 13; Saves +1; Speed 5, fly 15; Atk Punch +2 (1d4), INT 5

- The Wizard can feel what the hand(s) feel, such as temperature, vibration, texture, etc.
- The hand(s) can move away from the caster up to 300'. If taken beyond this range, they become inert, normal hands.
- Note that not all the usual rules for Familiars apply, e.g., the Wizard does not gain bonus hp, for one thing.



— bygrinstow

Inspired by Todd McGowan's tchotchke

Improved by DCC Google+ Community Members

Patron: Hecate

By Doyle Wayne Ramos-Tavener



Hecate is the patron of witches. She sends nightmares, allows one to raise the dead and speak to them with dark rites, and is associated with the Underworld and Night. Yet for all these attributes, she is accounted as one of the Titans who is an ally to the Gods. Hecate may never be invoked during the day.

Invoke Patron check results:

12-13 Torches dim, shadows lengthen, and the presence of Hecate is felt, giving the caster a surge of energy in the form of +1d6 Luck for the next hour. This Luck may be burned for spell checks.

14-17 Hecate sends a fright of ghosts to harass the enemies of her servant. The spirits arrive from glowing cracks in the ground in 1d4 rounds and disperse in 1d3 rounds.

Fright of Ghosts: Init +4; Atk Moan +4 (spell check) against all in 15'x15' area (dmg 1d3); targets must make a Will save vs. the spell check or flee, ghost-ridden, for 1d6 rounds, and must pass a DC 10 Morale check to return to confront the caster; AC 10; HD 1d8; HP 5; MV 30'; Act 1d20; SP un-dead traits; SV Fort +0, Ref +4, Will +4; AL N.

The fright of ghosts is a swarm which collectively occupies a space of fifteen feet by fifteen feet, and can overlap with other creatures. The spirits attack all enemies of the caster and Hecate within this space. Anyone in the area of the fright at the end of its turn takes 1d3 damage and must save. The fright can only be damaged by fire, magic, or magic weapons. The fright can be turned.

18-19 Hecate curses the caster's most dangerous nearby opponent with a vision of her might and power. The victim screams in agony and may take no action for 1d3 rounds unless he passes a Will save (DC equal to the spell check result) each round. The enemy automatically suffers 1d4 points of damage per round as his eyes bleed from the revelation.

20-23 A giant image of Hecate appears behind the caster for 1d4 rounds. She places her chill and holy hand upon the caster's shoulder and blesses him with her presence. Others cannot see the image, but they are still subject to its effects. All foes of the Invoker currently present must successfully make a Will save vs. *fear* or flee from the Invoker for 1d6 + CL rounds. Foes who are cornered or forced to fight before the *fear* ends strike at -2 to hit.

24-27 Hecate sends a pack of her blessed children, savage wild dogs, to attack the foes of the Invoker. 1d6 of the beasts arrive in 1d4 rounds. They obey the Invoker's commands until Hecate needs them elsewhere (caster must make DC 20 spell check every hour or the pack departs; or judge's discretion). If the dogs have no foes to attack when they arrive they turn and attack the Invoker's allies.

Children of Hecate: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.

28-29 Hecate sends a minor servant, one of the hungry dead. This horrid creature rises from the nearby darkness and wails hideously, then begins striking down foes and consuming them with gusto. It remains for one hour.

The Hungry Dead: Init +1; Atk Bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, *paralyzation*, *infravision 100'*; SV Fort +1, Ref +0, Will +0; AL C.

A humanoid creature bitten by the Hungry Dead must make a DC 14 Will save or be *paralyzed*, unable to move or take any physical action for 1d6 hours. The Hungry Dead wail and meep constantly. They are un-dead, and thus can be turned by a Cleric. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison, *sleep*, *charm*, and *hold spells*, as well as other mental effects and *cold* damage.

30-31 Hecate sends a hag. This terrible dam smites the caster's enemies, cackling all the while. It remains for 2d6 rounds, during which time it fights ferociously.

Hag of Hecate: Init +6; Atk claws +5 melee (1d8 + *life drain*); AC 16; HD 4d6; MV 40'; Act 1d20; SP Un-dead traits, *life drain*; SV Fort +0, Ref +3, Will +2; AL N.

Hags are extremely agile, but the features of their once living souls have waned, leaving them emaciated and feral. Hags have long claws that they use to rend flesh from bone. Those touched by a Hag must succeed a DC 16 Fort save or lose 1d6 Stamina temporarily. Stamina returns at a rate of 1 per turn.

