

Urhatta

The Worldwalker

A time-travelling, space-warping, energy-breathing patron.

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**DCC
RPG**

Urhatta

The Worldwalker

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Urhatta, The Worldwalker

Urhatta is an ancient and powerful djinn who has transcended mortality in several ways. She exists in several dimensions and timelines simultaneously, pursuing her vast and unknowable plans. She is a paragon of law and truth, although not necessarily goodness. She requires scrupulous accounting of promises, requests and wishes from her devotees. In return, she grants blessings of the mind, access to rare knowledge, and even the ability to transcend time and space.

Invoke Patron Checks

Roll	Result
12-13	Urhatta is busy elsewhere or elsewhere and barely has time to notice the casters request. She sends a temporary boost to reason and insight to help him through this particular difficulty (+1d3 INT and +1d3 Willpower save for the next 2d5 rounds).
14-17	Urhatta takes minor notice of the caster and his request, granting him and his allies an uncanny perception and ability to anticipate their enemies every move. The caster and up to 8 allies gain an improvement on the die chain to Initiative, Attack and Skill rolls for 1d5 rounds.
18-19	A shockwave of paralytic energy freezes the caster's enemies in place for 1d4 rounds. The wave is centered on the caster and effects all enemies of the caster within 20' + 5' per 2 caster levels radius. Each creature receives a Fortitude save to resist.
20-23	Urhatta notes the caster's plight and grants him a +3 and an improvement on the die chain on the caster's next spell check.
24-27	An arcing bolt of electricity emanates from the caster, striking every foe within 30' for 2d6 Electricity damage immediately. The bolt will also jump to any targets within 10' of the initial targets, even if they are outside the initial area of effect. Each target struck will also take 1d6 Electricity damage on the following round. Targets receive a Reflex save for half damage.
28-29	Urhatta, in her unfathomable wisdom, realizes the caster is in dire need and grants him several impressive boons. First, the caster may regain 1 spell per CL that has been lost. Second, the caster receives an improvement on the die chain to any spell cast for the next 2d3 hours. Finally, the caster and up to 8 allies receive a bonus of +3 on any saving throws for the same amount of time.
30-31	The caster immediately receives the insight to 'solve' his current dilemma. This may not always resolve the issue at hand the way the caster wishes, but the caster will know the most favorable course of action for himself. In addition, if the caster follows this plan, he receives a bonus of +4 as well as one improvement in the die chain on any action, check, or save, as long as he is following the course of action outlined, or until 1 day passes, whichever comes first.
32+	Urhatta appears as a crackling blue spectral visage in front of the caster, freezing time for 1d3 miles in all directions. The caster has the option to travel back in time with all of his allies and gear 2d3 hours, or send any enemies within his line of sight 1d3 years into the past. Enemies may make a Willpower save to resist.

