

The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW PATRONS

VOLUME 2 OF SEVEN BOOKLETS

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The Benighted Pleomorphic Prion from Beyond



By J. Stuart Pate

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At the conflux of the Eleven Planar Veils lies an organic crystalline form often called the Benighted Pleomorphic Prion from Beyond. Described enigmatically by mad sorcerers as “the primal form of the nth-dimensional hyperprion, the ur-proteinaceous infectious particle from the realm of Platonic solids,” the Benighted Pleomorphic Prion from Beyond is mindless, and its only agenda (inasmuch as it can be said to have one) is to propagate itself. It is only through a random confluence of happenstance that it self-organized the symbolism necessary to reach humanoid minds, potentially acting as a memetic infection in the same fashion that standard prions cause physical disease. Communing with the Benighted Pleomorphic Prion from Beyond requires a week-long ritual in a place of great bloodshed — abattoirs and battlefields are ideal — involving the consumption of cattle, pig, and sheep brains, though other common herd animals can be substituted.

Invoke Patron check results:

- 12-13 The Polypeptide Prince of Palsy has heard the caster’s prayers and releases the first emanation! A creature of the caster’s choice is struck with palsy, taking a -2d penalty to all actions for the next round.

- 14-17 The Archon of Amygdalal Amyloids bestows the second emanation upon the caster. The caster’s unsteady and unpredictable gait grants a +10’ bonus to speed and +1d6 Agility for the next hour. This extra Agility may be spellburned as normal.

- 18-19 The Peptidyl Pleomorph of Pain unleashes the third emanation on all the caster’s enemies. The caster and her allies are unaffected, but all other creatures within 60’ must make a Fort save vs the spell check or be struck by a terrible and sudden wasting illness, taking a -2d penalty to all actions and 1d6 damage each round for 1d6+CL rounds.

- 20-23 The Ribosomal Regent of Ruin induces the fourth emanation upon a chosen foe. A creature of the caster's choice within line of sight must make a Fort save vs. the spell check or be dominated as misfolded proteins accumulate within the brain. The creature is dominated for 1d4 turns, but is under the control of the Benighted Pleomorphic Prion from Beyond, not the caster. It is predisposed to assist the caster and follow her commands, but likely has its own agenda and may wander off on its own to complete it.
- 24-27 The Protean Protein of Pandemonium sends the fifth emanation to assist the caster. An amino acolyte (see below) arrives in the following round, chaotically attacking the caster's enemies. It remains for one hour.
- 28-29 The Monstrous Macromolecule of Malconformation sends the sixth emanation to assist the caster. An amyloid abomination (see below) arrives in the following round, chaotically attacking the caster's enemies. It remains for one hour.
- 30-31 The Proteopathic Particle of Perversion sends the seventh emanation to assist the caster. A prion proxy (see below) arrives immediately, attacking the caster's enemies. It remains for 2d6 rounds.
- 32+ The Odious Oligopeptide of Obscenities sends the eighth emanation to protect the caster. An amyotrophic avatar (see below) arrives immediately to attack the caster's enemies. It remains for 2d6 rounds.



Patron Taint: The Benighted Pleomorphic Prion From Beyond

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

Roll	Result
-------------	---------------

- | | |
|---|---|
| 1 | The caster begins scratching involuntarily, apparently as some manner of nervous tic. If this result is rolled a second time, the caster also suffers from trichotillomania, the compulsory pulling out of hair, resulting in bald patches atop the head and in any prevalent body hair. If this result is rolled a third time, the caster's persistent scratching has opened lesions on the skin. These wounds are not infectious, but they are unsightly and mark the caster as potentially diseased. |
| 2 | The caster becomes permanently fatigued, taking a -1d penalty to initiative rolls. If this result is rolled a second time, the caster stops dreaming entirely, subsisting only in blackness until morning arrives. If the result is rolled a third time, the caster abandons sleep entirely. The caster is now immune to sleep effects, and gains the benefit of a night's rest by performing only light activity. If the caster is at full health and has retained memory of all spells, he functions with no sleep whatsoever. |
| 3 | The caster gains a tendency to laugh at inappropriate times. If silence or tact is paramount, the caster must make a DC 5 Will save to stifle this inappropriate laughter, but otherwise suffers a -1 penalty to relevant Personality checks while interacting with others. Conversely, enemies gain a +1 bonus to any rolls made to perceive the caster, as the caster's laughter announces his presence. If this result is rolled a second time, the laughter requires a DC 10 Will save to stifle, and the penalty increases to -2 to Personality checks and +2 to enemies' perception checks. If this result is rolled a third time, the caster's nearly constant laughter requires a DC 15 Will save to stifle, and the appropriate penalties increase to -3 and +3. |

- 4 The caster experiences difficulty swallowing and develops a noticeable speech impediment. If this result is rolled a second time, the caster experiences rapid weight loss over the coming days, permanently losing 1 point of Stamina and potentially decreasing his Fort save and hit points if this change results in a lower Stamina modifier. If this result is rolled a third time, the caster suffers from an extreme loss of appetite, allowing him to survive on half as much food as other creatures, potentially consuming one day's rations every two days.
- 5 The caster gains noticeable tremors in his head and neck. If this result is rolled a second time, the caster's whole body is wracked by small but persistent tremors, and the caster permanently loses 1 point of Agility. If this result is rolled a third time, the caster's tremors become so violent that he gains a permanent -10' penalty to speed.
- 6 The caster becomes incapable of processing plant matter, instead only able to subsist on fungi and meat (the caster can consume plants suffused with prion proteins, but the difficulty of identifying such fare makes it an unrealistic food source). Any food that the caster cannot assimilate is violently regurgitated within 2d8 minutes, causing 1d3 hit points of damage in the process. If this result is rolled a second time, the caster becomes incapable of eating any food that is not mammalian in origin, and the brains of such creatures are preferred delicacies (the judge may determine if some manner of eldritch beast is close enough to the typical mammal to apply. Dragons probably are not, but owlbears might be). If this result is rolled a third time, the caster becomes completely cannibalistic, only capable of eating the meat of his own species to survive.

Spellburn: The Benighted Pleomorphic Prion From Beyond

The Benighted Pleomorphic Prion from Beyond can hardly be said to perceive its charges' requests at all, instead manifesting as symbolic crystallographic resonance within the form of the petitioner. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll Spellburn Result

- 1 The caster is wracked with spasms and crippled with palsy, leaving him clumsy and weakened (expressed as Stamina, Strength, or Agility loss).
- 2 The Benighted Pleomorphic Prion from Beyond expresses its boundless desire to spread. The caster may choose one willing companion to take the stat loss in his stead. For each point of spellburn, the chosen companion loses 1d3 ability score points. If any of the target's abilities drop to 0 in this fashion, the target dies. NOTE: an autopsy reveals holes in the target's brain, and the target's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.
- 3 The caster is wracked with a bout of hideous, gibbering laughter resulting in a terrible seizure. In addition to the normal options, the caster may spellburn points of Personality, as well.
- 4 The Benighted Pleomorphic Prion from Beyond demands a service from the caster. The caster may spellburn up to 10 points of ability score loss without taking an action or damage. If the character manages to grind the brains of a mammal and slip it into the feed of the same species of mammal within the next 24 hours, the caster takes no spellburn (a farm or other large-scale operation is preferable to maximize the spread of prion

infection, but as long as the caster does this to at least one animal, it is acceptable. The caster's own horses will do nicely if no other animals are available, as will the caster's companions...). Otherwise, the caster takes the full 10 points of spellburn, distributed across the caster's ability scores as the judge sees fit.



Patron Spells: The Benighted Pleomorphic Prion From Beyond

The Nth-dimensional hyperprion grants three unique spells, as follows:

Level 1: *Proteinaceous command*

Level 2: *Synaptic control*

Level 3: *Crystalline horror*

Proteinaceous Command

Level:	1 (BPPB)
Range:	Varies
Duration:	Varies
Casting time:	1 action
Save:	Fort vs. spell check DC

General

The Benighted Pleomorphic Prion from Beyond holds dominion over misfolded proteins, but can occasionally seize power by controlling the conformation of otherwise “normal” proteins. The caster can command creatures to do his bidding by controlling the activity of their constituent proteins. Targets subjected to this control recall everything they did while under the spell (unless otherwise stated), and intelligent targets typically retain awareness that the caster did *something* to them, even if they do not fully understand what transpired. Creatures subjected to verbal commands do not need to understand the caster’s language. If the caster forces a creature to do something suicidal, or something that goes against its base nature (judge’s discretion), it immediately gets another Fort save at +4 to try to break the control.

