



Secret Antiquities

The Journal of Esoteric America

Issue #1

Esoteric American Patrons

A Weird Historical Supplement
for Dungeon Crawl Classics RPG

by Michael Curtis

COMPATIBLE WITH
**DCC
RPG**

Secret Antiquities

The Journal of Esoteric America #1

Esoteric American Patrons



The Land of the Freak
and the Home of the Strange

COMPATIBLE WITH
**DCC
RPG**

Contents

Introduction -----	3
Esoteric American Patrons -----	6
Uncle Sam, Patron of the United States of America -----	8
The Anti-Sam, Patron of the American Nightmare -----	25
The Old Man of the Mountain, Patron of Knowledge -----	40
Stagger Lee, Patron of Badasses -----	54
The Dead Rock Star, Patron of Fame and Excess -----	71
Emperor Norton I, Patron of the Benevolently Mad -----	85
Mrs. O’Leary’s Cow, Patron of Arsonists -----	89

Credits

Concept and Writing: Michael Curtis

Art: Michael Curtis, François Le Douarin, Bradley K

McDevitt, Jacob A. Riis, and WikiCommons

Secret Antiquities Vol. 1 No. 1 “Esoteric American Patrons”

Copyright 2017 Michael Curtis

A Freak Flag Press Creation

<http://secretantiquities.blogspot.com/>

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

Introduction

Everything you've heard is true.

Witches practiced black masses in the woods around Salem. Frozen alien bodies are stored in clandestine government installations. Washington D.C. was designed by geomancers to harness ley lines. The shot that killed President Kennedy was a magic bullet. Phantom hitchhikers travel the country's highways, bound for a location no living soul should ever see. A secret war is being waged for the soul of the country. And without you even knowing it, you're caught in the crossfire.

Somewhere out there lies an America unknown to the majority of its residents. Hidden beneath the spacious skies and majestic purple mountains is a secret America. For those of us who know which way to turn at the crossroads and how to ask Legba to open the gates, reaching this Esoteric America is a trivial matter. The only question that remains is "Do I dare venture there?"

Esoteric America is a setting for DCC RPG, one inspired by my own interest in the folklore, weird history, and strange happenings that make up the story of America. Those of you who've read and enjoyed my work on *The Chained Coffin* and explored the fantasy Appalachian setting of the Shudder Mountains already know I believe that fantasy roleplaying doesn't need to be set in the traditional faux Western European medieval period so common to the hobby. With the proper askew worldview and a dedicated love for history and folklore, there's no reason why one's own backyard can't be transformed into a setting as fantastic as Middle-Earth, Hyboria, or Nehwon. And that's precisely what I intend to do with Esoteric America.

This campaign setting largely eschews the Appendix N that DCC RPG draws inspiration from and instead drinks from the wellspring of our cultural consciousness. American history (both pre- and post-European contact), folklore, music, urban legends, pseudo-science television documentaries, and tall tales comprise the headwaters from which the Esoteric America setting flows. Add a dash of pop culture to the mix and you have a delicious stew to serve to the players.

Esoteric America and the materials provided for it in the pages of this and future issues of *Secret Antiquities* is focused primarily on the geographical and cultural region comprising the United States of America, simply because this is what the author is most familiar with. We may jump across borders both north and south on occasion, much as the peoples who make up the USA have done both in the past and the present, but I'm content to limit the focus on the fifty states.

Likewise, while Esoteric America games can be set in any region of the country and in time periods ranging from when the first settlers crossed the land bridge from Asia up until the modern age, I will refrain from mining the rich vein of Wild West folklore for supplemental material. Both *Black Powder*, *Black Magic* and *Dark Trails* are already doing great work with that aspect of legendary America and, unless I have something vastly different from what they've already published, I'll leave it to them out of both professional courtesy and personal friendship. Some Esoteric America material will nevertheless be easily imported into both *Black Powder*, *Black Magic* and *Dark Trails*, so fans of those publications won't be left in the cold by *Secret Antiquities*.

Much as the pulp sword & sorcery writers felt little need to stick to a strict timeline with their characters, instead telling stories as inspiration demanded, *Secret Antiquities* and the Esoteric America material will not be presented in any shape, sense, or order. If you're looking for a "read and run" campaign sourcebook, this isn't it. Instead, much like the original inhabitants and the later settlers of this country, we're going on a journey. This highway runs through the occult underworld and the mythic borderlands of the nation, so there's no telling where we'll end up or when we will get there. If you're the kind of person who enjoys the journey more than the destination, climb aboard! Otherwise, you may want to wait until we've come back with a stack of pictures and postcards documenting this strange trip.

This inaugural issue of *Secret Antiquities* looks as some of the patrons that dwell in the etheric otherworld touching Esoteric America. This sample is but a handful of the many weird patrons

that exist, but two of them are important figures in the secret war being fought behind the scenes. Hopefully, these patrons will provide the reader with a clearer idea of what the intended tone and scope of an Esoteric America DCC RPG campaign is and will serve as a top-down introduction to the Land of the Freak and the Home of the Strange. Don't despair, however, if you don't intend to run an Esoteric America campaign. All the supplemental DCC RPG material in this and future issues of *Secret Antiquities* is easily adaptable to your home game. No matter if you're running "pure DCC," a Shudder Mountain campaign, exploring the Purple Planet, or even looking into the post-apocalyptic future of Mutant Crawl Classics, the game material herein can be used at your table with a little fine tuning and imagination.

That covers everything we need to discuss before we hit the haunted highways of Esoteric America. I've got Robert Johnson on the radio, a copy of the unexpurgated Warren Commission report in the glovebox, and a mojo bag hanging from the review mirror. Let's ride!

Michael Curtis
October 7, 2016

A special note to non-American readers: Don't worry if your familiarity with American culture, history, and folklore is limited to what you've seen on TV or the movies, or read about in books or on the internet. Esoteric America regularly draws on events and characters that have been widely glamorize, celebrated, and/or demonized by the arts, literature, TV, and motion pictures. You'll likely be able to use and enjoy Esoteric America material even if you don't live in the real world version. In fact, a measure of distance from the actual thing is probably beneficial to envisioning the place I'm chronicling with these works.

