

# MYASSARI

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COMPATIBLE WITH

# DCC RPG



Order of  
the Quill

# MYASSARI

## The Patron of Birth and Decay

**A Patron for the Worship of DCC RPG Characters**

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# MYASSARI

## The Patron of Birth and Decay

At what moment does a crumbling stone pillar's existence pass from aged into ruin? How many wrinkles on a baker's brow does it require for him to be named olden? Why may the dancing tongues of flame strengthen the bonds of metal, yet sear those between flesh and bone? These questions are only three of the many which Myassari, the stenographer of birth and decay, holds secret within her boundless codex. Voyaging between the planes of non-existence, she summons one element at a time to study; carefully observing and documenting its every physical variance during a repetitious cycle of birth, decay, and rebirth. Because of her full understanding of human childbirth, many midwives and healers honor Myassari by wearing a ruby feather brooch for good fortune.



When Myassari must converse with material beings, she takes on the appearance of a weatherworn harpy, whose heated feathers dance and flicker like flame driven by a bellows. Those who wish to form a bond with Myassari must first be catalogued by the scrupulous patron. After crying out her name upon a blazing pyre, the PC must survive the torment of a ceaseless cycle of life and death within her vacant dimension for a full week. Having been beaten and tempered on the anvil of time, PCs bound to Myassari are requested to make offerings of rare and

valuable materials to be studied by their patron, until she's documented the phases of each object and being within the multidimensional universe!

Acolytes and priests of Myassari are recognized by the chain they wear wrapped around their right leg, symbolic of time's mortal grasp upon man. The craftsmanship of the chain tells of the bearer's standing within the patron's favor; those of minor status wear a simple iron chain while those of high favor wear a chain of white gold with rainbow moonstones. Followers are also required to carry a *Tome of Age*, which holds elemental knowledge permitted to them by Myassari.

## **PATRON SPELLS: Myassari**

Death's stenographer of birth and decay blesses her acolytes with three unique spells, as follows:

Level 1: *Crippling Time*

Level 2: *Healing Womb*

Level 3: *Summon Phoenix*

## Myassari's Tome of Age

A follower of Myassari always begins with one random grouping catalogued within his tome.

Upon attaining a new level, each acolyte of Myassari is granted a new entry within his *Tome of Age* by rolling 1d8 on the table below. These entries signify the elements over which the acolyte is granted temporal power for patron spells like *Crippling Time*. Rarely, additional elements may be awarded by acquiring and sacrificing dangerous artifacts to Myassari for her studies. At the Judge's discretion, the PC may roll 1d100 for his sacrifice, gaining an additional material grouping on results of 95 and above.

### Patron Table I: Tome of Age

Roll*	Element	Target Example
1	Metal	Sword, Key, Portcullis, Chainmail
2	Stone	Pillar, Bridge, Clay pot, Diamond
3	Textile	Gown, Scroll, Tapestry, Rope
4	Wood	Cart, Ladder, Longbow, Chest
5	Organic	Rosebush, Redwood, Cheese, Apple
6	Humanoid	Man, Dwarf, Goblin, Kobold, Cyclops
7	Creature	Owlbear, Horse, Spider, Giant squid
8	Magical Beast	Dragon, Un-dead, Demon, Elemental

\* If the PC rolls an already learned grouping, he may re-roll until the roll results in a new material being awarded. Likewise, the Judge may eliminate already learned materials from Patron Table I, dropping the required die from 1d8 to 1d7, or 1d6, etc.