Manifestation

Roll 1d4: (1) the caster’s eyes grow white with cataracts, as do the eyes of any creature he controls; (2) a roiling mist that smells like rotting meat flows throughout the area, gathering primarily around the caster and those affected; (3) fleshy, crystalline filaments leap from the caster, joining him with all those affected; (4) a swirling cloud emerges from the caster’s mouth when he casts the spell, and this cloud swarms around the heads of those under his control.

1

Lost, failure, and patron taint.

2-11

Lost. Failure.

12-13

One target within 30’ responds to the caster’s verbal commands for one round. It reacts to the letter rather than the intent, so be specific.

- 14-17 One target within 30' responds to the caster's verbal commands for 1d6+CL rounds. It reacts to the letter rather than the intent, so be specific.
- 18-19 One target within 30' responds to the caster's verbal commands for 1d6+CL *turns*. They react to the letter rather than the intent, so be specific.
- 20-23 A number of targets equal to the caster's level within 30' respond to the caster's verbal commands for 1d6+CL *turns*. They will interpret the caster's intentions effectively. Each target receives its own save against the effect.
- 24-27 1d3 targets per caster level within 200' will respond to the caster's verbal commands for 1d6+CL *turns*, interpreting the caster's intentions effectively and receiving their own saves against the effect. All targets must be within the caster's line of sight.
- 28-29 1d3 targets per caster level within 500' will respond to the caster's mental commands for 1d6+CL *turns*, interpreting the caster's intentions effectively and receiving their own saves against the effect. All targets must be within the caster's line of sight.
- 30-31 1d3 targets per caster level within 500' that the caster can see at the time of casting will respond to the caster's mental commands for 1d6+CL *days*, interpreting the caster's intentions effectively and receiving their own saves against the effect. Targets subjected to this domination do not recall what they did while under the influence of this spell, nor do they recall the caster being involved.

32+ All targets within the caster's line of sight are now subjected to his mental commands for $1d6+CL$ *days*, following the caster's intentions to the best of their ability. The caster can exclude a number of targets from this effect equal to his caster level. Each target receives its own saving throw against the effect, and none of the creatures involved recall what they did while under this influence, nor do they recall a spell being cast. When the spell duration ends, all afflicted targets must make an additional DC 15 Fort save or be infected with prion proteins that will likely cause them debilitating disease and death in about a decade or so. The judge is advised to adjudicate this effect as he sees fit, although afflicting the target with the same terrible wasting disease carried by prion proxies is probably a good start. This disease can be cured by magical means.

Synaptic Control

Level: 2 (BPPB)
Range: Self
Duration: Varies
Casting time: 1 round
Save: None

General Prions occur naturally throughout the human body, including the central nervous system. The Benighted Pleomorphic Prion from Beyond can alter these prions to make the caster's neurons fire more efficiently. When ability scores increase, derived statistics increase accordingly.

Manifestation Roll 1d3: (1) the caster is wracked with unnatural spasms and continues to walk with an unsteady gait for the spell's duration; (2) the caster's cranium swells to double its normal

size for the duration; (3) the caster's skin and hair turn chalk-white for the duration

.

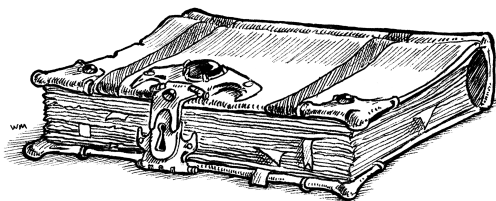
- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | The caster's initiative score increases by 1d3 for 1d6+CL rounds. |
| 16-19 | The caster's Agility and initiative score both increase by 1d3 for 1d4+CL rounds. This additional Agility cannot be spellburned. |
| 20-21 | The caster's Agility, Intelligence, and initiative scores all increase by 1d4 for 1d6+CL rounds. This additional Agility cannot be spellburned. |
| 22-25 | The caster's Agility, Intelligence, and initiative scores all increase by 1d6 for 1d8+CL rounds. This additional Agility cannot be spellburned. |
| 26-29 | The caster's Agility, Intelligence, and initiative scores all increase by 2d4 for 1d10+CL rounds. This additional Agility cannot be spellburned. The caster's movement speed increases by 10' for each point of increase, as well. |
| 30-31 | The caster's Agility, Intelligence, and initiative scores all increase by 2d5 for 1d12+CL rounds. This additional Agility cannot be spellburned. The caster's movement speed increases by 10' for each point of increase. Finally, if this bonus increases the caster's Intelligence beyond 18, the caster can recall his life history in minute detail. |

32-33

As above, but the duration increases to $1d4+CL$ turns. While the spell persists, the caster's Will save also increases a like amount.

34

As above, but the duration increases to $1d6+CL$ turns. While the spell persists, the caster's spell checks gain a $1d3$ bonus, and the caster gains a $1d3$ deed die usable on any missile fire attack. Additionally, if the caster's new Intelligence score would indicate that he learns additional wizard spells, then he learns additional wizard spells for the duration. If no additional wizard spells are indicated (i.e., the caster already had Intelligence 17 or 18 before casting this spell), the caster still learns one additional spell. These spells are determined randomly as normal and are forgotten once the duration of this spell ends.



Crystalline Horror

Level: 3 (BPPB)
Range: Self
Duration: $1d7$ rounds + CL
Casting time: 1 round
Save: None

General

The Benighted Pleomorphic Prion from Beyond has many servitor demons that perform its bidding. By aligning oneself with

the proper dimensional resonance, the caster can briefly assume the shape of one of these fell creatures, making him more powerful in melee combat. Any creatures slain by the caster while this spell is active become reservoirs of environmental prion proteins, potentially spreading further infection to be adjudicated by the judge. The caster loses access to his equipment for the spell's duration, but gains the abilities listed below.

Manifestation	Roll 1d3: (1) crystalline chemical structures rapidly jut out from the caster's body and engulf him and his equipment; (2) the caster splits open like an overripe fruit, an intricate latticework of crystalline tendrils extruding outwards and enveloping him; (3) the caster shatters, and the chaotic jumble of organic chemicals rearrange to form the crystalline horror.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster gains +2 AC, +2 to attacks, and a tendril attack dealing 1d8 damage.
18-21	The caster gains +3 AC, +3 to attacks, +1 to Fort saves, and a tendril attack dealing 1d8+1 damage.
22-23	The caster gains +4 AC, +4 to attacks, +2 to Fort saves, and a tendril attack dealing 1d8+2 damage. The caster additionally gains a fly and swim speed of 40' each.

24-26	The caster gains +4 AC, +4 to attacks, +2 to Fort saves, and a tendril attack dealing 1d8+3 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
27-31	The caster gains +6 AC, +6 to attacks, +4 to Fort saves, and a tendril attack dealing 1d8+4 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
32-33	The caster gains +7 AC, +7 to attacks, +5 to Fort saves, and a tendril attack dealing 1d10+5 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
34-35	The caster gains +8 AC, +8 to attacks, +6 to Fort saves, and a tendril attack dealing 1d12+6 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
36+	The caster gains +8 AC, +8 to attacks, +6 to Fort saves, +2 to Will saves, and a tendril attack dealing 1d14+6 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second and third 1d20 action die that can only be used for attacks. Any target wounded by the tendril attack must make a DC 15 Fort save or contract a terrible supernatural disease. The target is wracked with pain, taking a -2d penalty to all actions for a number of rounds equal to their current Fort save modifier (to a minimum of 1

round). The target feels the corruption spreading during this time, and is aware that something horrible is spreading inside. Any creature that bites the infected during this time must make the same DC 15 Fort save or be afflicted by this same disease. At the end of this time, the target's body erupts, turning inside-out and disgorging a single amino acolyte from the remains of its musculature and skin, leaving only a mass of split bones and offal behind (all of which are infected).

This amino acolyte will respond to the caster's mental commands until the *crystalline horror* spell ends, at which time it will continue its own agenda, although it will not attack the caster unless the caster attacks it first. The progression into an amino acolyte can be prevented by curing the disease through magical means before it erupts, or killing the target before it turns into an amino acolyte. The remains of infected targets continue to carry the infection unless disinfected by magical means; anything eating the corpses of victims must make the same DC 15 Fort save or be infected with the same disease, potentially also spawning amino acolytes when they die.



Demons of the Benighted Pleomorphic Prion from Beyond

Amino acolyte (type I demon, BPPB): Init +1; Atk tendrils slam +4 melee (1d8 plus 1d4 Agility drain; DC 14 Fort); AC 14; HD 4d12; MV 30' or swim 30'; Act 1d20; SP demon traits; SV Fort +3, Ref +1, Will +5; AL C.