Esoteric American Patrons

America is a land filled with mythic figures, both real and imagined. Stories of these legends are told in schoolhouses, backlots, barrooms, and around campfires. With each telling, the legends grow a little more. Some have observed that America itself is a legendary land, a place where everything lacking elsewhere could be imagined to exist. It is no wonder that Esoteric America is a place rife with supernatural patrons.

Patrons in Esoteric America need never have existed in reality. All that's required is that enough people believe in the patron to grant it power and thereby will it into existence. Although there is the usual gamut of powerful, once-living individuals who have become patrons in Esoteric America, one also finds fictional beings, philosophies, and even landmarks among their numbers. Each of these patrons is capable of taking on servants and granting them boons in return for their subservience, regardless of origin.

The following seven patrons are just a tiny sample of the supernatural entities found in the occult underworld of America. Hopefully, this selection will give the reader an overview of the patron possibilities available to seekers of esoteric knowledge and inspire judges to create new patrons in the same vein. Future installments of *Secret Antiquities* will contain additional patrons as time and interest allows.

Each patron write-up contains several description entries. While invoke patron, patron taint, spellburn, and patron spells are familiar to DCC RPG judges and players, a few of the entries bear elaboration.

First Manifestation is the time period or date when the patron first came into existence. This is helpful for judges looking to determine if the patron is available during the timeline of their individual campaigns.

Status indicates whether the patron is still active in the 21st century. Some patrons have been destroyed or lost their power due to a lack of belief, while the fate of others is unknown. This is simply a

guideline and the judge is free to revive or destroy patrons as the campaign requires.

Alignment is simply which side the patron falls on in the cosmic struggle. Patrons usually only accept servants of similar alignment, but they have been known to make exceptions if the potential servant shows promise of being a useful and powerful pawn.

Demands are the primary directives and tasks the patron places on its servants. When the patron wants its servant to repay the aid it has granted them, they will almost always be tasked to perform some service that meets one of the patron's demands.

Other Campaign Settings are suggestions on how to adapt the patron to campaigns set outside Esoteric America. Although the author is bewildered why anyone would choose not to play in Esoteric America, he recognizes such people exist and wishes to make their lives easier. Almost every Esoteric America patron can be reskinned for traditional fantasy settings and this entry provides guidance on how to do so.



Uncle Sam, Patron of the United States of America



First Manifestation: War of 1812

Status: Active

Alignment: Lawful

The pride in and of one's homeland is a powerful force, a fervor that rivals faith in extreme cases, leading one to believe that their native soil is nearly divine in nature. From these depths of pride and nationalism rise supernatural forces that assume the guise of the beloved land, transforming themselves into the personification of a nation, a manifestation of all that is good and noble of a populace, a guardian that stands by its beloved against all enemies. These national personifications have many guises and names.

The patron of America is widely known as “Uncle Sam,” a lanky, lean figure, white-haired and whiskered, dressed in a swallow-tail coat, striped trousers, and a tall hat. His cheeks are red with either mirth or anger, and, while Uncle Sam is kindly to those he defends, his righteous wrath falls unflinchingly on those who would oppose his nieces and nephews both at home and abroad. Uncle Sam is both kindly and stern, bestowing gifts and comfort on those that require it and striking out furiously at the enemies of his servants.

Scholars of the occult opine that Uncle Sam is a new manifestation of a previous personification known as “Brother Jonathan,” the supernatural entity that lent his support to the patriots against the British during the American War of Independence. An opposing theory is that the two national personifications are each unique entities, and that Brother Jonathan’s power has been usurped by Uncle Sam’s ascension, leaving the previous personification a mere shell of its former self. An even darker theory suggests that Brother Jonathan may be the true identity of the dark entity known as the Anti-Sam (see p. 25).

Uncle Sam is the patron of those who desire to serve the noble aims of America, providing a haven to those enslaved, either bodily, economically, or socially, defending its shores against enemies at home and abroad, and striving to remain a beacon of hope and prosperity around the world. The servants of Uncle Sam include soldiers, social activists, clergy, Boy Scouts, traditionalists, and statesmen.

Demands: Uncle Sam desires his servants to defend the true spirit of the United States of America, the golden vision of a nation where anyone can seek escape from persecution, to live their lives free from tyranny, and be granted the opportunity to make the best possible life for themselves and their loved one. He commands his servants to oppose anyone who would thwart this American Dream, especially combating the desires of his foul twin, the Anti-Sam.

Other Campaign Settings: Uncle Sam can be used to represent a patron devoted to the welfare of any nation, realm, or other ruled region. He can be the patron saint of a kingdom or the spirit of the realm's founder who has pledged to return in times of great need. This profile can also be for guardians of freedom or defenders of the downtrodden, making it a good basis for the head of knightly orders or heroic paladins of old.

Invoke Patron Spell Check Results in Esoteric America Campaigns

Unless specifically noted in the patron's description, servants who successfully cast the *invoke patron* spell can choose an effect equal to or lower than his spell check if a less powerful result is more desirable. The chosen effect manifests using the caster's original spell check for the purposes of determining DCs and spell-like effects.

Invoke Patron check results

12-13 *These colors don't run!* Uncle Sam invests the caster with courage, granting him a +2+CL bonus on all saving throws against fear effects. The caster can bestow this bonus on as many allies as he desires in a 30' radius by spending 1 Luck per ally.

14-17 *Land of the Free.* Uncle Sam sunders any and all bonds in a 20' diameter centered on the caster. Shackles break, locks open, ropes snap, and other non-magical restraints or fasteners fail. The caster can break a single magical bond or restraint if the *invoke patron* spell check exceeds the spell check for the restraining spell (if applicable) or is 25+ in the case on enchanted chains, locks, or similar non-spell-created restraints.