32+ Hecate sends an avatar and also imbues the caster with an infusion of Luck. The caster gains a +6 bonus to Luck as long as the avatar remains present. The avatar, a triple-faced (dog, horse, and lion) giant, rises from the nearby darkness to attack the caster's enemies. It remains for 1d6 rounds. This creature is an Avatar of Hecate and cannot be harmed by mortals. If confronted by a god or godlike entity, a stalemate will usually ensue unless one of the Great Cosmic Laws dictate that one deity holds sway in the current situation. Each round Hecate's avatar is present, roll on the following table to discover what action it takes.

1d5 Result

- 1 The avatar grabs a single foe and tears at its heart with the lion head. Foe dies instantly.

- 2 The avatar grabs a single foe and tears at its face with the dog head. Foe dies instantly.

- 3 The avatar's horse head cries out and one foe dies instantly. His spirit is bound to the place of its death for eternity as a ghost.

- 4 The avatar tucks one single foe under its arm and carries it off to the Underworld when it departs. Foe dies.

- 5 The avatar cries out and all hearing her dread voice (including the companions of the Invoker) must make a successful Will save vs. the *Invoke Patron* check or flee in fear for the remainder of her dreadful presence.



Patron Taint: Hecate

Those who follow Hecate are marked when they invoke her magics. These marks are fabled in story and song. When patron taint is indicated for Hecate, 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 for more.

1d6 Result

- | | |
|---|--|
| 1 | Warts. The Invoker develops warts on the 1) body, 2) face, 3) arms, 4) or legs. The first time this taint is rolled, the warts appear normal, if unattractive. On the second and subsequent rolling of this result, they become bloated and fecund. The warts may be used to feed the familiar of the Invoker. |
| 2 | Hair. The hair of the Invoker begins to change. The first time this is rolled the hair changes to iron-gray. The second time it turns white, while the third time indicates that the hair becomes spiky and frizzy, and is repellent to the touch. |
| 3 | Skin. The skin of the Invoker begins to change, first becoming deathly pale. Repeated rolls result in it turning a nasty shade of orange-brown, then dull gray, and finally turning a lustrous and slick blue. |
| 4 | Nails. The nails of the Invoker begin to change, first becoming extremely long, then developing a natural point, then becoming hard and black, and finally turning into full fledged iron talons. |
| 5 | Voice. The voice of the Invoker begins to change, first becoming high-pitched, then developing a frog-like croak, and then developing a hideous, nearly uncontrollable cackle. |

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- | | |
|---|--|
| 6 | Eyes. The eyes of the Invoker begin to change, first becoming permanently bloodshot, then developing a solid black iris, finally the entire eye turns uniformly black, sclera and all. |
|---|--|
-

Patron Spells: Hecate

Hecate is the mistress of magic and has many spells that she can gift to her servants. A level one spell is included below, but doubtless other dark magics are within her capacity to grant.

Level 1: Curse of Hecate

Spellburn: Hecate

When a caster utilizes Spellburn, roll 1d4 on the table below for some possible choices. Note that these are not the only options available, others exist.

1d4	Result
-----	--------

- | | |
|---|---|
| 1 | Hecate respects the sacrifice of blood. The caster makes cuts in their arms, draining blood (and thus statistics) from their body. These cuts are both obvious and notable, and may generate accusations of the practice of malign sorcery. |
| 2 | Hecate agrees to send a monstrous lover to the Invoker during the next night. If the Invoker accepts the monstrous creature into his or her bed, the Invoker may Spellburn up to 10 points immediately with no reduction in statistics. However, if the lover is refused, all 10 points are drained from whatever combination of statistics the Judge chooses, and the caster suffers a +5 spell check result on The Curse of Hecate the next time it is most inconvenient. The consequences of such an awful liaison are for the Judge to determine. |
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- 3 Hecate accepts Vows and Sacrifices made by the caster in lieu of statistics. If the caster voluntarily accepts a *geas*, then she becomes most disposed to the Invoker, allowing him or her to Spellburn up to 10 points freely, without a reduction to their statistics. Each *geas*, if broken, causes the immediate permanent loss of up to 10 points from a random stat. Notable *geas* include never bathing or swimming in water, never becoming exposed to the light of the sun, or sacrificing an innocent every full moon.
-
- 4 Hecate demands that the Invoker vow to go to the nearest crossroads on the next dark of the moon, and then fulfill the wishes of the first person or thing that comes and asks a boon in the name of Hecate. Failure to do so results in a +10 spellcheck result on *The Curse of Hecate* the next time it is most inconvenient. Hecate then allows the Invoker to Spellburn up to 10 points immediately.
-



Curse of Hecate

Level: 1
Range: Sight
Duration: Varies
Casting Time: 1 round
Save: Will save vs. spell check DC

General The caster calls upon the power of Hecate to bring her *curse* to the caster's foe.