Patron Taint: Urhatta

Roll Result

- 1 The caster has incurred a cosmic debt by asking for one too many favors. In return, the caster must answer the next question asked of him immediately, honestly and as completely as possible, regardless of the questioner. If rolled a second time, the caster must perform the next action asked of him as long as it does not bring harm to the caster, his allies or cost more than 100 GP or 1 day of effort. If rolled a third time, the caster must grant 3 'wishes' to the next person to do a favor for, or show kindness to the caster, even something as simple as saying "thank you" or "you are welcome." Certainly any kind of beneficial magic would count, as would standing guard, etc. The 'wishes' are defined as anything within the casters power not costing more than 500 GP or taking more than 1 week to complete. If a 'wish' that breaks one of these conditions is asked for, the caster must refuse it, and offer to fulfill another 'wish' that meets the criteria.
- 2 Sustained trafficking with Urhatta has opened the caster to a wider understanding of the multi-verse. The first time this is rolled, a slit about 1.5 inches wide appears on the casters forehead. It does not bleed or heal and looks like a strange fold in the skin. The caster suffers the loss of 1 point of Personality permanently. The second time this is rolled the slit opens to become a fully formed eye on the caster's forehead. The eye is fully functional but disorienting to the caster. For 1 month the caster suffers a -4 on any vision related skill checks as well as a -2 to attack rolls. The caster also suffers an additional 1d3 permanent loss of Personality. On the third roll the caster's original eyes go blind and milky white. The caster suffers a permanent -2 to attack rolls due to lack of depth perception, but the third eye is now able to Detect Magic (per the spell as if a spellcheck of 15 was rolled) whenever the caster concentrates for 1 full round.
- 3 Urhatta demands payment in kind for her many boons. The caster must retrieve a piece of lost knowledge and sacrifice it to Urhatta. This may be a magical scroll, magic item or ancient book, tablet or grimoire. The caster must burn, smash or otherwise destroy the knowledge in a 1 hour ritual to Urhatta. The caster can in no way benefit from the knowledge sacrificed. On a second roll, the caster must quest for a particularly valuable item or knowledge as above, but the quest will take 1d4 days and be guarded by 1d4 creatures at least as powerful as the caster. On the third and subsequent rolls, the caster must quest further and harder for the knowledge: There are no limits to what Urhatta may ask.
- 4 The caster absorbs some of Urhatta's mortal essence. The caster is constantly alive with the energies of the multi-verse, carrying a strong static charge at all times. His hair stands on end, small sparks fly when he touches metal and his steps crackle slightly on occasion. On a second result, the caster's skin turns an azure blue and any hair on his head falls out immediately. On a third result, the static charge becomes so powerful it is actually dangerous. Any creature touching or is touched by the caster suffers 1d4 damage from Electricity. Fortitude save DC 14 for half.
- 5 The caster's overwhelming desire to learn the deepest truths cause him to slowly and methodically practice his craft. Any time this result is rolled the Judge determines one spell the caster is able to cast. The casting time for this spell is doubled for the caster the first time he casts it each day. If the spell is lost, it takes twice the normal time to return to the caster. This result can be applied to the same spell multiple times, lengthening the casting time and recover time exponentially.
- 6 Urhatta demands retribution! The caster is tasked with searching out an oath-breaker at Urhatta's direction, and compelling him to fulfill his promise. On a second and any subsequent results, Urhatta has declared the oath-breaker beyond redemption, and the caster must find and irrevocably destroy him.

Spellburn: Urhatta

Roll Result

- 1 Crackling blue electrical energy wracks the casters body. The severe convulsions manifest as stat loss.
- 2 The secrets of the multiverse are suddenly opened, all at once to the caster, without filter. The severe shock and drain manifest as stat loss.
- 3 The great Bell of Truth tolls from within the body of the caster. The sound is deafening to all within 30' (Fortitude save DC 10 or deafened for 2d5 rounds) and can be heard at a distance of 1d3 miles. The vibrations manifest as stat loss.
- 4 Great knowledge requires great sacrifice! The caster must dislocate a joint for every 2 points of spellburn requested. Wrists, elbows, shoulders, knees, and ankles all qualify. The effects (loss of movement for ankles and knees; penalty to attack for wrist, elbow and shoulder) last until the caster can rest for a full night, and the intense pain manifests itself as stat loss.

Patron Spells: Urhatta

Ćire's Dimensional Armour

Level: 1 (Urhatta)

Range: Self and Touch

Duration: Varies

Casting Time: 1 action

Save: None

General: Centuries ago, Ćire was one of Urhatta's most powerful acolytes: A master of dimensional manipulation. His chaotic tendencies caused him to break from his service to Urhatta, and today he is also a patron of considerable power. To leave Urhatta's service gracefully, Ćire exchanged knowledge of his Dimensional Armour spell for use by all of Urhatta's future clients. The spell combines a mystical shield of mundane variety, as well as subtly phasing any creature enchanted through several pocket dimensions, of which Ćire is now master.

Manifestation: (1) A blue-white chainmail hauberk and coif (2) a suit of shimmering multi-colored platemail (3) partially cured leather armor, poorly stitched together and infested with lice (4) a red octagon shaped shield, with 4 reflective, white arcane letters or symbols appears at the point of impact to halt or deflect the attack.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster conjures unstable armour that provides only +1 AC for 1d3 turns to himself. In addition the caster receives a +1 on all Reflex and Fortitude saves due to a slight flickering of his physical form into another dimension.