18-19 *This land is your land.* Uncle Sam assists in protecting the caster so long as he remains standing on American soil. All damage suffered by the caster is reduced by a number equal to his caster level so long as he physically touches the ground. This effect lasts for 3d4+CL rounds or until the caster's contact with American soil is broken. Note that certain places outside the national boundaries of America may be considered "American soil" for the purposes of this

-
- spell effect. Embassies in foreign nations, the burial grounds of fallen American soldiers, and similar locations should be treated as native soil for the purpose of this spell effect.
-
- 20-23** *Patriot prowess.* Uncle Sam grants the caster an attack and damage bonus equal to his CL for 1d10+CL rounds. This bonus is doubled if the caster is attacking enemies to the American Way of Life. It is left to the judge to determine if an opponent represents a threat to the American Way of Life, but enemies such as Communists, Nazis, anarchists, Martians, etc. likely qualify depending on the time period of the campaign.
-
- 24-27** *American Knowhow.* Uncle Sam grants the caster and a number of allies up to his CL a +2d bonus on a single spell check, attack roll, saving throw, skill check, or ability check of the recipients' choosing. The bonus is lost after applied to a chosen roll or a number of days equal to the caster's level+1d5 have passed. A creature can only be under this effect once at any given time. If this result occurs a second time while the bonus is still pending, the recipient does not gain another bonus, but the time limit is reset.
-
- 28-29** *Your tired, poor, and huddle masses.* Uncle Sam imparts the power to restore the wellbeing of the masses to the caster. The caster can choose a number of creatures equal to his CL×10 to affect. The chosen individuals are immediately revived, losing all negative consequences of exhaustion, hunger, thirst, and sore muscles. They heal 1 die of damage and can make another saving throw to resist any poison or disease affecting them. The caster may choose to spend up to three Luck points when imparting this effect. Each Luck point grants a +1 modifier to the hit die or saving throw roll when determining the number of hit points healed or if the poison and/or disease is resisted. This effect is instantaneous and must be used immediately when granted.
-
- 30-31** *Abolish corruption.* Uncle Sam removes a single form of corruption from the caster or from a single subject touched by the caster. This corruption can be either from a specific spell or from the minor, major, or greater corruption tables. This spell effect does not remove patron corruption (even
-

Uncle Sam's own) of any type, however. The corruption affected can be chosen by the caster or designated target if they succeed in a Luck check; otherwise the judge determines randomly what corruption trait is abolished.

32+ *Manifest Destiny.* Uncle Sam steps in to aid the caster in the most efficient way possible depending on the situation. This assistance may manifest as healing his servant (and allies) fighting the good fight, unleashing righteous destruction on America's enemies, or providing useful intelligence to overcome a problem. This aid comes in the form of the effect of a 32+ spell check of any 1st level wizard or cleric spell the caster chooses with the judge's approval. For example, if the caster is surrounded by enemies and achieves a *invoke patron* spell check of 32 or more, he could petition the judge to decree that Uncle Sam unleashes 3d4+2 magic missiles as per the *magic missile* spell's 32+ spell check result or grants the servant and his allies the benefits of *holy sanctuary* at that same level of effect. The magical effect takes place instantly regardless of normal casting time and if special conditions are usually required by the spell (spellburn, special components, etc.) they are not necessary in this case.

Patron Taint: Uncle Sam

When patron taint is indicated for Uncle Sam, 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 longer.

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

1	The caster's head hair, whiskers, and eyebrows turn white if not already that hue. If this taint is rolled a second time, the caster's hair and whiskers grow longer, becoming identical to the locks and beard of Uncle Sam. If this result is rolled a third time, the caster's body becomes tall and spindly, completing his resemblance to Uncle Sam.
----------	---

2	The caster's blood becomes a bright and unnatural shade of red, leaving his skin with a ruddy complexion. If this result occurs a second time, his blood becomes two-toned, acquiring both red and blue colorations. The hues remain separate and do not mix together under any circumstances.
----------	--

If this result is rolled yet again, the caster's blood gains a third coloration: brilliant white. He truly bleeds red, white, and blue from now on.

3 The caster gains a faint streak of zealotry towards his homeland, believing it to be the greatest nation in the world. He never fails to remind foreign nationals of America's greatness whenever the opportunity presents itself. If this taint is rolled a second time, the zealotry increases and the caster cannot stand idle when another American is insulted or attacked. He must leap to their aid immediately. If he cannot, he suffers a -2 penalty to all attack, saving throws, and spell checks until he can provide assistance to the target or otherwise make amends (judge's discretion). If this result is rolled a third time, the penalty increases to -4.

4 The caster develops a love for weaponry and has a compulsion to collect arms of all types. He must spend at least 5 gp each month to acquire a new weapon for his collection. Failure to do so results in a cumulative -1 penalty to spell checks for each month a new weapon goes unpurchased. If this taint is rolled a second time, the caster must spend at least 20 gp per month on new weapons and the penalty for failing to do so increases to a cumulative -2. If this taint occurs a third time, the caster must make a DC 10 Will save whenever confronted with a situation that can be resolved with violence. If failed, the caster immediately attacks the opposition instead of communicating.

5 The caster is compelled to speak the truth whenever questioned. He can only lie (even by omission) if he succeeds in a DC 10 Will save. If this result is rolled a second time, the DC increased to 15. If this taint occurs a third time, the caster becomes incapable of lying under any circumstances, including magical compulsion.

6 The caster's association with Uncle Sam becomes discernable by his enemies, marking him as a true Son (or Daughter) of America. When this taint is first rolled, the association is only noticeable by those who serve the Anti-Sam. Servants of Uncle Sam's dark twin automatically notice the caster if within 50' regardless of magical or mundane disguises or obfuscation. If this taint is rolled a second time, mundane opponents of America (Nazis, Communists,

Martians, etc. as the judge deems fitting) notice the caster as above. If this result occurs a third time, the caster cannot hide from anyone within range as he seems to exude a red, white, and blue aura. As a small benefit, however, the caster imparts a +1 bonus to attack and saves vs. fear to all American allies within 50' so long as he remains conscious.

Patron Spells: Uncle Sam

Beloved nieces and nephews of Uncle Sam eventually learn the following three spells:

Level 1: **Pledge of Allegiance**

Level 2: **Rockets' Red Glare**

Level 3: **Uncle Sam's Magical Champions**

Spellburn: Uncle Sam

Uncle Sam favors those casters who are either unafraid to step in when and where their sorcery is necessary or who oppose the machinations of the Anti-Sam. He rewards these champions with greater spellcaster prowess. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your home campaign.