An amino acolyte is a whitish mound of ropy tendrils, roughly the size of a man, that moves as a single unit like a slime or ooze. They exist only to inflict the palsy exemplified by their proteinaceous master. If a creature is slain by an amino acolyte, that creature's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.

Amyloid abomination (type II demon, BPPB): Init +2; Atk tendrils slam +8 melee (1d8 plus 1d4 Intelligence drain; DC 16 Fort); AC 16; HD 6d12; MV 30' or swim 30'; Act 2d20; SP demon traits; SV Fort +4, Ref +2, Will +7; AL C.

An amyloid abomination is a ruddy, pinkish mound of ropy tendrils, roughly the size of a man, that moves as a single unit like a slime or ooze. They exist only to inflict the palsy exemplified by their proteinaceous master. If a creature is slain by an amyloid abomination, that creature's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.

Prion proxy (type III demon, BPPB): Init +3; Atk tendrils slam +10 melee (1d10+4); AC 18; HD 10d12; MV 40' or swim 40' or fly 40'; Act 2d20; SP disease, spell (+8 spell check): *paralysis*, demon traits; SV Fort +5, Ref +3, Will +9; AL C.

Prion proxies are multicolored, crystalline, ropy horrors the size of grizzly bears. Any creatures wounded by prion proxies must make a DC 18 Fort save or contract a terrible disease. The disease manifests as loss of coordination and muscle definition in 1d8 weeks, resulting in a -2 penalty to Strength, Agility, and Intell-

igence. Each day thereafter, the creature must make the same Fort save or lose an additional point of Strength, Agility, and Intelligence. If any of these abilities reaches 0, the creature dies. Its body is similarly infected by this wasting illness, potentially infecting anything biting it, eating its corpse, or consuming matter that grows upon the spot where it dies. The disease lasts until cured by magical means, and its lingering effects in the environment can be eliminated in the same fashion.

Amyotrophic avatar (type IV demon, BPPB): Init +4; Atk tendril slam +12 melee (1d12+4); AC 20; HD 14d12; MV 40' or swim 40' or fly 40'; Act 2d20; SP prion curse, spells (+8 spell check): *paralysis*, *ray of enfeeblement*, demon traits; SV Fort +7, Ref +4, Will +12; AL C.

Amyotrophic avatars are massive, prismatic, tendrilled, ropy entities roughly the size of houses. Any creatures wounded by amyotrophic avatars must make a DC 20 Fort save or become afflicted by the prion curse. This curse is similar to the disease inflicted by prion proxies, except that it manifests in 1d6 days, and when such a creature dies, an amino acolyte erupts from its corpse.



The Demon

The God of Thunder - Doctor Love



A Dungeon Crawl Classics patron by Jason Morgan

From levitating to spitting blood, The Demon uses theatrics and a booming baritone voice to portray power; yet, he always craves more. He measures his dominance in followers, devoted groupies who will defile themselves at his command. In order to bond with The Demon, a potential worshiper must bring two others who will also bond with him. Once bonded, The Demon demands that his followers paint their face. Any time they are seen without makeup, roll 2d7 on the deity disapproval table in the core rulebook.

"You wanted the best and you got it!"

Invoke Patron check results

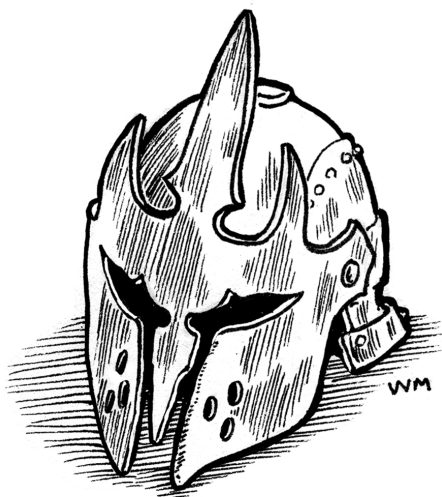
- | | |
|-------|--|
| 12-13 | The demon is in the middle of his badass bass solo. Clouds grow dark, thunder rumbles, lightning strikes and the earth reverberates with bass chord-strumming power. The caster gains +1 to all checks for the next hour. |
| 14-17 | God of thunder. Lightning bolts rain from the sky striking 1d4 targets for 2d6 damage each (DC 15 Fort save for half damage). |
| 18-19 | Love gun. A rapid-fire ranged weapon in the shape of a sex toy appears in the caster's hands, which can make 1d6 consecutive attacks for 1d8 damage each. |
| 20-23 | Knights in satan's service. The Demon sends 1d4 man-at-arms (DCC RPG rulebook p.434) to fight at the caster's command (DC 20 spell check every hour, or the man-at-arms return to The Demon). |
| 24-27 | Got to choose. The caster can compel 1d4 targets to choose between death or servitude to The Demon. Death is instant. Servitude lasts an hour, during which time the target must obey the caster's commands. Then the target makes a DC 20 Will save. Failure and the target dies instantly. |

28-29	Heaven's on fire. The sky overhead bursts into flames within a 100' radius, raining fire and dealing 6d6 damage to all targets in the area.
30-31	Shout it out loud. A wicked scream erupts from the caster in a 50' long and 30' wide cone, deafening all within and confusing them for 1d6 rounds. When confused, targets cannot act.
32+	Rock and roll all night. Caster gains +2 to all checks, as well as 1d10 temporary Stamina for the next 24 hours.

Patron Taint: The Demon

Roll	Result
1	The caster is compelled to stick his tongue out in a grotesque fashion whenever he is asked a question. If rolled again, the caster cuts his tongue's connective tissue (1d4 damage) in hopes of elongating it. Rolled a third time, and the caster bisects his tongue (1d6 damage), forking it.
2	Dedicated to The Demon. The caster insists on tattooing his face makeup on to make it permanent (taking -2 to current Stamina). Rolled a second time, and the caster is obsessed with covering his torso in matching tattoos (taking another -2 to current Stamina). Rolled a third time, the caster obsessively tattoos his entire body (-4 Stamina).
3	Determined to craft the armor of The Demon, the caster melts down his weapon and any weapon he can steal from other party members to craft sharpened metal shoulder pads (three weapons needed to craft, shoulder pads grant +1 AC). Rolled a second time, the caster melts down three more weapons from the party to craft platform boots with scalemail that snakes up his thighs (+1 AC). Rolled a third roll and the caster melts down three more weapons from the party to make an axe-shaped lute (deals 1d4 damage, is a functional lute).

- 4 Convinced The Demon needs more followers, the caster is obsessed with finding someone to bond to The Demon, and will not be satisfied until then. Rolled a second time and the caster is obsessed with bonding a party member with The Demon and will hound them relentlessly until they do. Rolled a third time and the caster is obsessed with bonding the next enemy and will not attack the target in combat until the foe is bonded.
- 5 The caster is obsessed with setting up a 'merch' table in the next town and sells all his possessions as The Demon memorabilia. Rolled a second time, the caster sells his equipment and a party member's items (everyone in the party rolls 1d20, the lowest loses his stuff). Rolled a third time and all members of the party roll a 1d20 and the two lowest rolls, plus the caster's items, are sold.
- 6 The caster is compelled to spend 1 round of combat showboating in order to increase the party's overall theatrics. Rolled a second time and the caster uselessly showboats for 2 rounds. Rolled a third time and it's 3 rounds of pointless showboating.