Manifestation (1) torches around the caster in a 20 ft radius flare up, providing twice the light they normally would, then flare out after 1d3 rounds; (2) dogs can be heard to howl, far off in the distance; (3) snakes appear on the ground near the caster, they are colorful but harmless; (4) pregnant females in a one mile radius spontaneously abort, unless they have sacrificed to Hecate during their term.

Corruption Roll 1d8: (1) Caster loses ability to conceive children; (2) caster's hair turns white; (3) caster's skin grows deathly pale; (4) caster grows 1d6 large warts on face & neck; (5-6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire (1) the caster is subject to their own curse (roll again for effect); (2) the curse affects another, usually a loved one or important ally of the caster (roll again for effect); (3) the target is affected by blessing equal in strength to that of the curse (roll again for effect); (4) the caster loses 1d3 Luck permanently.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck bonus: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint; (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 The target is *stunned* by the power of Hecate and may not act (except to defend oneself) for 1+CL rounds unless it makes a successful Will save.
- 14-17 The target is thrown into a frenzy of *fear* and doubt, and flees from the caster for 1d3+CL rounds unless it makes a successful Will save.
- 18-19 The target is seized with excruciating pain and can take no actions for 1d4+CL rounds unless it makes a successful Fort save.
- 20-23 The target is blinded by burning tears of blood for 1d5+CL rounds unless it makes a successful Fort save. It also takes 1d3 of damage each round from the burning tears..
- 24-27 The target is confronted by ghosts of their dead friends and family for 1d6+CL rounds. Each round the target must make a successful Will save or do nothing, as it is distracted by the pleas of its loved ones.

28-29

The Chthonic Dogs of Hecate bite and tear at the flesh of the target for 1d7+CL rounds, doing 1d6 of damage each round. These beasts are immaterial, and cannot be harmed except by magic.

30-31

The power of Hecate reaches into the heart and soul of the target, and gives the gift of *death*, unless the target makes a successful Fort save.

32+

The target is blasted by the incarnate visage of Hecate. If the target fails a Will save they immediately die and their soul is dragged to the Underworld by **Hecate's Chthonic Hounds**. If they save, they are haunted by the promise of Hecate to claim their soul upon death, and must make a successful Morale check or attempt to parley with the caster to renounce the curse



THE EYE OF OBITU-QUE

By Matthias Weeks

Several thousand years ago the Xelthun Empire was at the height of its power, controlling the entirety of the Northlands through brutal subjugation and fear. While much of the written history of this era has been lost, the horror inflicted by the Xelthunites and their sorcerer-king Dol-volkor is often misrepresented as myth in tavern tales and children's fables. Dol-volkor was a malignant and powerful wizard who used dark magic and necromancy to overwhelm the barbarian nations. His power was said to be derived from a perfectly formed red ruby known as the Eye of Obitu-Que. Rumors say that the gemstone was actually one of Obitu-Que's five eyes, left in the mortal realm after his defeat by the unified northern chiefs. How this gemstone came into Dol-volkor's possession is unknown, but through meticulous study and direct communion with his patron, Dol-volkor's power increased several times over – giving birth to one of the greatest wizards since Sezrekan.

Dol-volkor ruled over the Xelthun Empire for several hundred years until he was ultimately defeated by an allied host from the south led by King Vrigar. Yet it wasn't the military might of King Vrigar that ultimately defeated Dol-volkor, it was the theft of the gem.

Rakar the Red, King Vrigar's most trusted advisor and a powerful wizard in his own right, discovered the true source of Dol-Volkor's power and sought to put an end to the Xelthun Empire. He spent several years tracking down a pair of cunning rogues able to carry out his mission. While their names were never recorded, tales of the victory were, and it wasn't long before Dol-volkor's sorceries began to unravel and lay claim to their weaver.

The Eye of Obitu-Que was spirited away and kept safe until the Xelthun Empire had crumbled. During that time, several attempts to destroy the Eye of Obitu-Que were made, yet none were successful. It was eventually decided that the Eye should be secretly interred with the remains of King Vrigar upon his death in a hidden crypt beneath a guarded temple. Scores of men perished simply transporting it to the crypt where it was then protected by powerful magic and deadly traps, allowing King Vrigar to keep watch over the Eye in this world and the next.

Over the years, the descendant nations of Vrigar fractured and waned. The glory of past days faded into obscurity and with it the written history concerning Dol-volkor and his terrible reign. The guarded crypt eventually fell into ruin as the importance of what lied within was forgotten...