Roll	Spellburn Result
1	The caster rolls up his sleeves, spooling his flesh along with his clothes. The mangling of his skin and muscles manifests as stat loss.
2	Uncle Sam is prone to aid those who require salvation from tyranny. If the caster is employing magic in the cause of the downtrodden (slaves, subjects of a tyrannical despot, the sick or poor, and so forth), the personification matches the caster's spellburn on a 1-to-1 ratio up to a total of five points (for a +10 total spellburn bonus).
3	The caster can tap into the psyche of a nation if he spellburns at a location favored by Uncle Sam. Such locations include monuments to influential American heroes (the Washington Monument, for example), the site of an important battle in American history (Gettysburg, VA, for example), or a place where an America tragedy occurred (Dealey Plaza, for instance). The caster gains an additional

	+1d5 points of spellburn (and possibly more at the judge's discretion) when spellburning at these places.
4	Uncle Sam assists the caster freely if he employs spellburn against the servants of the Anti-Sam. Up to three points of spellburn can be spent without inflicting temporary stat damage to the caster. Any spellburn beyond these three points causes ability damage as normal.

Spell	Pledge of Allegiance
Level	1 (Uncle Sam)
Range	Self or more
Duration	1 round or more
Casting Time	1 action
Save	N/A
General	The target(s) of this spell experience an invigorating sense of patriotism and devotion to a shared cause, granting them benefits when defending that cause or belief. The caster must state what cause, belief, or nation those receiving the spell must swear to protect, and the subjects only receive the benefits of the spell so long as they act in the defense of the stated cause. For example, the caster might declare that the subjects pledge to defend "this bridge against all enemies trying to take it" or to defeat "the bloodthirsty orcs who now dare to ravage the honest citizen of Springfield." The subjects of this spell would gain its benefits so long as they defended the bridge or battled the orc army, but would enjoy no advantages if they charged away from the bridge to fight elsewhere on the battlefield or turned their attacks on a cadre of animated skeletons that suddenly appeared to threaten the city. They regain the spell's benefits if they return to the task of upholding their pledge.

The judge has final say on what constitutes a valid pledge, but it should be localized and of a

	finite scope. Pledging to defeat “everyone and everything that dares attempt to harm me” is not an appropriate pledge, but swearing to “protect the President from all enemies until he escapes the city” might be.
Manifestation	Roll 1d4: 1) an eagle’s cry resounds through the immediate area once the spell is completed; 2) a faint, ghostly banner of red, white, and blue appears behind those under the effects of the spell; 3) a brass band fanfare worthy of John Phillip Sousa blasts the air; 4) an ethereal Uncle Sam appears to place a blessing on each affected creature before vanishing.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster gains a +1 bonus to attack rolls, damage rolls, and spell checks for CL rounds.
14-17	The caster gains a +2 bonus to attack rolls, damage rolls, and spell checks for CL+1d4 rounds.
18-19	The caster gains a +2 bonus to attack rolls, damage rolls, and spell checks, plus a +1 bonus to AC for 1 turn.
20-23	The caster gains a +3 bonus to attack and damage rolls, plus a +2 AC bonus for 1 turn OR the caster can choose a number of creatures (including himself) equal to his CL. These chosen targets gain a +2 bonus to attack rolls, damage rolls, and spell checks, and a +1 AC bonus for 1 turn.
24-27	The caster gains a +4 bonus to attack and damage rolls, plus a +3 AC bonus for 1 turn OR the caster can choose a number of creatures (including himself) equal to his CL+1d3. These chosen targets gain a +3 bonus to attack rolls, damage rolls, and spell checks, and a +2 AC bonus for 1 turn. Additionally, the ground in a 10’ radius around the caster is treated as American soil for the purpose of an <i>invoke patron (Uncle Sam)</i> spell check result of 18-19

28-29	The caster gains a +5 bonus to attack and damage rolls, plus a +4 AC bonus for 3 turns OR the caster can choose a number of creatures (including himself) equal to his CL+1d4. These chosen targets gain a +4 bonus to attack rolls, damage rolls, and spell checks, and a +3 AC bonus for 3 turns. Additionally, the ground in a 15' radius around the caster is treated as American soil for the purpose of an <i>invoke patron (Uncle Sam)</i> spell check result of 18-19
30-31	The caster plus a number of allies equal to his CL+1d6 gain a +6 bonus to attack and damage rolls, plus a +5 AC bonus for 1 hour. Additionally, the ground in a 20' radius around the caster is treated as American soil for the purpose of an <i>invoke patron (Uncle Sam)</i> spell check result of 18-19
32+	The caster plus a number of allies equal to his CL+1d8 gain a +6 bonus to attack and damage rolls, plus a +5 AC bonus for as long as they strive to uphold their pledge. The benefits are lost as soon as they either succeed or fail in their sworn pledge or if magically dispelled. In addition, those under the spell's effects also receive the benefits of an <i>invoke patron (Uncle Sam)</i> spell check result of 18-19 for as long as the pledge remains in effect. All ground the effected subjects stand upon is treated as American soil.



Spell	Rockets' Red Glare
Level	2 (Uncle Sam)
Range	100'
Duration	Instantaneous
Casting Time	1 action
Save	See below
General	The caster creates a number of magical pyrotechnic effects to dazzle, blind, or injure his enemies. They can also be directed safely away from living creatures to produce fantastic firework displays.
Manifestation	Roll 1d5 to determine the appearance of the pyrotechnic burst: 1) Orange and red sparkles; 2) blue and green sizzling flowers; 3) red, white, and blue stars; 4) particolored flames; 5) silver and gold exploding orbs.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster creates a blossom of pyrotechnic fire that inflicts 2d3+CL damage to a single target.