# INVOKE PATRON: Myassari

## *Invoke Patron* check results:

- 12-13 Myassari is deep within her studies and too occupied to notice your distress. Fanning out from the caster's shoulders drapes a cloak of astral feathers, granting +4 AC for 1d4 rounds. During that time, any successfully blocked melee attacker must make a DC 8 Fort save, or else have his weapon absorbed by the magical cloak and lost within a void dimension. After the final round, the cloak dissipates into black smoke, leaving the caster's back bare of all materials and armor.
- 14-17 Myassari has turned her gaze upon your struggle but her eye has caught focus on something else nearby. The caster must choose one non-living, non-magical object within 30' to be studied by Myassari, shifting its age by 1d100 years in the direction of the caster's choosing. The caster may spend points of luck or spellburn to further shift the object's age by an additional 1d100 years for each point spent. For example, the caster may choose a stone pillar to be studied by Myassari with hope of it crumbling to ruin, spending 5 points of luck to roll 6d100 total. Or, the caster may choose a rusted iron door, spending no additional points and shifting its age by 1d100 years backward, causing its rust to retreat. The caster is not required to have the material grouping unlocked within his *Tome of Age*, but instead is granted a glimpse within the pages of Myassari's codex. The selected object must be specific and is limited to 15 feet square in size; for example: the caster may not choose "the stone floor," but may choose "15' of stone floor beneath the troll."
- 18-19 Myassari finds your enemies fascinating, and requests the caster to select up to three targets to be transported to her void realm to be properly catalogued. For 1d4 rounds, the targets disappear from existence. Upon returning from the void, targets appear physically ragged and may be mentally

shattered. Each target must make a DC 14 Will save or else be insane upon returning, attacking friend or foe randomly!

20-23 With the furious flapping of her divine wings, Myassari sends forth a raging tornado of fire and age to aid the caster. All non-living, non-magical objects within the tornado's 30' cone are aged by 1d1000 years, causing stone to topple and sand to turn to glass. All creatures caught within the cone take 1d6 fire damage and are at risk of further environmental damage at the judge's discretion; i.e. a stone pillar collapses atop an enemy or ally.

24-27 Myassari hears the plight of her supplicant and rewards his service with one of her lesser agents, sending forth a young phoenix to aid the caster for 1d8 rounds. Upon its appearance, this majestic, unearthly creature will awe opponents of less than 3 HD. Any such opponents must make a DC 15 Will save, or else either flee or stand frozen in fascination (fifty-percent chance of either result). If the phoenix is killed in battle, it explodes into a ball of flame, dealing 1d4 fire damage to each creature within 15' of its location.

**Young Phoenix:** Init +2; Atk flaming whip +3 melee (1d6 + ignite); AC 12; HD 3d6; hp 15; MV fly 30'; Act 1d20; SP harrowing scream (all with exposed ears must make a DC 15 Reflex save to quickly clasp them, or else lose 1d3 Intelligence; scream can be done once a day), ignite 1d4; Fort +4, Ref +2, Will +3; AL L.

28-29 Myassari is impressed by the caster's power, and lets the caster temporarily glimpse the necromatic chapters within her codex. The caster may select up to two living targets, and age them by 1d20 years! Each point of spellburn or luck used to cast this spell is worth 10 additional years of age added onto the resulting dice roll. Each target is granted a DC 18 Fortitude save to resist the resulting age shift.

30-31 Myassari is pleased with the caster's power, and lends the caster her strength, shrouding the caster within the control of an astral phoenix for d10 rounds. Typically existent only in deepest space, the astral phoenix's radiant feathers are of pure arcana and grant the caster a +10 bonus to all spell checks. In addition, the caster's movement speed is temporarily increased to 60'. Upon casting, all creatures within 20' of the astral projection (e.g., the caster) must make a DC 15 Will save, or else are stunned with fascination until the manifestation ends or leaves their sight; While fascinated, they find their bodies unable to move, and find their gaze unable to break from the twinkling feathers of the majestic fowl. Shedding off the astral projection before its final round results in a blast of arcana, dealing 1d4 damage multiplied by the number of rounds remaining!

32+ Myassari is insulted by the weakness of the caster's target, and feels that it must begin anew on the charter of time. Myassari sends forth an avatar in the shape of a 50' flaming phoenix's skull, devouring the target whole in a whirlwind of flames. Once the smoke clears, where the target once stood now rests a single egg. Within the egg is the target in an embryonic stage to be raised by the caster. Upon hatching, the target has a twenty-five percent chance, adjusted by the caster's luck modifier, of regaining his memory, devoting all his energy into betraying and killing the caster. The judge is encouraged to keep this roll result secret from the caster. Before the PC may cast this spell again, he is required to fulfill a pilgrimage in search of some artifact on which Myassari has her eye.

Roll 1d6 to determine egg size: (1) Copper shilling; (2) Human fist; (3) Cantaloupe; (4) Watermelon; (5) Cask of ale; (6) Size of caster; (7) Horse; (8) Elephant; (9) Tour bus; (10) Small tavern.