Spellburn: The Demon

Roll	Spellburn Result
------	------------------

- | | |
|---|---|
| 1 | The Demon witnesses the spaceman's smoking riffs. The caster may spellburn up to 5 points, then burn two human hands to avoid taking damage. |
| 2 | The Demon snaps a bass string! The caster may spellburn up to 10 points. If the caster also sacrifices four tendons from animals to restring The Demon's bass, no spellburn points are lost. If the caster does not do not do this within the next hour, take all 10 points of damage regardless of how much was actually burned. |
| 3 | The starchild needs a new eye. The caster may spellburn up to 5 points and gouge out his own or someone else's eye to avoid taking damage, dealing 1d10 damage. |
| 4 | The Demon demands new sticks for the cat. The caster may spellburn up to 10 points. If the caster acquires two femur bones within the next hour and crushes them in a sacrifice, he takes no spellburn damage. If he does not, the caster takes all 10 points regardless of how much he spellburned. |



Patron Spells: The Demon

Level 1: *Tongue Lashing*

Level 2: *Spew Blood*

Level 3: *Hottest Band in the Land*

Tongue Lashing

Level: 1 (The Demon)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

- | | |
|-------|--|
| 1 | Lost, failure and worse! The caster is out of the band! She may not invoke The Demon for 24 hours. The caster must bring someone to bond with The Demon before invoking him again or her tongue rolls out of her mouth and is 8' long, earning -2 to all Agility checks. |
| 2-11 | Lost. Failure. |
| 12-17 | The caster's tongue darts out of her mouth, spearing her target for 1d10 damage. |
| 18-19 | Fire erupts from the caster's mouth and her target takes 1d12 damage and makes a Fort save versus the spell check DC. Failure and it takes 1d6 fire damage for 1d4 rounds. |
| 20-23 | As if alive and hungry, the caster's razor-sharp tongue darts about striking 1d3 targets for 1d12 damage each. |
| 24-27 | Within a 30' range, the tongues of all opponents grow 10' long and entangle them for 1d6 rounds, during which they are unable to act. |

28-29	The tongues of the caster's party members become fleshy spears of destruction! Each party member (including the caster) gets a free and immediate tongue attack, dealing 2d10 damage to targets of their choosing.
30-31	The flaming tongues! Fire erupts from the caster's mouth, and 1d4 targets take 1d12 damage and makes a Fort save versus the spell check DC. Failure and it takes 2d6 fire damage for 1d8 rounds.
32+	Tongues of the earth. The ground opens up as a giant earthen tongue envelopes all targets within a 50' radius. Everyone in the area who fails a Ref save versus the spell check DC are swallowed by the Earth.

Spew Blood

Level: 2 (The Demon)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

1	Lost, failure and worse! The caster cannot stop vomiting blood. He loses 1d4 hit points every hour until he recruits a new follower to bond to The Demon. Only after bonding will does he stop vomiting.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.

- 14-17 Pools of blood spill out of the caster's mouth. Two targets in melee range make Ref save versus the spell check DC or fall prone for 1d4 rounds.
- 18-19 Four targets within 20' make Ref save versus the spell check DC or are blinded by the caster's spewed blood for 1d6 rounds.
- 20-23 Raining blood! A red cloud appears above within a 100' range and rains blood upon all below. Targets in the cloud make a Will save versus the spell check DC or are frightened and immobilized for 1d4 rounds and take -2 to all rolls while in the caster's presence.
- 24-27 1d8 targets vomit blood uncontrollably, dealing 1d12 damage. Targets must also make a Fort save versus the spell check DC, with failure taking another 1d12 damage as their insides liquify.
- 28-29 Bloodrocution! The caster vomits forth electrified blood in a 50' long, 30' wide cone, dealing 2d12 damage to all within.
- 30+ The caster selects a target within 100' to make a Will save versus the spell check DC. Failure and the target's blood boils from within. Its skin blisters and bubbles until it's nothing more than a pile of simmering flesh.



Hottest Band in the Land

Level: 3 (The Demon)

Range: Varies

Duration: Varies

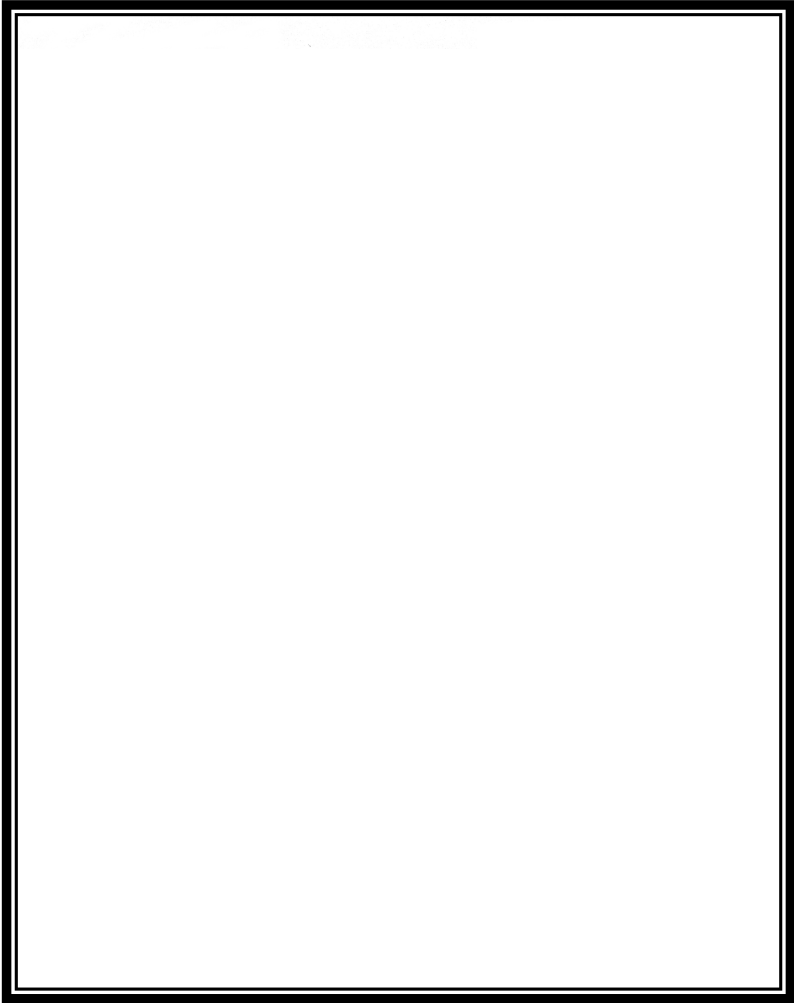
Casting time: 1 round

Save: Varies

- | | |
|-------|---|
| 1 | Lost, failure and worse! All of the caster's party members must roll patron taint immediately. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the spell is not lost. |
| 16-17 | The awesome rhythms of The Demon writhe through the caster's party. They each gain 1d6 damage to their next successful attack roll. |
| 18-19 | The Demon-inspired armor of bone covers the caster's party, granting +5 to their AC for 1d4 rounds. |
| 20-23 | Every party member is rocking. Everyone makes a free attack roll on their engaged target right now. |
| 24-27 | In the next round, each party member rolls double damage (spell damage included). |
| 28-29 | Laser light finale. Lasers erupt from the party's weapons. Everyone rolls 2d20 damage on selected targets (no attack roll necessary). |
| 30+ | Encore! Same as the laser light finale, but the as the smoke clears and the crowd falls to a hush, a slow clap brings the party (and their lasers) back! Deal another 2d20 damage to any targets that are still standing. |

The Two Faced Horned God

A Patron of Druids and Witches



By Eric Betts

The Two Faced Horned God is a rival of Hecate for the worship of witch cults and druids. The Two Faces of the God represent death and rebirth and his portfolio is the changing of seasons. As such the ancient rites of the burning of the wickerman (human sacrifice) in autumn and the consecration of the young in Albin Elir (spring) are the Horned God's two major religious festivals. The Horned God always appears as a massive 9' tall bestial satyr with an enormous head sporting powerful curling goat horns and two faces, one old and one young.

The Two Faced Horned God acts as a patron for both male and female wizards, but (again as a counterpoint to Hecate) prefers males. An elf or wizard who casts *patron bond* to secure a compact with the Two Faced Horned God gains a +2 bonus if the subject of the spell is male and a -4 penalty if the subject is female. This same modifier is also used when one of the Two Faced Horned God's patron spells is cast. The *patron bond* ceremony must be cast from a hilltop on a cloudless starry night.

Invoke Patron Check Results:

- | | |
|-------|---|
| 12-13 | The Horned God protects! The caster grows curling goat horns around his head and his body grows thick, curly goat fur! For 1d6+CL rounds, the horns and fur protect the caster who takes half damage from bladed weapons. |
| 14-17 | Power of balance. The caster gains protection from both Chaos and Law! For 3+CL rounds, the caster receives a +3 to all saves against attacks that originate from a chaotic or lawful source. Chaotic and lawful enemies are unbalanced and receive a deserved -3 attack penalty to hit the caster. |
| 18-19 | Nature's constitution. The Two Faced Horned suffuses the caster with health. Roll 1d14 and add that to the caster's permanent hit points. |

20-23 The fruit of spring. The Two Faced Horned God delivers 1d4 golden apples to the caster. Each apple will heal 2d4 hit points and 1d2 abilities points for friends of the caster. If somehow given to an enemy who takes a bite of the apple, the enemy will be thrown into a magical sleep (Fort save versus spell check DC).

24-27 Elemental fury! Roll a 1d2: (1) a blast of intense summer heat; or (2) winter's cold fury strikes an area 30' up to 100' from the caster (caster designates where). All creatures caught in the elemental fury take 3d6 damage (Fort save vs spell check DC for half damage).