	The target must make a Reflex save vs. check result or catch fire, inflicting another 1d3 damage each round until extinguished with a DC 15 Reflex save. Additionally, the target and all others within 10' must make a Will save vs. the check result or be blinded for 1 round.
16-19	The caster creates a blossom of pyrotechnic fire that inflicts 2d4+CL damage to a single target. The target must make a Reflex save vs. check result or catch fire, inflicting another 1d4 damage each round until extinguished with a DC 15 Reflex save. Additionally, the target and all others within 10' must make a Will save vs. the check result or be blinded for 1d3 rounds.
20-21	The caster creates a large pyrotechnic blossom that affects all creatures in a 20' diameter area. Affected targets suffer 2d5+CL damage and must make a Reflex save vs. check result or catch fire, suffering another 1d5 damage each round until extinguished with a DC 15 Reflex save. Additionally, they and all within 20' of the burst must make a Will save vs. check result or be blinded for 1d4 rounds.
22-25	As 20-21 above, but the caster creates two large pyrotechnic blossoms. These bursts cannot overlap, but may otherwise be placed where the caster desires within the spell's range,
26-29	The caster creates an explosive pyrotechnic display in 30' square area directly in front of himself (no further than 10' away). All creatures within the area of effect suffer 2d6+CL damage and must make a Reflex save vs. check result or catch fire, suffering another 1d6 damage each round until extinguished with a DC 15 Reflex save. The display culminates with a massive boom that knocks prone any creature in the area of effect failing a DC 15 Strength check. Creatures and objects vulnerable to sonic energy (judge's discretion) suffer 1d6 damage from the thunderous blast.

30-31	The caster blankets the area with exploding pyrotechnic blossoms, creating up to 2d6+CL blasts. Each blossom covers a 20' diameter area and can overlap to catch targets in multiple areas of effect. Each blossom inflicts 2d8+CL damage to all inside it. Each victim must make a Reflex save vs. check result or catch fire, suffering another 1d8 damage each round until extinguished with a DC 15 Reflex save. Targets inside the fiery blooms are automatically blinded for 2d4 rounds.
32-33	The caster blankets the area with exploding pyrotechnic blossoms, creating up to 2d6+CL blasts. Each blossom covers a 30' diameter area and can overlap to catch targets in multiple areas of effect. Each blossom inflicts 2d10+CL damage to all inside it and each victim must make a Reflex save vs. check result or catch fire, suffering another 1d8 damage each round until extinguished with a DC 15 Reflex save. Targets inside the fiery blooms are automatically blinded for 2d6 rounds.
34+	The caster creates a pyrotechnic firestorm centered on himself and extending in a 40' radius around him. All creatures inside the firestorm (except for the caster) suffer 3d20+CL damage and must make a Reflex save vs. check result or catch fire, suffering another 1d10 damage each round until extinguished with a DC 15 Reflex save. The thunderous booms of the pyrotechnic display knock creatures inside the area of effect prone if they fail a DC 20 Strength check. All except the caster inside the blast are also automatically blinded and deafened for 1d6 hours. Deafened creatures suffer a -1d to spell checks and their spells automatically misfire if their spell checks fail. They are also easily surprised and any creature attempting to sneak up on them gains a +2d bonus to their stealth efforts.

Spell	Uncle Sam's Magical Champions
Level	3 (Uncle Sam)
Range	30'
Duration	Varies
Casting Time	1 round
Save	None
General	<p>This spell summons up magically-created defenders to serve the caster and the cause of Uncle Sam. These strange warriors appear dressed in heavy sage green cotton uniforms with a steel helmet (often covered in a mesh netting adorned with greenery for camouflage). The magical champions are adorned in camouflage war paint that covers their faces and carry M1 Garand rifles with bayonets. Magical champions never run out of ammunition for their weapons. Any gear and armaments they carry disappears once their tour of duty is over or they are slain.</p> <p>Magical champions fight to the death or until their duration expires. If reduced to zero hit points, magical champions can attempt a DC 10 Fort save to avoid being slain. If successful, the champion is reduced to 1 hit point and can continue to fight. If reduced to zero hit points a second time, the champion is then slain permanently.</p>
Manifestation	Roll 1d4: 1) the champion marches onto the battlefield accompanied by the rapping of a drum; 2) a landing craft appears to disgorge the magical champions, then disappears; 3) ropes drops from the sky as the magical champions rappel from an invisible helicopter hovering over the combat zone; 4) the champions appear in a shower of red, white, and blue light.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	A single magical champion appears. This

	<p>combatant is equivalent to a 2nd level warrior with 20 hit points and AC 13, +2 to all saves and ability checks, and attacks with either bayonet +2 melee (1d8) or rifle +2 ranged (1d10 damage; range 100/200/300). The champion serves for two hours or until slain before vanishing.</p>
18-21	<p>Two magical champions appear. These combatants are equivalent to 2nd level warriors with 20 hit points and AC 13 each, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The champions serve for two hours or until slain.</p>
22-23	<p>Two magical champions led by a sergeant champion appear. The magical champions are equivalent to 2nd level warriors with 20 hit points each and AC 13, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The sergeant champion is treated as a 3rd level warrior with 30 hit points and AC 14, +3 to all saves and ability checks, and attacks with either bayonet +3 melee (1d8) or rifle +3 ranged (1d10 damage; range 100/200/300). These champions serve for four hours or until slain.</p>
24-26	<p>Three magical champions led by a sergeant champion appear. The magical champions are equivalent to 2nd level warriors with 20 hit points and AC 13 each, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The sergeant champion is treated as a 3rd level warrior with 30 hit points and AC 14, +3 to all saves and ability checks, and attacks with either bayonet +3 melee (1d8) or rifle +3 ranged (1d10 damage; range 100/200/300). These champions serve for four hours or until slain.</p>
27-31	<p>Four magical champions led by a sergeant champion appear. The magical champions are equivalent to 2nd level warriors with 20 hit points</p>

and AC 13 each, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The sergeant champion is treated as a 3rd level warrior with 30 hit points and AC 14, +3 to all saves and ability checks, and attacks with either bayonet +3 melee (1d8) or rifle +3 ranged (1d10 damage; range 100/200/300). These champions serve for six hours or until slain.