# PATRON TAINT: Myassari

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Roll	Result
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1 The caster mistakenly reads from Myassari's *Tome of Age*, mixing up his own body's timeline with that which he seeks. For each time this result is rolled (maximum three), the caster must roll 1d6 to learn which part of his body has been shifted in time. First, it must be randomly determined if time is shifting forward or backward. Then, 1d20 must be rolled to determine how many years' time has shifted on the randomly determined body part. If the PC is an elf, then he must roll 1d100 instead of 1d20 to account for an elf's naturally extended life. The same body part may be tainted multiple times, resulting in the caster's skin rotting off of his muscle, or conceivably cursing the caster with baby hands too small to wield a wand!

Roll 1d6 to determine body part: (1) Hands; (2) Feet; (3) Chest; (4) Face; (5) Ears; (6) Nether regions.

2 The caster's mind becomes distant as haunting memories of the void realms of Myassari ripple into his consciousness. Visions of unending emptiness and the torment of repeated death force a brief pause to his current action, resulting in the caster being stunned for 1d4 rounds. The second time this result is rolled, the caster is permanently cursed with a 1d6 negative modifier on all alertness and perception checks as he becomes lost within his own mind. The third time this result is rolled, the caster has a twenty-five percent chance of spacing out at the beginning of every conflict, automatically dropping to the last spot on initiative.

3 The caster becomes enamored with Myassari beyond the adoration of a faithful acolyte. The caster never leaves his home without first draping himself in feathery gowns and fluffy headwear. He is constantly seeking out and purchasing new attire at any cost as long as it reminds him of Myassari's

feathery embodiment. If this result is rolled a second time, the caster begins altering his own body by permanently piercing feathers into his skin. This will cause the caster to be seen as insane, avoided and distrusted by both common folk and high society. If this result is rolled a third time, Myassari takes notice of the caster's infatuation, finding it momentarily amusing. She blesses the nails upon the caster's hands and feet, causing them to permanently transmute into talons. The caster can no longer wear normal gloves or boots, and must pay triple cost to have a custom pair crafted. Any melee or ranged weapon he uses will be at a -1 to attack, but he permanently gains a +2 unarmed claw attack which deals 1d4 damage.

- 4 The caster is ripened into a chubbier, infantile state, with his physical features becoming soft and less intimidating. His digestion is constantly plagued by bouts of gas. At the beginning of each conflict, the caster must make a DC 12 Fortitude save, or else become gassy, temporarily losing 1d4 Agility and 5' movement speed. The only way for the caster to relieve his gas and abdominal pain is by being burped by another PC (requires 1 round). The second time this result is rolled, the caster loses complete control of his bowels whenever surprised, requiring him to wear a diaper to avoid soiling his undergarments. The third time this result is rolled, the caster's teeth fall out and are slowly replaced by baby teeth. Teething lasts one month and causes the caster great pain, resulting in 1d4 permanent Intelligence loss. During this time, the caster is unable to resist the urge to chew on any material presented to him in the hope that it will relieve his pain.
- 5 The caster begins to sweat profusely, constantly pulling at his collar and fanning himself. This habitual action is often mistaken by observers as a sign of embarrassment, bad odor, or dishonesty, leading to accidental insults and general

trouble. The second time this result is rolled, the caster's body becomes physically hot, searing wooden furniture and singing clothes. The third time this result is rolled, the casters body is completely engulfed in flame each time he casts a spell, destroying any flammable object on his body. Before casting a spell, the caster may take one full round to disrobe and cast off any objects he wishes to preserve. Any allies or enemies within 5' of the caster must make a saving roll to avoid catching fire (*see core rulebook*, pg. 96).

- 6 The caster mistakenly reads from Myassari's *Tome of Age*, creating an alternate version of himself 1d50 years older or younger within the world. Upon creation, the alternate version siphons 1d4 random ability points from the caster. The caster may regain the lost points by seeking out and murdering his alternate. When rolled a second time, a second alternate version is created that will seek out to kill the caster, ultimately gaining the caster's remaining power. When rolled a third time, a third alternate is born, and all living alternate versions of the caster will work together to seek out and kill the original!