- 14-17 The caster conjures flimsy armour that provides +2 AC for 1d6 turns to himself. In addition the caster receives a +2 on all Reflex and Fortitude saves due to a slight flickering of his physical form into another dimension.
- 18-19 The caster conjures flimsy armour that provides +2 AC for 2d6 turns to himself and 1d3+CL individual creatures touched. In addition the affected creatures receives a +2 on all Reflex and Fortitude saves due to a slight flickering of his physical form into another dimension.
- 20-23 The caster conjures dependable armour that provides +4 AC to himself until dawn of the following morning. In addition, the caster receives a +2 on all saves and a 25% spell resistance to all spells of first or second level, due to a constant flickering of his physical form and soul through multiple dimensions.
- 24-27 The caster conjures dependable armour that provides +4 AC to himself until dawn of the following morning and a +2 AC to 1d6+CL creatures touched. In addition, the caster and each of the creatures touched receives a +2 on all saves and the caster receives a 35% spell resistance, due to a constant flickering of their physical form and soul through multiple dimensions.
- 28-29 The caster conjures superior armour that provides +4 AC to himself until dawn of the following morning. Furthermore, the caster ignores the first 5 points of damage from all physical weapons or natural attacks. In addition, the caster receives a +4 bonus on all saves, immunity to all harmful first level spells and a 25% spell resistance to all spells of second or third level, due to a constant flickering of his physical form and soul through multiple dimensions.
- 30-31 The caster conjures superior armour that provides +4 AC to himself and 1d8+CL creatures touched until dawn of the following morning. Furthermore, the affected creatures ignore the first 5 points of damage from all physical weapons or natural attacks. All creatures receive a +4 bonus on all saves, immunity to all harmful first level spells and a 25% spell resistance to all spells of second level. The caster receives 35% spell resistance to all harmful spells.
- 32+ The caster is encased in complex and mastercraft armour. He receives a +10 to AC until the dawn of the following morning. In addition, he ignores the first 15 points of physical damage and the first 10 points of energy based damage. He benefits from a +6 to all saving throws and complete immunity to spell or spell-like effects of third level or lower. He receives a 40% spell resistance to all other spells. In addition, part of the caster's consciousness travels with his soul to the pocket dimension ruled by Ćire. While there, the caster automatically gains the knowledge to cast Patron Bond with Ćire.

Servants of Firmament and Aether

Level: 2 (Urhatta)

Range: Varies

Duration: Varies

Casting Time: 1 round

Save: None

General: The caster makes contact with one of Urhatta's servants who may or may not be able to help the caster by giving insight into a particular problem. The spell check result effects the significance of the servant's aid, as well as how long it takes to explain the situation to the servant. The caster may elect to take a lower spell check result if desired.

Manifestation: (1) A horned skull, wreathed in blue and green flame hovers 5' in the air and speaks