32-33

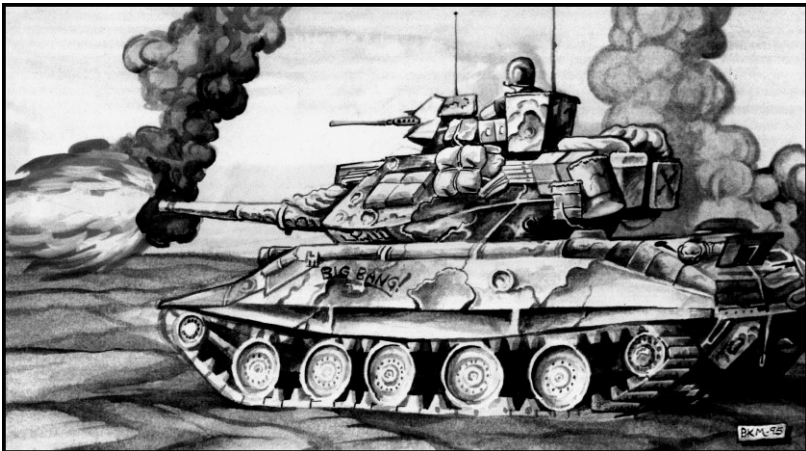
Five magical champions led by two sergeant champions appear. The magical champions are equivalent to 2nd level warriors with 20 hit points and AC 13 each, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The sergeant champions are treated as 3rd level warriors with 30 hit points and AC 14 each, +3 to all saves and ability checks, and attack with either bayonets +3 melee (1d8) or rifles +3 ranged (1d10 damage; range 100/200/300). These champions serve for six hours or until slain.

34-35

Five magical champions led by two sergeant champions and commanded by a lieutenant champion appear. The magical champions are equivalent to 2nd level warriors with 20 hit points and AC 13 each, +2 to all saves and ability checks, and attack with either bayonets +2 melee (1d8) or rifles +2 ranged (1d10 damage; range 100/200/300). The sergeant champions are treated as 3rd level warriors with 30 hit points and AC 14 each, +3 to all saves and ability checks, and attack with either bayonets +3 melee (1d8) or rifles +3 ranged (1d10 damage; range 100/200/300). The lieutenant champion is a 5th level warrior with 50 hit points and AC 15, +5 to all saves and ability checks, and attacks with either bayonet +5 melee (1d8) or rifle +5 ranged (1d10 damage; range 100/200/300). These champions serve for eight hours or until slain.

36+

The ground rumbles as a magical champion in the form of an M4 Sherman tank appears. The tank champion has 100 hp and an AC of 20. It moves at a Speed of 50'. It has Fort +10, Ref -10, and Will N.A. saves and adds +20 to Strength checks to break down doors, breach barriers, and similar applications of brute strength. The tank has four weapons: its main gun, a turret-mounted .50 caliber machine gun, and two .30-06 machine guns. The main gun is a +8 ranged attack (6d6 to all targets in a 30' diameter area; DC 15 Fort save for half; range 300/600/900) that can fire every other round. The turret-mounted .50 caliber machine gun is a +6 ranged attack (3d6; attacks all targets in a 15' square area; range 100/200/300). The twin .30-06 machine guns are +5 ranged attacks (3d6; attacks all targets in a 10' square area; range 100/200/300). The tank is a solid magical construction and cannot be entered, but can be ridden atop by up to twelve man-sized creatures. The tank serves the caster for ten hours or until destroyed.



The Anti-Sam, Patron of the American Nightmare



First Manifestation: The 1960s (possibly earlier)

Status: Active

Alignment: Chaotic (or perhaps horrifically Lawful)

It is whispered among esoteric scholars that the Anti-Sam's coming was heralded in fusillades of gunfire in the 1960s, his conception marked by the shots that echoed in Dallas in 1963 and in Los Angeles, Memphis, and Mai Lai in 1968. His birth cry resounded

over Kent State in 1970, announcing a terrible new era and launching a civil war that battles for the American consciousness to this day. Other learned individuals, especially those whose ancestors perished from plague blankets or came to America in chains, claim the Anti-Sam has been here all along.

The Anti-Sam is the herald of a Dark America, a time and place where the American Dream has decayed into the American Nightmare. The Anti-Sam stands for those who only stand for themselves, profiting on death, misery, and hatred. His servants exchange secret signs in the halls of the Pentagon, in covert labs underneath the Southwest deserts, in the boardrooms of major corporations, and in dimly-lit cellars adorned with the symbols of fascism.

This patron seeks the destruction of his twin, Uncle Sam, so that he may assume the reign of America's sovereign patriarch. The two are locked in a constant battle that pits their servants and agents against one another in a shadowy war for the soul of the country. The conflict's collateral damage spills over into the lives of millions of Americans, leaving them wondering why their nation is splitting itself at the seams and feeling unable to prevent its ruin. At the moment, the Anti-Sam is winning, much to the misfortune of millions. Should he triumph in the conflict, only those who bend their knee to his reign will profit in the years ahead – assuming he doesn't destroy the nation in his quest to control it.

Demands: The Anti-Sam most commonly demands his servants thwart the goals of Uncle Sam and his agents whenever possible, even commanding them to perform near-suicidal assaults against his twin's resources and servants. Servants are also expected to further the Anti-Sam's own machinations, performing surveillance, harassment, and even assassination in the line of duty. Lastly, the Anti-Sam's agents are commanded to recruit – by force if need be – allies to aid his domination of America.

Other Campaign Settings: The Anti-Sam can represent any inherently evil or greedy entity that ultimately serves itself. The patron should have some connection with temporal power, such as a legendary major domo or vizier to a king, or a treacherous power

behind the throne like a secret serpent-man sorcerer. Certain patrons of thieves and assassins may also be represented by the Anti-Sam.