28-29 The Two Faced Horned God sends one of his emissaries, a two-faced demon to aide the caster in his travails for the rest of the day. Wearing blue robes, but initially appearing as a sophisticated (if two-faced) wiseman, the two-faced demon are wise, articulate, and fully capable of using deception against an opponent as well as advising the caster with otherworldly knowledge. In combat, the two faces of the demon split apart on 10' long serpent-like necks. One head's mouth is full of too many needle-like teeth (that break off in the victim for disease), the other head has long viper-like fangs that drip with deadly green poison.

Two faced demon (type I demon, Two Faced Horned God): Init +1; Atk bite +2 melee (1d6) or constriction +4 melee (1d4); AC 10; HD 2d12; MV 20'; Act 1d20; SP blood drain, demon traits; SV Fort +4, Ref +1, Will +2; AL C.

On a successful bite attack, the two faced demon drains the target of 1d4 points of Stamina (DC 14 Fort save to avoid).

30+

The Two Faced Horned God sends some of his muscle to help the caster, a feared horned demon! The demon remains with the caster for a full day (unless destroyed) before returning to the realm of the Two Faced Horned God. Bestial, fur-legged, cloven-hooved, goat-horned on a dirty wild man's face. Naked upper torso is that of a heavily muscled man with 6" claws extending from its hands. A mouth of shark-like teeth completes the ensemble. These are the Two Faced Horned God's foot soldiers and they come to fight!

Horned demon (type I demon, Two Faced Horned God): Init +1; Atk claw +5 melee (1d10) or gore +7 melee (1d12); AC 15; HD 3d12; MV 30'; Act 1d20; SP breath weapon (2d12 fire, DC 12 Ref save to avoid), curse, demon traits; SV Fort +2, Ref +1, Will +2; AL C.

Patron Taint: The Two Faced Horned God

Roll 1d5

Result

1

The caster grows a second face. Roll 1d2 for location: (1) back of his head; (2) next to his existing face. Roll 1d4 to determine the personality of the second face: (1) the second face represents the youth of spring, and is impetuous and unwise in its actions. It also begins the process of draining the original personality of life essence as the original personality now represents old age and will steadily grow more wrinkles and aged looking; (2) the second face is angry about being attached to the original face and opposes its will in all things. All Reflex saves are made at -2, although the constant clash of personalities does give a +1 to Willpower saves; (3) the second face is that of a demon. The caster must roll a successful DC 12 Willpower save

each day, or spend that time doing everything he can to further the demon's gathering of demonic power for the subjugation of the caster's plane; (4) the second face is a psychopath who desires nothing less than the slaughter of innocents. The caster must make a DC 12 Willpower save each day or when they eventually do, they wake up covered in blood and the subject of a manhunt for a serial killer. Also, stressful events (determined by the judge) may give the psycho control and perhaps turn on the caster's comrades (the PCs). The second face may be obscured by long hair, a turban or a hat, although considering some of the alternatives above, that may make it even more insane.

- 2 The caster develops a hatred for civilized wizards, clerics and scholars. When a non-primal magic user casts a spell the caster must make a DC 10 Will save or fly into a barbarian rage (caster gains a Mighty Deed die equal to a fighter of half caster level and +4 temporary hit points per level) and attack without mercy. The rage ends when the wizard is dead or escaped. While in a rage the caster may not cast spells. The second time this is rolled, the caster must instead make a DC 15 Will save. The third time, the caster must make a DC 20 Will save or fly into a rage.
- 3 The Two Faced Horned God needs the caster to get something for him. Subject to the judge's discretion, the caster must adventure to get a treasure or bit of knowledge located within 1d6 days of travel. The caster knows what the item is and has a general sense of where to find it. Each time this is rolled, it is another quest of the Two Faced Horned God.

- 4 The caster grows goat horns on his head. The first time this is rolled, the horns are small (classic devil horns) that result in a -2 to social reactions by NPCs ("He's a devil! Kill it!").
The second time this is rolled, the horns grow and begin to curve. Same social reaction above, but now a -4. The third time this taint is rolled, the horns are now the fully curved rams horns and allow a headbutt +2 melee attack that does 1d10 damage.
- 5 Bestial Appearance. The caster takes on the bestial appearance of a satyr (half man/half goat). The first time this is rolled, the caster's legs transform into furry cloven-hoofed goat legs. While these provide a special attack (goat kick +2 melee, 1d8), they also make the caster stand out in a negative way in civilized society (-2 to Personality checks). The second time this is rolled, the caster's face grows bestial in nature, and he grows a goat tongue (-2 to all spell checks involving speech). The third time and later times this is rolled, the caster immediately switches to the horn chain above (#4).

Patron Spells: The Two Faced Horned God

Level 1: *Ray of Summer* – a sizzling beam of the summer sun directed at an enemy

Level 2: *Ray of Spring* – causes life to erupt around an enemy

Level 3: *Ray of Winter* – the stealing of life, as at the end of the year

Ray of Summer

Level 1 (Two Faced Horned God)

Range: 150' or more

Duration: 1 round

Casting time: 1 round

Save: None

General	You have learned to conjure a concentrated beam of summer heat and direct its blessed light at a foul enemy.
Manifestation	You raise one hand in supplication to the Two Faced Horned God and point a finger of recrimination at your victim. A searing beam of the high summer sun streaks from the outstretched finger to the victim.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	<i>Warm.</i> The caster sends a warm ray that does 1 point of damage. He must have line of sight to the target. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).
14-17	<i>Heating up.</i> The caster sends a hot ray that does damage equal to 1d4+CL. He must have line of sight to the target. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).
18-19	<i>Burning.</i> The caster sends a burning ray deals damage equal to 1d16+CL. The ray must be aimed at a single target to which the caster has line of sight. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>). The victim is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

- 20-23 *Blow Torch.* The caster sends a burning ray in a 10' cone at a single target, but also catching anyone within 5' of that target. The ray deals damage equal to $1d24+CL$ to the target and anyone (friend or foe) within 5' of the target. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victim(s) is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 24-27 *Laser.* The caster throws a single focused powerful ray that does damage equal to $4d12+CL$. The ray must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victim is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 28-29 *Flamethrower.* The caster sends a concentrated ray in a 20' cone at a single target, but also catching anyone within 10' of that target. The ray deals damage equal to $1d24+CL$ to the target and anyone (friend or foe) within 10' of the target. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victims are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 30-31 *Solar flare.* The caster sends a concentrated ray in a 20' cone at a single target, but also catching anyone within 10' of that target. The ray deals damage equal to $1d30+CL$ to the target and anyone (friend or foe) within 10' of

the target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch the ray through a crystal ball or other scrying device. The ray has limited ability to defy *magic shield* and other protections; compare this spell check against the spell check used to create the *magic shield*. If the spell check is higher, the *magic shield* has only a 50% chance of absorbing the ray. The victims are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

32+

Solar storm. The caster directs five separate rays at up to five separate targets. The rays each do damage equal to 1d24+CL. He may direct these missiles individually as a single action, or he may direct them all at a single target. The target(s) need not be present or visible, provided the caster has specific knowledge of that target, and the target(s) are exposed to the sky. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the ray seeks its target. The ray will seek out this target even if it is concealed or invisible, though again, this method is limited to the target being exposed to the sky when the spell is cast (even a tent is enough to protect against this out of sight attack). The victims struck are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

Ray of Spring

Level 2 (Two Faced Horned God)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: None

General The caster is able to make plants grow to entangle, animate and even become sentient to the Two Faced Horned God's servants will.

Manifestation Both arms spread in supplication to the Two Faced Horned God, the caster launches a emerald beam from his chest to the affected area.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 *Entangling roots.* The caster causes plant roots to erupt in a 20' radius and trip up any creatures therein. The roots grab ankles and slow down the opponents to half speed. A Ref save against DC spellcheck allows normal movement.

16-19 *Thorny entanglement.* Same as above, but these vines have thorns. In addition to slowing opponents, anyone in the area takes 1 hp of damage from the thorns. A Ref save against DC spellcheck negates both effects.

20-21

Spears of nature. 2d6 plant spikes erupt in a 20' area designated by the caster. These spikes impale an opponent with a +2 melee attack causing 1d6+CL damage.

22-25

Hallucinadendra! The caster causes a hallucinadendra to appear somewhere within 150'. The terrified hallucinadendra will erupt in its hallucination cloud and try to run away as soon as possible.

Hallucinadendra: Init+1; Atk spores (special); AC 15; HD 4d8; MV 20'; Act 1d20; SP spores, paralyzed by cold (unable to use spore attack); SV Fort +4, Ref +2, Will +1; AL N.