with a refined, educated, and posh manner; (2) a purple and pink slug crawls out of the caster's ear and communicates telepathically; (3) a warm wind blows for the duration of the spell and moans in a random language the caster can understand; (4) a short creature wearing red robes, with a bald crown and long white hair on the sides and back appears from behind a convenient rock and speaks in an overly cheery tone; (5) a booming voice answers the caster brusquely and with great annoyance; (6) one of the caster's companions (chosen at random) becomes possessed by a spirit for the duration of the spell. The companion can attempt to resist by making a Willpower save. If the save is successful the spell will be cancelled. If the save is declined or failed, the possessed companion will be able to take no actions for the duration of the spell.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-17 The servant has difficulty understanding the situation (2d3 rounds to explain) and ultimately doesn't know quite what to do, so it gives the caster a +2 to all rolls for the next 2d3 turns.
- 18-19 The servant has difficulty understanding the situation (2d3 rounds to explain), but finally grasps the caster's request. It can grant the caster a +4 on his next spellcheck, a +1 to the caster and all his allies for the next 2d4 turns, or heal the caster 2d6 hit points, whichever is more beneficial.
- 20-23 The servant understands the situation quickly (1 round to explain). It can grant the caster a +4 on his next spellcheck, a +1 on all actions to the caster and all his allies for the next 2d4 turns, or heal the caster 3d6 hit points, whichever is more beneficial.
- 24-27 The servant takes some time to grasp the situation (1d4 rounds to explain), but ultimately realizes the seriousness of the situation. It grants the caster an improvement in the die chain on his next 3 spell checks as well as double the effectiveness of any spellburn for 1d4 rounds. In addition, the spirit can answer one quick question of minor usefulness to the caster.
- 28-29 The servant understands the situation quickly (1 round to explain). It can grant the caster a +6 on his next spellcheck, a +3 on all actions to the caster and all his allies for the next 2d4 turns, or heal the caster and all of his allies 2d6 hit points and give them a bonus of +4 to all saves or 2d3 turns, whichever is more beneficial. In addition, the spirit can answer one quick question of moderate usefulness to the caster.
- 30-31 The servant understands the casters dilemma immediately and takes swift action. It teleports the caster, and any familiars or personal hirelings and henchmen, to a safe(r) location up to 1 mile away. Afterward, the spirit can answer a lengthy question of moderate usefulness to the caster.
- 32-33 The servant understands the casters dilemma after some explanation (2 rounds). It then takes one of the following actions, whichever is most beneficial to the caster at the time; (1) teleport the caster and up to 5 companions 1 mile away to a safe location; (2) grant the caster a +10 to his next spell check as well as one improvement on the die chain; (3) instantly heal the caster and up to 10 companions for 3d6 points of damage. In addition, the spirit can answer one quick lengthy question of substantial usefulness to the caster.
- 34+ The servant arrives with a plan already in place. It instantly takes one of the following actions, whichever is most beneficial to the caster at the time; (1) teleport the caster and up to 10 companions up to 5 miles away to a safe(r) location; (2) grant the caster a +10 to his next 3 spell checks as well as one improvement on the die chain; (3) instantly heal the caster and up to 10 companions for 4d6 points of damage. Additionally, the spirit can answer two lengthy questions of substantial usefulness to the caster.

Urhatta's Breath

Level: 3 (Urhatta)

Range: Varies

Duration: Varies

Casting Time: 1 action

Save: See below

General: The caster breathes a crackling blue flame of energy at one or several enemies within range. The electric exhalation can cause damage, as well as slow, stun, or incapacitate enemies.

Manifestation: One or more crackling blue flames of energy.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster can breathe a flame up to 60' at a single enemy inflicting 2d6+CL in electrical damage (Reflex save for half damage). Additionally, the target must make a Fortitude save or be slowed for 1d4 rounds, receiving half normal attacks and having speed reduced by half.
- 18-21 The caster can breathe a flame up to 100' at a single enemy inflicting 2d8+CL in electrical damage (Reflex save for half damage). Additionally, the target must make a Fortitude save or be stunned for 1d4 rounds, unable to take action.
- 22-23 The caster can breathe a flame up to 80' at as many as 4 enemies, inflicting 2d8+CL in electrical damage (Reflex save for half damage). Additionally, the targets must make a Fortitude save or be slowed for 1d4 rounds, and their speed and number of attacks are halved.
- 24-26 The caster can breathe a flame up to 120' at as many as 4 enemies, inflicting 3d7+CL in electrical damage (Reflex save for half damage). Additionally, the targets must make a Fortitude save or be stunned for 1d5 rounds, unable to take action.
- 27-31 The caster can breathe a flame at all enemies within 50', inflicting 2d6+CL in electrical damage (Reflex save for half damage). Additionally, the targets must make a Fortitude save or be slowed for 2d4 rounds, and their speed and number of attacks are halved.
- 32-33 The caster can breathe a flame up to 200' at a single enemy inflicting 8d7+CL in electrical damage (Reflex save for half damage). Additionally, the target must make a Fortitude save or be knocked unconscious for 2d3 rounds, unable to take action.
- 34-35 Urhatta's Furious Storm! All enemies within 60' of the caster take 2d6+CL in electrical damage each round for 3 rounds (Reflex save for half damage). Additionally, the targets must make a Fortitude save each round or be slowed for 1d4 rounds, and their speed and number of attacks are halved.
- 36+ The caster can breathe 3 flames at up to three targets. Each flame inflicts 1d24 points of damage (Reflex save for half damage). Additionally, the target must make a Fortitude save or be knocked unconscious for 2d5 rounds.

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