# SPELLBURN: Myassari

Myassari's requests are always to the service of her studies, and she uses the desperation of her acolytes to experiment with birth and decay in ways contrary to the laws of nature. When a caster utilizes spellburn, roll 1d4 on the table below.

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Roll	Result
1	Myassari temporarily requires the strongest years of the caster's remaining life, but not the caster's physical body. The caster is beset by crippling pain, taking on the ailments felt by those seventy-years his senior. He may only walk with dependence on a cane (MV is halved), and is at a reduced action die until the spent ability points are recovered.
2	Expressing her unusual and sadistic sense of humor, Myassari impregnates the caster with an arcane version of his own self. A bastard of untamed magic, the imp will grow to resemble the caster, but not before the possibility of the imp suffering a corruption in the womb for every spell misfired thereafter. Each time the caster misfires a spell while pregnant, he must make a DC 14 Fort save, or else his unborn imp will suffer a random corruption from the spell cast. It is recommended that the judge keep the extent of the corruptions secret until the imp's birth. The pregnancy lasts one month for each point of ability score spent on the spellburn and temporarily reduces the die used for the caster's agility rolls. If this result is rolled while already pregnant, the pregnancy results in twins... or triplets, or quadruplets!  Roll 1d4 to determine birth manifestation: (1) The imp will spring forth from the brow of the caster; (2) The imp will be gestated in an unsightly boil on caster's body; (3) The imp will make his presence known suddenly and be expelled out of the caster's forefinger when ready; (4) After 1d3 days of unpleasant indigestion, the imp will be vomited forth.

- 3 Your weakness has cast doubt in the eyes of time's stenographer. Did she misjudge you? Are you smithed from an element unworthy of her vast knowledge and *Tome of Age*? You are again cast upon the anvil of time to be retempered in the flames of a phoenix. Like a sword reforged, you come out weaker than before. Half of the ability points spent during this spellburn will be permanent, divided up at the caster's choosing. Upon surviving Myassari's trial, there is a ten percent chance that the caster will also suffer a patron taint.
  
- 4 Myassari shifts the caster's natural timeline to bring balance to the energies disrupted by the spellburn. For each ability point spent, the caster's age is shifted by ten years. This age shift is permanent, and may result in adverse effects at the judge's discretion. Sacrificing points in Strength, Stamina, and Agility shift time backwards, while points spent in Intelligence and Personality shift time forwards. Each point is treated as its own ten-year shift, so the caster may balance out the spellburn by choosing his ability points with care.

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# Crippling Time

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Level: 1 (Myassari)	Range: Varies	Duration: From instantaneous to permanent	Casting time: 1 round	Save: Will save vs. spell check when cast upon a living creature
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**General** The immortal stenographer of birth and decay has conquered time's toll, dedicating herself to documenting its every effect upon all burdened by it. With this spell, the caster is plunged into a void plane where he may focus on the elements of which Myassari has granted him knowledge through his *Tome of Age*. Those looking upon the caster will lose focus on him, as if he stood forever within their peripheral vision. In this void realm, at lower levels, the caster may gain insight into an object's history and future, while at higher levels, he may shift time upon the object itself!

Keep in mind, this spell is not shifting time as a whole, but only shifting the individual levels of growth and decay experienced by the materials unlocked within the caster's *Tome of Age*. If a wizard was shifted twenty-years into his past, he'd not be magically sporting the fashion and hairstyle of yesteryear! Instead, he'd physically appear younger while his mind and current wardrobe stayed the same. The judge is encouraged to use Patron Table II as inspiration for side-effects of *Crippling Time* when cast upon a living target.

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- |       |                                  |
|-------|----------------------------------|
| 1     | Lost, failure, and patron taint. |
| 2-11  | Lost. Failure.                   |
| 12-13 | Failure, but spell is not lost.  |