A strange, upside-down, pink bell-flowered plant on four root "legs" that is named for its hallucinogenic spore bursts when scared, which it usually is of anything that moves. It blows its spores and then 'runs' away. Once per round, the hallucinadendra can blow its spores. All living creatures within a 20' radius must succeed in a DC 16 Fort save each round they are in the affected area and 1d4 rounds after leaving, or suffer a powerful hallucination.

Roll 1d6 each round to determine the hallucination's theme: (1) the target is attacked by a horde of rats! Target spends the round striking at the floor with his weapon; (2) the target is drowning in the sea! Swim, swim! Target spends the round on the ground trying to swim; (3) can't breathe! Target stands in place and holds his throat as if choking for a round; (4) the target is falling apart! Target

spends the round trying to hold his body together; (5) The target has turned invisible! Target sneaks around on his tiptoes so no one can hear him; (6) the target's skin is on fire! Target stops, drops, and rolls for one round.

26-29

Attack of the twigs! A mob of 1d10 twigmen attack at the caster's will.

Twigmen: Init +3; Atk tiny spear +2 melee (1d3); AC 17; HD 2d6; MV 30'; Act 1d20; SP vulnerable to fire, SV Fort +3, Ref +7, Will +6; AL C.

Animated bundles of sticks held together by vines and bearing tiny spears, twigmen are created by druids or wizards as guards or tiny henchman. In rare cases, but not unheard of, twigmen have been used as holding places for souls (a soul jar). A twigman is a small creature averaging 18" tall and seem to communicate through sign and gestures. A clear sign that a twigman is being used as a soul jar is that it will be able to speak the languages it did in life.

30-31

Murder vine! A thick snake-like vine erupts from ground under the caster's enemies hungering for flesh!

Murder vine: Init +0; Atk entangle +7 melee (1d8+7 plus grab); AC 15; HD 4d8; MV 5'; Act 1d20; SP vulnerable to fire; SV Fort +7, Ref -1, Will +2; AL N.

32-33

The ray turns 1d10 nearby trees within 100' into a squad of treesoldiers (and if there are no trees locally, local versions of trees immediately grow from the ground).

Treesoldier: Init +2; Atk slam +3 melee (1d8+2); AC 17; HD 3d8; MV 20'; Act 1d20; SP vulnerable to fire; SV Fort +7, Ref +0, Will +2; AL N.

The treesoldier is an animated semi-sentient warrior in the armies of mother nature, druids or other champions of the woods. The treesoldier appears as a 8' tree with 4' split trunk legs and a 4' trunk with a 'face' of bark naturally formed in the center of the trunk (it has no 'head') and many branches stretching for an additional 8'-10' above the trunk. The treesoldier attacks by striking an opponent with a mass of the nearest branches in a slam attack. The treesoldier can manipulate basic objects using two or more branches, but delicate work, or even wielding a weapon is impossible.

Treesoldiers generally operate in squads or 'groves' of 2d5 treesoldiers, although any number of squads could operate together in an army or 'forest'. As treesoldiers are not strategists, usually there is a witch, druid, or other nature champion around to lead them.

34+

Treant! The ray grows an animated giant treeman who will follow the casters instructions and stay with the party for the next 1d20 turns or until destroyed.

Treant: Init -1; Atk slam +10 melee (3d6) or rock throwing +6 missile fire (2d6); AC 20; HD 10d8; MV 30'; Act 2d20; SP vulnerable to fire; SV Fort +10, Ref +3, Will +9; AL N.

A treant is a giant, 30' tall animated treeman who throws rocks and crushes enemies of the forest with his massive feet and arms.



Winter Blast

Level 3 (Two Faced Horned God)

Range: 100' or more, bursting in a sphere of 20' radius or more

Duration: Instantaneous

Casting time: 1 round

Save: Reflex vs. spell check

General The caster points his finger at a target speaks a magic word, and throws a sphere of concentrated winter freeze at the designated point. The blast fills the 20' radius affecting all targets within the target point. All creatures take damage unless they succeed in a Reflex save against the spell check DC, in which case they take half damage. The blast is a snap freeze, and there is a 50% chance that individual items within the blast area may freeze (such as leather armor and bows) causing them to become brittle and break when used (Luck check to avoid).

Manifestation An expanding stream of blue-white spreads from the casters finger to the target area.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure but spell is not lost.

16-17 The caster launches a blast up to 100', doing 3d6 damage.

18-21 The caster launches a blast up to 120', doing 4d6 damage.

- 22-23 The caster launches a blast that whips through the air like a white and blue comet striking different targets 1d4+1 times. The first target must be within 50', and that target takes 5d6 damage in an explosion of ice radius 20'. The blast then skips to a second target that must be from 20' to 50' from the first target, and this second target takes 1d6 damage from the cold that only affects the single target. The second target must be *at least* 20' away from the first target; this is the minimum "skip" distance.
- If there is a third, fourth, or fifth target, it must be another 20' away from the previous target, and it takes 1d6 damage. The blast must skip the indicated number of times. If the caster runs out of targets, he can skip the blast against inanimate objects freezing and possibly destroying or making them brittle enough to shatter with a hard strike.
- 24-26 The caster launches a blast as the blue comet up to 160', doing 6d6 damage. The comet arcs up like a catapult to a maximum 40' above ground at its peak. As such, it can curve around or over intermediate obstructions.
- 27-31 The caster launches a spray of small blasts appearing as snowballs. There are three sprays of 1d3+1 snowballs each. Each spray can target the initial target and up to two additional targets (up to three targets in total). The targets can be up to 200' away. Each snowball does 1d6 damage and has no blast radius; freezing chance still occurs.

32-33

The caster launches a single blast comet up to 200' doing 10d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to the full sphere of 20' radius. The comet arcs to a height of 40' at its peak and can avoid intermediate objects.

34-35

The caster calls down a blast from the heavens, targeting a point up to 500' away and doing 14d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to a sphere of 30' radius. Instead of projecting from his fingertip, the blast descends as an arctic storm upon the target. The caster must have line-of-sight to his target, but he can cast around obstructions in this manner. For example, he may be able to view the target through a periscope or via a crystal ball of some kind.

36+

The caster launches a blast at a target up to 1 mile away, doing 20d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to a sphere of 40' radius. The caster need not have line-of-sight to his target. He can choose a geographic point of which he has knowledge (such as a specific hill, tree, or room) or a target of which he has a physical trace (such as a lock of hair or fingernail). The blast explodes as a singularity at the designated point.



The Order of the Knights of the Singularity



By Tony Hogard

The item known as the Singularity exists as one object across the known 66 Facets of Reality. In each location where it has been found, the Order of the Knights of the Singularity have constructed a citadel to guard it. In addition to protecting this relic of unknown and unfathomable power, the knights are warrior-accountants of the multiverse - lawful enforcers of mystical contracts and debts.

With much to distract the attention of a divine (or otherwise) power, it often falls to the Order, through its own arrangements, to collect on karmic debts. Knights bargain for the favors owed to mystic patrons, and redeem these obligations by placing demands of service from the client.

One of the better-known citadels spreads across the far side of the moon over Aereth. The knights there sit around a massive table of dense arturium metal. Below the surface, their vast clockwork ledgers preserve the arrangements and pacts of beings of power and of those who have negotiated their patronage. Enterprising PCs, provided they have the means to make contact, may engage the assistance of the Order to complete their own quests. The knights have access to ancient knowledge and considerable resources and are generally well-disposed to rendering aid, but such aid always incurs a debt of service. Petitioners of sufficient might are always required to accompany one or more Knights on a mission. Those without martial or sorcerous prowess will be consigned to toil in the Magnu Stables or Lubricating Vats for a sufficient duration to match the request.

Knights travel on golden dimension-traversing magnu-steeds, and when encountered are found with 1d3 followers (typically indebted henchmen). When encountered outside of their citadel, they are always pursuing a quest. While knights vary in their personalities and powers, they always adhere to the letter of the contract they are enforcing. The author suggests considering the Order a patron-level power, and that any PCs who attack the knights to have made a serious error in judgement.

Below are some sample Knights and their possible quests. The judge may choose from each column, roll randomly, or create original missions.