Invoke Patron check results

- 12-13** *Shadow Government.* The caster plus a number of allies equal to his CL become dim and difficult to spot by sight. Each gains a +6 bonus to all stealth-based ability and skill checks. The caster can end this effect at will. It otherwise ends after 30 minutes or when any of the cloaked individuals attacks or draws blatant attention to themselves.
-
- 14-17** *Nominate Scapegoat.* The caster makes another his patsy, passing blame and hatred to that individual to escape the consequences of his own actions. The chosen scapegoat must be within sight of the caster. Once a scapegoat is nominated, any other creature attempting to inflict harm on the caster must make a Will save vs. the spell check. If this fails, the enemy attacks the scapegoat instead. This effect lasts for 1d6+CL round or until the scapegoat is slain.
-
- 18-19** *Rich get richer.* The caster chooses 1d4+CL individuals within 150' feet. The targeted creatures immediately lose any carried coin or gems as their treasure is teleported to an equal number of creature of the caster's choosing (including himself if desired). The caster does not know how much treasure a particular target is carrying when this effect occurs and must use his best guess when determining which individuals are targeted and who receives their wealth. Monies takes from one target are transferred in total to its recipient and treasure cannot be divided amongst multiple targets (e.g. if a targeted creature has 100 gp, one individual chosen by the caster receives that sum. The 100 coins cannot be divided up in any manner amongst multiple recipients). Only non-magical wealth is affected.
-
- 20-23** *Arms Race.* The Anti-Sam allows the caster to improve the weaponry of his allies, making them more formidable in battle. The caster chooses a number of allies equal to his caster level. These individuals gain a +1d increase to their damage die for 1d8+CL rounds. While this effect is in
-

place, the allies' weapons transform into large, deadlier-looking versions of their chosen armament. A sword might increase in size and gain a saw-toothed edge, a gun's barrel would increase in large bore or perhaps gain a laser sight with an eerie green beam, a musket might gain a second barrel and a flaming bayonet and so forth. Affected weapons retain any other properties they might possess due to magic or craftsmanship.

24-27 *Media Assassin.* The Anti-Sam sends a devious assassin to remove one of the caster's enemies. This media assassin follows its chosen quarry, who must be visible (either through direct observation or via video) to the caster when this effect is invoked. The assassin manifests as a media glitch. It might appear as distortion in a video broadcast, pixelization in streamed media, or static on a radio broadcast. It then hunts the chosen target, moving from media stream to media stream until it strikes with surprise. The media assassin is identical to a Shadow (see DCC RPG p. 425) and remains in the caster's service until it slays its quarry, is itself destroyed, or 12 hours passes. The media assassin can only attack its prey when its target is near or engaged with some form of electronic-based media (TV, radio, telegraph, computer, cellphone, etc.), but that is seldom a hindrance in this day and age.

28-29 *Man in Black.* The Anti-Sam sends a single supernatural entity to assist his servant. The creature is a Type I demon with the following stats: Init +2; Atk touch +2 melee (paralyze) or silenced demon pistol +4 ranged (1d8+2; 100/200/300 range); AC 13; HD 3d12; MV 30'; Act 1d20; SP demon traits, paralytic touch (DC 12 Fort save or paralyzed for 1d3 hours); SV Fort +3, Ref +2, Will +1; AL C. The demonic Man in Black appears as a non-descript human male or female dressed in a black suit and wearing dark glasses. It remains to aid the caster until destroyed, banished, or 1 hour elapses.

30-31 *Men in Black.* As 28-29 above, but two demons are dispatched to aid the caster. They remain to serve until destroyed, banished, or two hours elapse.

32+ *Plausible Deniability.* The caster can nullify a single bad consequence that would otherwise affect him in the next 24

hours. The negated event includes arrest, injury, magical bondage, disease, poison, curses, and even death. The Anti-Sam steps in at the last second and whisks the caster away to a safe location of the patron's choosing but provides no other additional aid or protections. The caster can choose when to enact this patron assistance, but otherwise has no say in the results. This spell effect can be enacted even if the caster is unconscious, incapacitated, immobilized or otherwise unable to use magic, and can be used at the very moment before death claims him. The caster ignores the nullified event entirely, suffering no damage, conditions, or other consequences that would normally take place. The judge has final decree as to where the caster ends up and what the Anti-Sam might desire in return for this assistance.

Patron Taint: The Anti-Sam

When patron taint is indicated for the Anti-Sam, 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 longer.

Roll	Result
1	Money tarnishes, becomes worn, or is otherwise affected when handled by the caster. If this result is rolled a second time, the money becomes bloodstained when the caster touches it. If this result occurs a third time, the caster's visage becomes burned into the currency, perhaps replacing the face depicted on the coins or bills. This will not only make others perceive the money as counterfeit, but also leaves a clear trail for those looking to "follow the money."
2	The caster notices a shadowy figure observing him from the crowd, in the window of an adjacent building, or other inaccessible location. This figure is spied once every 1d7 weeks. Any attempts to confront the figure fail as the ominous individual vanishes before the caster reaches it. Only the caster sees the figure. If this result is rolled a second time, the caster begins seeing multiple figure (1d4+CL) every 1d3 weeks. If this result occurs a third time, strange men in black pursue the caster wherever he goes and unmarked helicopter occasionally fly over his location. At this level of effect, others can see the ominous agents and

their presence may draw attention to the caster when he doesn't desire it. These figures may ultimately take direct action against the caster if and when he rolls result #6 below three times.

3 A dark blotch appears somewhere on the caster's body, discoloring the flesh. If this result occurs a second time, the blotch assumes a rectangular shape with striations covering three quarters of the affected skin area. If the result is rolled a third time, the discoloration assumes the appearance of an inverted United States of America flag. Instead of the stars on a blue field, however, the field is jet black and bears a pentagram made of white bones.

4 Symbols of honest patriotism are affected by the caster's presence. Initially the effect is small and easily dismissed as happenstance. A recording of the national anthem might skip or fail when the caster is nearby, a flag might fall down when the caster enters the room, or a Boy Scout might stutter or forget his oath when the caster is present. If this result is rolled a second time, the effects become more pronounced. Brass eagles gain a creeping verdigris, replica copies of the Constitution or Declaration of Independence become grimy, or depictions of Uncle Sam start to smolder. If this result occurs a third time, the consequences are most severe and the caster is conspicuous as the cause. Flags might burst into flames at his touch or entire bands playing the National Anthem sicken at the sight of him.

5 The caster is nauseated by utterances of momentous American speeches or literature. Reciting excerpts from the Gettysburg Address or Kennedy's Inaugural Address, for example, make him queasy, but have no other physical effect. If this effect is rolled a second time, reading the Declaration of Independence or similar material aloud causes abdominal pains that impart a -1 penalty to all attacks, spell checks, skill checks, and saving throws. If this result occurs a third time, the caster can be turned as if unholy by any true believer in America reading or speaking excerpts from important American writings or utterances. The believer makes a Personality roll adding his level and consults the Turn Unholy table on DCC RPG p. 97.