- 14-15 The caster is momentarily granted temporal insight into a single non-living, non-magical target that he touches. This target must be made of a material unlocked in his *Tome of Age*. In the void stretching before him is an endless line comprised of time-shifted reflections of the target. Each reflection appears slightly different, with time spanning outward from the original. The caster may tell many things about how the target was fashioned, how it was toppled, when it was built, etc. The caster may also look forward in line to anticipate how the target will naturally decay and erode, learning of any material weaknesses or anomalies!
- 16-19 The caster is momentarily granted temporal insight into a single non-magical target within his line of sight. This target must be made of a material unlocked in his *Tome of Age*. In the void stretching before him is an endless line comprised of time-shifted reflections of the target. Each reflection appears slightly different, with time spanning outward from the original. The caster may tell many things about how the target was fashioned, how it was killed, when it was born, etc. The caster may also look forward to anticipate how the target will decay and erode, learning of any material weaknesses or physical ailments! The caster's distance from the target carries into the void plane, so that it may be harder to clearly see a target that is farther away. For example, if the caster has targeted a troll within his line of sight yet standing 50' away, he will still find himself unable to distinguish the troll's features at such a great distance.
- 20-21 In addition to the spell results described in 14-15, the caster permanently shifts the timeline of the target into its past or future by 1d100 years multiplied by the caster's level. Randomly determine if time is shifted forward or backward. This may result in a rusted sword returning to a newly minted condition, or a strong stone pillar crumbling under the weight of time!

## SPELL LEVEL 1 - CRIPPLING TIME

22-25 In addition to the spell results described in 16-19, the caster permanently shifts the timeline of the target into its past or future by 1d20 years multiplied by the caster's level. The caster may choose if time is shifted forward or backward. This may result in a ferocious wyrm instantly decaying into a pile of skin-clad bones, or a vile necromancer regressing into the body of his eight year old self. The minds and memories of time-shifted humanoids and sentient creatures remain unaffected.

26-29 Same spell results as described in 16-19, but the caster's masterful understanding of the void plane causes the target to appear as if it were directly before the caster, ignoring the normal perception penalties of distance.

In addition, the caster permanently shifts the timeline of the target into its past or future by 1d50 years multiplied by the caster's level. The caster may choose if time is shifted forward or backward. This may result in a ferocious wyrm instantly decaying into a pile of skin-clad bones, or a vile necromancer regressing into the body of his eight year old self. The minds and memories of time-shifted humanoids and sentient creatures remain unaffected.

30-31 The caster permanently shifts the timelines of all non-living, non-magical objects within a radius of 60' centered on a target of the casters choosing by 1d20 years multiplied by the caster's level. The caster may choose if time is shifted forward or backward. Only objects made from a material grouping unlocked within the caster's *Tome of Age* are affected. This may result in a small stone bridge crumbling into the sea below, or all iron weapons within the area rusting away in their wielders' grips!

32-33 The caster permanently shifts the timelines of all non-magical objects and creatures within a radius of 60' centered on a target of the casters choosing by 1d20 years multiplied by the caster's level. The caster may choose if time is shifted forward or



backward. Only objects made from a material grouping unlocked within the caster’s *Tome of Age* are affected. This may result in a wooden ox cart collapsing in rot, or a band of thieves (or the caster’s allies!) turning to infants!

34+ The caster may permanently shift the timelines of all non-magical objects and creatures within a radius of 5 miles centered on a target of the casters choosing by 1d20 years multiplied by the caster’s level. If the roll results in a natural 20, then the die must be rolled a second time and added to the final roll result before multiplying. The caster may choose whether time is shifted forward or backward. The caster is not limited by the bindings of his *Tome of Age*, but instead is given a glimpse into the pages of Myassari’s codex! This may result in a newly constructed fortress turning to ruin, or an entire town, decrepit with age, regaining the strong fortifications of its past!

**Patron Table II: Ailments of Age Shift on Man**

When a PC or NPC has his timeline shifted either forward or backward via spell cast, the physical change may result in numerous ailments. The judge should use the table below as a reference for possible modifiers to inflict upon the target. Remember, the target’s Intelligence does not change during timeshift.

<b>Ability Score Modifier</b>	<b>Child (8-13)</b>	<b>Young Adult (14-20)</b>	<b>Adult (21-44)</b>	<b>Middle-Aged (45-60)</b>	<b>Elder (61-85)</b>	<b>Ancient (86+)</b>
Strength	-5	-2	None	-1	-2	-5
Agility	-4	+1	None	-1	-3	-4
Stamina	-4	+1	None	-2	-4	-6
Personality	-6	-2	None	None	+2	+3

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# Healing Womb

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Level: 2 (Myassari)	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will save vs. spell check when cast upon a living creature
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**General**      The silent observer is awed by the bearing of mortal life and its endless manifestations, encouraging her acolytes to cast its miracle in times of great need. With this spell, the caster can heal himself or those around him through several laborious incantations - from the shrouding of a healing membrane to the gentle message of an amniotic womb!