Table: Questing for Fun and Profit

d16	Knight	seeks to	what/who?	in/to/of/from
1	Chalzzus the Redeemed	absolve the debts of	a woman with silver eyes	college
2	Edward the Barber	avenge	Great Cthulhu	Pandemonium
3	Grotor, Space Cannibal	cleanse of corruption	Jeff	Salamander Keep
4	Helnaia the Fae Duchess	crush into powder	sixteen feathered headresses	that little bakery in Newport
5	Knife-Hearted Meg	discredit	the Anti-Pope	the (exact) other side of the world
6	Lemuel the Lich-Killer	distill the essence of	the Armed Pilgrims	the Aerial Flotilla of Lost Lemuria
7	Lulanset the Dark Pharaohess	enthrone	the Cask of Autumn's Light	the crypt of the Red Mummy
8	Sir Ambrolicious of Funketon	ntomb	the dukes of the Fourth Hell	he Invisible Stairway

d16	Knight	seeks to	what/who?	in/to/of/from
9	Sir Roganus, Son of the Dracolich	escort	the exiled dwarf king	the Island That Time Neglected
10	Sir Selby, Ranger of the Pines	exorcise	the Forbidden Phylactery	the Mink Forest
11	Steel Alan, the Boiler-Man	investigate the disappearance of	the Hound of the Blackest Moor	the Plains of Rains
12	Sunlit Stallion, Champion of the Steppe	liberate	the Jestng Beast	the Rime Giant's castle
13	The Twin Wave-Riders	ordain as Pope	the Mayor Pro Tem	the shores of the Underground Sea
14	Throgg-Ta the Cavedweller	overthrow	the Orphan League	the Suburbs of Quartz
15	XDR-18kHz	prove the innocence of	the personal letters of Sezrekan	the UWSC Warden
16	roll twice for this column	Unearth	the Repeating Bird	two kingdoms over

THE ROPE, GOD OF ASSASSINS



By Eric Betts

The Rope is a figure clouded in shadows and mystery, a deadly figure of murder with daggers, short sword, and rope. This god seems to have a particular affinity for the use of a cord or rope in killing; either as a garrote, noose or whip. Rumor is that The Rope was once a master assassin who managed to ascend to godhood through his (or her) absolute dominance in the skills of the dark profession of assassination.

However, murderers are a notoriously unaligned and untrustworthy bunch, and so being the god of assassins doesn't carry the authority of other dominions to work his will in the mortal worlds. Hence, The Rope is known to extend his patronage to those other professions who engage either in combat from the shadows or who use a rope as part of their preferred combat arsenal, most often including thieves, executioners, and even wizards (through the violent use of the *ropework* spell) have been known to catch his attention.

A wizard who uses *ropework* as a tool which results in the death of an enemy gains a +2 to their *patron bond* spell check. The *patron bond* ritual must be conducted late at night in a city alley known for being a place of frequent murders. Once bonded to The Rope, the caster gains weapon proficiencies in rope-like weapons (whips, ropes, lassos, and garrotes).

Invoke Patron check results:

12-13 The Rope is busy and his minions can take care of themselves. From the shadows, The Rope grants a +5 bonus to a single skill check, attack roll, saving throw, or spell check. This bonus must be used within five minutes after being granted or is lost.

14-17 The Rope sends aid! A would-be assassin who owes the god a favor comes to your aide. The assassin stays for the duration of the session or until destroyed.

Assassin: Init +1; Atk short sword +2 melee (1d6+2) or garrote +2 melee (1+1/3d4+1) or sling +1 missile fire (1d4+1); AC 14; HD 1d6+1; MV 30'; Act 1d20; SP thief skills (SS +4, HiS +2, PP +2, Climb +4, PL +2, DT +2, FD +4); SV Fort +2, Ref +2, Will +0; AL N.

- 18-19 Interplanar attack. The caster has perked The Rope's (mild) interest and the god responds! The caster may immediately select a single target within visual range. A small rift in time and space opens near the target long enough for a knotted rope to fly through, strike the target for 3d6 damage, and then return from whence it came, sealing the rift behind it.
- 20-23 Disappear in shadows. The caster, or a designated other target within 30' of the caster, may step backward into any shadow and transitions briefly to the shadows of The Rope's shadow realm. The next round the character emerges from the shadow realm behind an opponent and attacks with a backstab (even if not a thief, with an additional +3 melee bonus; all hits are critical).
- 24-27 Tentacles from shadow! 1d6 **shadow tentacles** (Atk tentacle +3 melee; AC 16; HD 2d6 each; MV 0'; Act (1d6)d20; SP grasp 1d4; SV Fort +2, Ref +2, Will -2; AL C) lash out at the caster's designated opponents for the next 1d4 rounds.
- For each shadow tentacle that strikes the same character, the shadow tentacles receive 1d4 on an opposed Strength check to hold the character down. For example, if 6 shadow tentacles hit a character in a single round, the character takes 6 points of damage, and the shadow tentacles roll 6d4 on a Strength check against the character. If the shadow tentacles win the Strength check, the character is grappled and cannot attack unless he spends the next round struggling and succeeds on an opposed Strength check. Once time is up, or when the shadow tentacles are destroyed, they disburse in tiny shadow fragments.

28+

The Rope dispatches a shadow demon to aid the caster. The shadow demon is bound only for the next 1d8 turns and will then return to the shadow realm, unless released earlier by the caster.

Shadow demon (type II demon, The Rope): Init +2; Atk bite +9 melee (1d12) or claw +10 melee (1d6+2); AC 15; HD 7d12; MV 50'; Act 2d20; SP possession, poison (DC 17 Fort save or 2d4 Stamina), demon traits; SV Fort +7, Ref +7, Will +7; AL C.

Shadow demons appear to be a massive slate-gray hound with a single multi-faceted black gem for an eye. The hound moves in silence, but trails wisps of shadow. The shadow demon can possess the material body of one mortal creature. The shadow demon must touch the target (+10 melee attack). The target receives a DC 12 Will save; on a failure, the shadow demon vanishes into its body and takes over.

The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the shadow demon is expelled from its body, but the target is really dead.

PATRON TAINT: THE ROPE

When patron taint is indicated for The Rope, roll 1d5 on the table below.

Roll	Result
1	Touch of shadow. The caster is permanently surrounded by wisps of shadow-stuff, marking them as The Rope's servant. When moving faster than normal walking speed, these smoky wisps of shadow trail the caster.

- 2 Whispers of a deeper shadow. The caster begins to hear whispering, maddening alien voices telling of ancient secrets and fragments of legend of the shadow realm. When first rolled, these distracting voices are at the edge of hearing and unable to be understood, causing the caster to suffer a -1 to all skill checks. If this result is rolled a second time, these alien voices become loud enough to be somewhat understood and the caster seems constantly distracted to others, suffering a -2 to all skill checks. If this result is rolled a third time, the caster can now understand and speak with some of the voices and becomes obsessed with exploration of the shadow realm, having constant conversations within their head (sometimes in unknown languages) that cause them to suffer a -4 to all skill checks and appear quite mad to all that meet them. At this point, the caster feels a compulsion to journey on a quest (judge's discretion) to the shadow realm and learn its secrets first hand.
- 3 A mission. The caster is given a 'hit' to perform. They are on the outs with The Rope until the target is dead. Roll 1d8 to determine the target: (1) agent of the church; (2) demon; (3) duke/duchess; (4) wizard; (5) thief; (6) band of adventurers; (7) spirit; (8) sheriff/constable.
- 4 Becoming of shadow. The caster fades, becoming a little more of the shadow realm, and less of the corporeal world. The caster appears darkened and somewhat transparent for 1d3 rounds after casting the spell. This has no real effect on the caster, other than suffering -4 to Personality checks. If this result is rolled a second time, the caster suffers random bouts of this condition 1d3 times per day (judge's discretion) in addition to each time a spell is cast. If this result is rolled a third time, the condition is permanent. The caster becomes part of the shadow realm, their physical form mainly residing in that realm, and is only visible as an indistinct shadowy shape on the prime plane; their shadowy form can still suffer damage as if their entire being was present on the prime plane.

- 5 Paranoia. After casting a spell, the caster is paralyzed with some particular paranoia, possibly related to friends, allies, what lies down the hall, or a mysterious conspiracy 'out to get them'. This effect lasts 1d3 turns, during which the caster cannot concentrate on anything other than protecting themselves. If this result is rolled a second time, the caster becomes paralyzed with paranoia 1d3 times per day (a DC 10 Will save allows the caster to act normally during these times). If this result is rolled a third time, the caster lives in a constant state of paranoia and must succeed on a DC 13 Will save in order to do anything other than defend himself.

PATRON SPELLS: THE ROPE

The Rope grants three unique spells, as follows:

Level 1: *Rope weapon*

Level 2: *Shadow step*

Level 3: *Summon shadow demon*

Rope Weapon

Level:	1 (The Rope)
Range:	100' or more
Duration:	Varies
Casting time:	1 round
Save:	None

General You have learned to conjure a rope and direct it at a foul enemy.