The Eye of Obitu-Que is a dangerous and powerful magic item. It is not something that is content to just be discovered and it will actively seek out a creature to dominate in order to find its way to a true servant of the balor general. The presentation of this item assumes that it is imprisoned by magical wards or otherwise cut-off from the mortal realm, but this is not mandatory. It could perhaps already be in the possession of a dangerous foe...

The Eye of Obitu-Que: Appearing as a perfectly formed red ruby the size of a man's fist, the gem harbors the cancerous intent of its original owner. The Eye will attempt to destroy or subjugate anyone who comes into contact with the gem. Only those stout of heart and mind, or those truly devoted to Obitu-Que, have the slightest chance of withstanding its power for the shortest period of time.

The Eye serves as a vessel of Obitu-Que's will which manifests itself as a powerful demon. Whenever someone takes possession of the gem, the demon will react accordingly based on the bearer's alignment:

Law/Neutral: The demon senses its existence is in danger and immediately bursts forth from the gem and attacks.

Chaos: The demon will attempt to dominate the creature (see below) in order to do Obitu-Que's bidding or test a wizard's devotion to the balor general.

The Will of Obitu-Que (type III demon, third eye of Obitu-Que): Int +4; Atk maw +8 melee (1d10+2); AC 18; HD 5d8; MV 40' or fly 40' or return to gem; Act 2d20; SP pit flames (one target, 30' range, 2d6+1d6 burn damage on the following round) or domination (DC 14 Will save or dominated), demon traits (projection only to gem); SV Fort +5, Ref +5, Will +5, AL C.

The demon appears a multi-eyed skull, wreathed in flames. The Will of Obitu-Que can dominate a creature and compel it to act in Obitu-Que's interests. The dominated creature can attempt to reassert control of its body once per hour thereafter with another DC 14 Will save. Domination attempts require one action, and once a creature is dominated, the demon must use one action each round to maintain control of the creature. Up to 2 creatures can be controlled in this way. When a creature makes a successful Will save, when the demon fails to use an action to control the creature or when the demon is killed, the domination ends.

Creatures dominated by the demon will first and foremost be commanded to protect the gem and release it from any form of imprisonment. Once secured, the demon will command the dominated creature to seek out a worthy wizard in the service of Obitu-Que. The demon cannot physically move the gem.

In lieu of movement or any actions during a round, the demon may elect to immediately vanish and reappear from the gem on the following round. Emerging from the gem heals the demon for 2d5 hit points. The demon must remain within 100 feet of the gem at all times or it immediately dies.

If slain, a new demon manifests itself within the gem at sunrise the following morning.

True servants of Obitu-Que can harness the power of the gem and gain direct access to the vile machinations of their patron. After initially picking up the gem, and each following sunrise, the demon will attempt to dominate the wizard once per day. Every time a wizard serving Obitu-Que succeeds in resisting the demon's

domination attempt, a burning brand (dmg 1d3) in the shape of a fiery eye appears on the wizard's forehead. If at any point the wizard is dominated by the demon, all the brands disappear. Once a wizard bears five brands, the demon no longer attempts to dominate him and he gains the following traits:

- +1d5 on all invoke patron checks to contact Obitu-Que. If a 5 is rolled, the wizard immediately gains an additional 1d16 action die for the current round.
- The ability to call forth and command the demon. The demon communicates via speech and acts on its own initiative, but is completely under the control of the wizard. If the demon dies, the wizards immediately suffers 5d3 points of damage as all five brands on his forehead glow bright red. A new demon manifests itself within the gem at sunrise the following morning.
- +1d5 temporary points of Personality while in possession of the gem.
- Bane: lawful creatures. When battling bane, the wizard's weapons also inflict a terrible blight that drains 1d4 points of Strength.
- The gem can absorb up to 5 hp of fire damage inflicted on the wizard each round. All damage absorbed in this fashion immediately heals the demon for an equal amount.
- -4 Luck penalty.

The wizard must maintain constant possession of the gem. If separated from the gem for any period of time, the wizard loses all granted abilities, brands and connection with the gem. If the gem is retrieved, it will treat the wizard as a new creature and once again attempt to dominate him.

The gem cannot be destroyed or damaged by any known methods.



Artwork by Michael Bukowski (yog-blogsoth.blogspot.com)

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength Personality

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Luck

☐ ☐ ☐ ☐

Intelligence

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Agility

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Lucky Roll

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Fort

Reflex

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Will

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Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

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Intelligence

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Agility

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Lucky Roll

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Fort

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Reflex

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Will

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Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

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Hit Points Speed

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Agility

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Stamina

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Lucky Roll

☐ ☐ ☐ ☐

Fort

Reflex

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Will

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Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

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Hit Points Speed

☐ ☐ ☐ ☐

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