Be forewarned! Non-clerical healing is unstable and dangerous, even when successfully cast...

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1            Lost, failure, and patron taint.

2-11        Lost. Failure.

12-13      Failure, but spell is not lost.

14-15      The caster selects one target. For 1d3 rounds, the target is covered in a healing membrane and is unable to move. A numbness overwhelms the target as the mucus-like membrane secretes from his pores. The target recovers 1d4 hit points. The hit points recovered may not surpass the target's maximum hit points. After the target has healed, the membrane hardens into a grey layer of phlegm-crust, flaking off over 1d3 days. Merchants and villagers refuse to converse with the target during this time, mistaking his physical symptoms for that of leprosy!

16-19      The caster selects one target. An arm-thick umbilical worm bursts forth from the ground, latching onto an area of exposed flesh upon the target for one round. The target is healed for 1d6 hit points as salubrious fluids gush into his body. The hit points

## SPELL LEVEL 2 - HEALING WOMB

recovered may not surpass the target's maximum hit points. After the target has healed, the umbilical worm shrivels into a jerky-like stub which remains latched onto the target's flesh for 1d3 days. Depending on the location of the stub, the target may suffer -2 Personality checks because of its revolting appearance.

Roll 1d5 to determine location of stub: (1) Face; (2) Neck; (3) Wrist; (4) Ankle; (5) Midriff.

- 20-21 The caster selects one target. The target is suddenly enveloped within a fleshy amniotic sac which forms around him like gelatinous ooze for 1d3 rounds. For each round spent in the sac, the target floats in a low state of consciousness, healing for 1d4 hit points. The hit points recovered may not surpass the target's maximum hit points. During this time, the sac is vulnerable and will rupture if dealt 4 or more damage in a single hit by an edged weapon. Once it ruptures (either naturally or by force), the amniotic sac splashes to the floor leaving the target healed but completely hairless. If the target was hairless prior to *Healing Womb*, he emerges from the amniotic sac with a thick head of black hair.
- 22-25 The caster selects one target. The target is suddenly enveloped within a fleshy amniotic sac which forms around him like gelatinous ooze for 1d6 rounds. For each round spent in the sac, the target floats in a low state of consciousness, healing for 1d4 hit points. The hit points recovered may not surpass the target's maximum hit points. During this time, the sac is vulnerable and will rupture if dealt 12 or more damage in a single hit by an edged weapon. Once it ruptures (either naturally or by force), the amniotic sac splashes to the floor leaving the target healed but completely hairless. If the target was hairless prior to *Healing Womb*, he emerges from the amniotic sac with a thick head of black hair.

26-29 The caster selects up to three targets. Three arm-thick umbilical worms burst forth from the ground, latching onto an area of exposed flesh upon each target for one round. Each target is healed for 1d6 hit points as salubrious fluids gush into their bodies. The hit points recovered may not surpass a target's maximum hit points. After the targets have healed, the umbilical worms shrivel into a jerky-like stubs which remain latched onto the targets' flesh for 1d3 days. Depending on the location of the stub, the targets may suffer -2 Personality checks because of its revolting appearance.

Roll 1d5 to determine location of stub: (1) Face; (2) Neck; (3) Wrist; (4) Ankle; (5) Midriff.

30-31 The caster selects up to three targets. The targets are suddenly enveloped within a fleshy amniotic sac which forms around them like gelatinous ooze for 1d4 rounds. For each round spent in the sac, the targets float in a low state of consciousness, healing for 1d6 hit points each. The hit points recovered may not surpass a target's maximum hit points. During this time, the sac is vulnerable and will rupture if dealt 12 or more damage in a single hit by an edged weapon. Once it ruptures (either naturally or by force), the amniotic sac splashes to the floor leaving the targets healed but completely hairless. If a target was hairless prior to *Healing Womb*, he emerges from the amniotic sac with a thick head of black hair.