Manifestation The castor raises both hands as clenched fists, palms down, then jerks both fists as if pulling a rope taut. The castor then manipulates the rope by gesturing with his fists to create the desired effect.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster summons a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn. The rope is prepared however the caster chooses; as a lasso, a whip, or a garrote.
14-17	The caster summons a rope as above, although knotted. As a +2+CL ranged attack, the caster can command the rope to target a single opponent within 30' (1d6+CL damage). After the attack, the rope disappears. This is considered a magical attack.
18-19	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle one target within 30'. The rope rapidly loops itself around the target, then constricts. The target receives a Reflex save versus 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) versus the spell check DC.
20-23	The caster summons a rope as above, shaped as a noose. As a +3+CL ranged attack, the caster targets a single opponent within 30'. On a successful hit, the rope rapidly rises up to 100' off the ground (caster's choice), hanging in the air and choking the target for 3d4 damage. The rope does not need to be anchored to anything

and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope will continue choking the target for 3d4 damage per round, until either the rope (AC 12) suffers 6 hp of damage or the target makes a successful Reflex save versus the spell check DC to escape. Then, depending on how high the target is hanging, they will need to contend with the fall. Otherwise, the rope remains in this position magically floating in the air for up to 1 turn, after which point it drops to the ground.

24-27 The caster summons two knotted ropes to attack as above. The caster is able to direct the two ropes to target up to two targets as a +2+CL ranged attack, inflicting 1d6+CL damage. Range is increased to 40'. After the attacks, the ropes disappear. These are considered magical attacks.

28-29 The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then also have the rope drag target at a speed of up to 30' per round. The rope can be commanded to move each round for up to 1 turn as long as one end of it is within 30' of the caster.

30-31 As any result above, and the spell's range is extended to 300'.

32+ As any result above, and the spell's duration is increased to 1 hour. The ropes which would normally disappear stay in existence and may be used on subsequent rounds to perform their attacks.

Shadow Step

Level: 2 (The Rope)

Range: Two Planes of Existence

Duration: Permanent transfer of location

Casting time: 1 round or more

Save: Unwilling targets receive Will save vs. spell
check DC

General With this spell, the caster steps into the shadow realm of The Rope. Similar to planar step, but limited to the caster's plane and the shadow realm.

Manifestation Roll 1d3: (1) targets simply vanish then reappear at target point; (2) targets explode in a cloud of shadow wisps, then appear in a similar explosion at target point; (3) targets fade into shadows, before reappearing out of the darkness and into the twilight world of the shadow realm.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-14 Failure, but spell is not lost.

15-17 With a single step, the caster travels to a location up to 100 miles distant on this world, which he has personally seen before. The caster arrives with a margin of error equal to 1d10 miles, minus 1 mile per caster level; if the result is 0 or less, he arrives on target; otherwise he arrives at the indicated distance in a randomly determined with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage (partly embedded in the earth, above ground then experience a short fall, etc.).

18-21

With a single step, the caster travels to a location up to 200 miles distant on this world, which he must be familiar with, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d4 miles if he has personal experience with the location or 1d16 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to one other man-sized creature with him, who must be in physical contact. That creature receives a Will save to resist if unwilling.

22-23

With a single step, the caster travels to a location up to 500 miles distant on this world. The caster must be familiar with the location, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d14 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to four other man-sized creatures with him, who must be in physical contact. Creatures receive a Will save to resist if unwilling.

24-26

With a single step, the caster travels to a location up to 2,000 miles distant on this world or any adjacent moon or planet. The caster must be familiar with the location, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d12 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to four other man-sized creatures with him, who must be in physical contact. Creatures receive a Will save to resist if unwilling.

27-31

The caster draws a magic circle up to 40' in diameter, which requires one round of drawing time for every 10' of diameter. At the end of the last round of drawing, the spell is cast, and all creatures within the circle are transported to a distant location anywhere on this plane of existence or within 100 miles of the caster's equivalent point in the shadow realm. Creatures receive a Will save to resist if unwilling.

The caster must be familiar with the target location, either via personal experience, detailed knowledge and study, or second-hand accounts. If on the same plane, the caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d10 miles minus 1 mile per caster level if he doesn't. If on the shadow realm, the caster

arrives with a margin of error of 1d10 miles if he has personal experience with the location or 1d20 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage

32-33

With a wave of the hand, the caster transports himself plus a selection of creatures within 40' to another location. The caster can choose to transport all creatures within 40', up to a number equal to his caster level, or all except a number of exclusions equal to his caster level. The caster and the targets are transferred to a distant location anywhere on this plane of existence or within 1,000 miles of the caster's equivalent point on the shadow realm. Creatures receive a Will save to resist if unwilling. The caster does not need to be familiar with the target location; he can specify simply "The Rope's Mansion in the shadow realm." The caster arrives with a margin of error, which is a die roll less 1 mile per caster level if familiar with the location, or a die roll with no modifier if unfamiliar with the location. The die roll is 1d3 miles if on the same plane, 1d10 miles if in the shadow realm. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage.

34-35

The caster transports boats, armies, fortresses, and even small cities between the planes. Unwilling targets always receive a Will save to resist. The caster can transport himself or a number of allies equal to his caster level with perfect accuracy to any point on this or an adjacent plane or within 1,000 miles of his equivalent point in the shadow realm. Transporting greater targets has a margin of error equal to 2d30 miles less 1 mile per caster level.

(The Judge may adjust this per the guidelines on spell results given above, depending on the size of the object being transported and the caster's familiarity with the target location.) Casting time is greatly increased due to the physical stress of moving large objects, and spellburn is required, as follows. The Judge should use these general sizes as guidelines for the requirements of the specific objects at hand: boats require 5 points of spellburn and 1 turn of casting time; large groups of people or armies require 10 points of spellburn and 1 hour of casting time; fortresses, castles, and the like require 15 points of spellburn and 1 day of casting time; and small cities require 20 points of spellburn and 1 week of casting time.

36+

The caster transports boats, armies, fortresses, and even small cities as result 34-35 above, except he completes the spell with unerring accuracy and can even teleport objects to other dimensions beyond our conception of space and time, potentially visiting gods and alien intelligences.

Alternately, the caster can create a permanent portal between the caster's location on their current Plane and the shadow realm. The caster designates one object as the portal, typically a door, window, gate, archway, well, or cave mouth. The object need not require physical passage, though; the caster could also designate a pedestal, throne, obelisk, tile, or river, or even a boat or wagon that when utilized acts as the portal. A corresponding object on "the other side" is also designated, though the portals need not be two-way. The caster must spend one week at each location as the casting time for this spell and utilize exotic planar materials costing 50,000 gp per "direction" in addition to the cost of the objects (i.e., a one-way portal costs 50,000 gp, while a two-way portal costs 100,000 gp). A minimum of 10 points of spellburn is required.

The objects become permanently linked up to any physical distance and across any number of planes or dimensions. Creatures passing through the portals are instantly transported back and forth with no save or other requirements.

Summon Shadow Demon

Level: 3 (The Rope)

Range: 20'

Duration: Varies

Casting time: 1 turn

Save: Will save vs. spell check DC

General This spell summons a one of The Rope's shadow demons to do the caster's bidding. Like all demons, shadow demons are intelligent, capricious, ambitious, and emotional, and do not always respond positively to summoning. The spell requires a ritual and at least 1 point of spellburn in which the caster appeals to The Rope for aid.

The shadow demon summoned is not necessarily under the caster's control and receives a Will save vs. the spell check result to resist control. If the shadow demon succeeds on its save, it lashes out when summoned. Unlike normal demon summoning, there is only a base 20% chance it attacks the caster. If the shadow demon does not attack the caster, it flees to engage in its own agenda in the world.

Manifestation A dark wound, ringed in blood, opens between the Prime plane and the shadow realm. The shadow demon is thrown through the rent into the Prime plane by a rope and dropped. The rope then withdrawals and the rent closes behind it.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 The caster summons a type I shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.

18-21	The caster summons a type I shadow-aspected demon in service to The Rope that remains for 1d4+1 turns.
22-23	The caster summons a type II shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
24-26	The caster summons a type III shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
27-31	The caster summons a type IV shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
32-33	The caster summons a type V shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
34-35	The caster summons a type VI shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
36+	The caster summons a type VI shadow-aspected demon in service to The Rope that remains for 1d4+1 turns.

Dungeon Crawl Classics Character Record Sheet

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O-Level Character Sheet - Created by Billy Longino

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