32-33 The caster selects one target. Emerging from a randomly determined location upon the target's body is an underdeveloped, fetus-sized parasitic twin. The twin can speak and shares the same mind as the target. The twin has his own hit point pool equal to half the target's hit points (rounded up). Any damage the target receives is absorbed by the twin first. The twin cannot be healed by natural or magical healing. After 1d12 hours, or once the twin reaches 0 hit points, the parasitic twin dies. Upon the twin's death, the target must make a DC 14 Will

## SPELL LEVEL 2 - HEALING WOMB

save or else become stunned with grief for 2 rounds. Depending on the location of the twin, the target may suffer -2 Personality checks because of its revolting appearance. It takes one week for the host body to fully absorb the remains of the parasitic twin.

Roll 1d5 to determine location of twin: (1) Forehead; (2) Shoulder; (3) Lower back; (4) Chest; (5) Inner thigh.

- 34+ The caster selects up to eight targets. The targets are suddenly cocooned within a fleshy amniotic womb which rhythmically contracts and expands in a messaging fashion. For one week, the targets are gently tumbled in a low state of consciousness, returning them each to full hit points. In this state, the targets are paralyzed except in their ability to speak. Each day, the contractions within the womb become more frequent and powerful, until finally expelling the targets from a giant creature within 1d100 miles from the caster's original location! The creature (randomly determined by the judge) will forever see the targets as her offspring, which may result in either positive or negative situations at the judge's discretion. For example, dire wolf mothers are known for the self-sacrificing loyalty they show their pups, while mountain giantess' are known to eat their young during harsh winters!

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# Summon Phoenix

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Level: 3      Range:      Duration:      Casting time: 1 round      Save: N/A  
(Myassari)      Varies      Varies

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**General**      Few creatures within the endless dimensions are known to phase between life and death, and none fascinate Myassari more than the eternal phoenix. Having lived and evolved for generations under the reverent eye of the divine stenographer, the phoenix is born with an inherent recognition and respect for her presence. With this spell, Myassari weaves the name of the caster into the fabric of the phoenix itself, granting him the power to summon the fiery creature in times of great need!

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1      Lost, failure, and patron taint.

2-11      Lost. Failure.

12-13      Failure, but spell is not lost.

14-15      A melon-sized phoenix egg materializes at a desired spot within a radius of 40' from the caster. In 1d6 rounds (judge should roll secretly), the egg explodes dealing 1d4 damage to all within 15' of its fiery shell!

16-19      A melon-sized phoenix egg materializes at a desired spot within a radius of 40' from the caster. Besides the caster, the egg burns the flesh of all who dare hold it. The egg is considered indestructible, but will return to the void after 1d8+2 rounds. For each round the egg is left to incubate, it grows in power, adding +1 to its damage roll. At the caster's command, the egg explodes dealing 1d4 damage (plus any incubation bonus) to all within 15' of its fiery shell!

20-21      The caster summons a phoenix hatchling familiar for 1d3 hours, which abruptly spawns perched upon his shoulder within a ball

### SPELL LEVEL 3 – SUMMON PHOENIX

of flame. The phoenix hatchling is weak but agile, and will follow the command of the caster while lighting his path. When first summoned, determine the familiar's permanent base traits (*see core rulebook*, pg. 319). The phoenix hatchling is considered a unique familiar type and gives its master a benefit of +2 to all attempts at fire-based spells. The phoenix hatchling does not replace a caster's normal familiar. When ordered, the phoenix hatchling can ignite any object or creature within its talons at the expense of its own life (*see Catching Fire in core rulebook*, pg. 96). Once its time expires, or once it is killed, the phoenix hatchling's flame is snuffed out along with all bonuses to the caster. All that remains of an extinguished hatchling is the stinging smell of ash. All future summons keep the same base traits as the first.

22-25 The caster summons a young phoenix which swoops into existence after 1d4 rounds like a boulder tumbling down from a mountain peak! The young phoenix is approximately the size of a donkey, and covered by flame-touched feathers. Upon landing, the phoenix does 1d4 damage to all within 15' of a location of the caster's choosing. The flaming phoenix sheds all shadows within 25' of its location, granting a temporary +2 bonus to Detect Traps and perception-type checks. In addition, the phoenix can safely carry the caster and one other PC within its talons, but may not attack while doing so. The phoenix obeys the caster's command, but will depart after 1d12 rounds, or once killed.

**Young Phoenix:** Init +2; Atk flaming whip +3 melee (1d6 + ignite); AC 12; HD 3d6; hp 15; MV fly 30'; Act 1d20; SP harrowing scream (all with exposed ears must make a DC 15 Reflex save to quickly clasp them, or else lose 1d3 Intelligence; once a day), ignite 1d4; Fort +4, Ref +2, Will +3; AL L.

26-29 The caster summons an elder phoenix which swoops into existence after 1d4 rounds like a comet hurtling down from the heavens! The elder phoenix is approximately the size of an

### SPELL LEVEL 3 – SUMMON PHOENIX

elephant, and covered by molten feathers. Upon landing, the phoenix does 1d4 damage to all within 15' of a location of the caster's choosing. The flaming phoenix sheds all shadows within 50' of its location, revealing any dangers that may lurk about. In addition, the phoenix can safely carry the caster and one other PC within its talons, but may not attack while doing so. The phoenix obeys the caster's command, but will depart after 1d12 rounds, or once killed.

**Elder Phoenix:** Init +6; Atk flaming whip +5 melee (1d6 + ignite); AC 15; HD 3d8; hp 20; MV fly 50'; Act 2d20; SP harrowing scream (all with exposed ears must make a DC 15 Reflex save to quickly clasp them, or else lose 1d3 Intelligence; once a day), ignite 1d4; Fort +6, Ref +4, Will +6; AL L.

30-31 Same spell result as 26-29, but upon landing, the phoenix does 1d6 damage to all within 15' of a location of the caster's choosing. Additionally, the flaming phoenix sheds all shadows within 100' of its location, revealing any dangers that may lurk about. The phoenix obeys the caster's command, but will depart after 1d4 hours, or once killed.

32-33 The caster summons an elemental phoenix which swoops into existence in 1d4 rounds like an orbiting moon crashing down from the stars! The elemental phoenix is approximately the size of a small tavern, and covered by feathers made from a randomly determined element known within the caster's *Book of Age*. Each possible element lends the phoenix and its master a unique benefit, as shown on Patron Table III. Upon landing, the phoenix does 1d6 damage to all within 15' of a location of the caster's choosing. In addition, the phoenix can safely carry the caster and one other PC within its talons, but may not attack while doing so. The phoenix obeys the caster's command, but will depart after 1d12 rounds, or once killed.



**Elemental Phoenix:** Init +6; Atk see special; AC 17; HD 3d8; hp 20; MV fly 50'; Act 2d20; SP elemental bonus (Patron Table 1-2), harrowing scream (all with exposed ears must make a DC 15 Reflex save to quickly clasp them, or else lose 1d3 Intelligence; once a day); Fort +6, Ref +4, Will +6; AL L.

34+ Same result at 32-33, but the elemental phoenix is covered by feathers made from *two* randomly determined elements known within the caster's *Book of Age*. The phoenix obeys the caster's commands, but will depart after 1d3 hours, or once killed.

### **Patron Table III: Elemental Phoenix Properties**

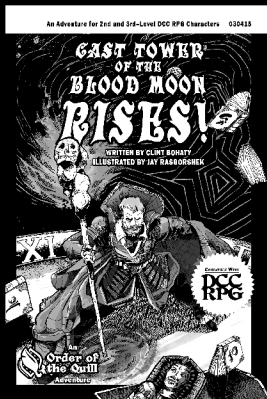
<b>Element</b>	<b>Special Attack</b>	<b>Caster Bonus</b>
Metal	Razor molt +7 melee (2d6)	Full protection against edged weapons
Stone	Bouldered squall +6 ranged (4d4)	+4 AC
Textile	Smothering gale +5 melee (1d6 plus Reflex DC 14 or extra 2d8 damage)	+4 to all attempts at casting spell scrolls
Wood	Splintered talon +6 melee (3d4+2)	Staves gain +4 to attack and damage
Organic	Poisonous smoke +4 melee (1d6 plus Will DC 14 or sleep)	Roll a number of HD equal to caster level and gain the resulting number as temporary hit points.*

\*Any temporary hit points remaining which surpass the caster's natural hit point maximum will disappear once the elemental phoenix departs.

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