6 The Anti-Sam rewards those who serve him with power, but

he is only assisting them so that he may steal their power when it benefits him. When this result is first rolled, a single resource or ally of the caster is irreparably lost. An investment fails, assets are lost, a trusted ally becomes a turncoat, or other setback occurs as determined by the judge. If this result is rolled a second time, another resource or ally is lost, but with a greater degree of severity. The ally might attempt to assassinate the caster or his bank account might be wiped out entirely. If this result occurs a third time, the caster loses all vestiges of his power and influence, and is targeted for death by other potent servants of the Anti-Sam. Unlike normal patron taint, the above affects don't occur instantly when corruption happens, but may manifest later when the judges deems it appropriate.

Patron Spells: The Anti-Sam

Those who devote themselves to the Anti-Sam eventually learn the following three spells:

Level 1: **Classified Information**

Level 2: **Biological Warfare**

Level 3: **Accidental Death**

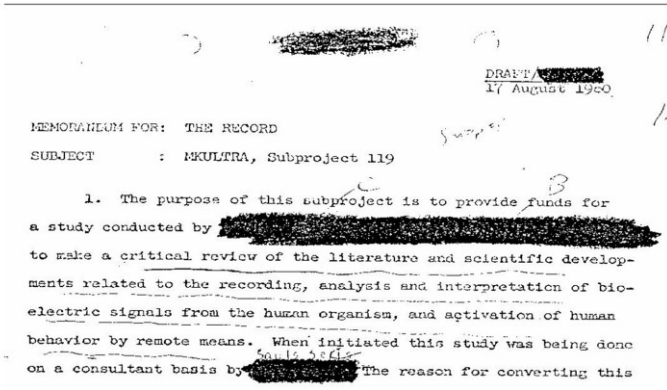
Spellburn: The Anti-Sam

The Anti-Sam is the sworn enemy of Uncle Sam and the American Dream. He rewards those who help advance his cause with their spells and requires affirmations of his goals when spellburning. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your home campaign.

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

- | | |
|----------|---|
| 1 | The Anti-Sam works directly against those who serve his goodly twin. When spellburning to work magic against a servant of Uncle Sam or those who fight to preserve the good intentions of the American Dream, the caster gains 2:1 benefit on spellburn up to a number of points equal to his CL. |
| 2 | Strips of the caster's flesh are torn from his body. Each is the size of and resembles a dollar bill inked in the caster's blood. The "blood money" results in stat loss. |
-

-
- 3 If the caster destroys iconic pieces of Americana while working his spell, he gains a spellburn bonus equal to his Personality modifier or +1, whichever is higher.
-
- 4 The caster screams a litany of broken treaties and unjust laws. The force of this recounting is such that his physical body is wracked and strained, which manifests as stat loss.
-



Spell	Classified Information
Level	1 (The Anti-Sam)
Range	20' or more
Duration	1 turn or more
Casting Time	1 action
Save	Will vs. spell check
General	The caster causes others to forget him and his actions, blurring their memories and even destroying physical evidence of his presence at the scene. At higher levels, the caster becomes a non-entity, almost impossible to track by mundane means.
Manifestation	Roll 1d4: 1) Black bars like those from an expurgated report briefly appear about the caster; 2) the sound of a dialup modem connecting resounds in the air; 3) the smell of burning files and magnetic tape emanates from the caster; 4) the caster's physical body blurs for a moment.
1	Lost, failure, and patron taint.

2-11	Lost. Failure.
12-13	The caster causes a single creature within 20' to forget meeting the caster unless the subject succeeds in a Will save. The caster modifies the target's memory of the last ten minutes (1 turn), effectively editing himself out of it. The subject may recall interacting with someone during the altered time period, but has no clear recollection of the caster's name, appearance, any discussion that occurred, or other details of the encounter. Physical evidence of the caster's presence (tire tracks, cigarette butts, recorded audio and video, etc.) are unaffected and careful inspection may lead to clues about the caster's identity.
14-17	As above, but the subject can be up to 40' away from the caster and be affected, and the spell edits the subject's memory for the past hour.
18-19	The caster can affect the memories of multiple subjects within 60' of him. The memories of up to CL+1d6 subjects are edited as described in 12-13 above, and the caster can remove himself from the subjects' memories for a period of up to two hours. Alternately, the caster can affect a single non-living recording medium (video recording, audio recording, computer hard drive) and erase all evidence of himself on that medium. The recorded information is not edited, but completely removed, appearing to be the result of faulty equipment or other natural failure. Non-living medium is automatically affected unless protected by magical warding or other defenses capable of resisting spells.
20-23	As 18-19 above, but the range is increased to 100' and the spell affects up to three hours of memory from CL+2d6 subjects. Alternately, the caster can affect up to three non-living recording media sources in the area (video, computer records, etc.) and remove all evidence of his presence.
24-27	The caster can remove all evidence of his

	<p>presence at a single location, removing signs of him being there for up to 1 hour. The caster can affect an area up to 100' square from a distance of 500' away. People present at that location fail to remember him unless they make a successful Will save. Physical evidence such as tire tracks, audio/video recordings, credit card transactions, spent shell casings, and even spilled blood, vanish without a trace.</p>
28-29	<p>As 24-27 above, but the caster can also obfuscate the presence of a number of additional creatures equal to his CL. The time frame affected is extended to 2 hours.</p>
30-31	<p>The caster removes all evidence of himself from a single repository of his choosing within a one mile range. Any stored medium or person present at the affected location loses all memory of the caster's existence. Physical evidence is permanently misplaced. Entire databases erase the caster's records, civil servants "accidentally" shred records of the caster and forget interacting with him, and the caster's form and voice vanish from recorded medium while leaving the rest of the recording intact. There is no time limit to the information affected, but only the information stored at a single location (judge's discretion as what constitutes as single location) is erased.</p>
32+	<p>At this level of effect, the caster effectively become a ghost in the machine. All records of his life disappear from their repositories, photographs of him spontaneously combust or fade, and even his fingerprints vanish. Everyone he ever met forgets the caster unless he chooses to allow an individual to recall him. People meeting the caster forget him within ten minutes of him departing the area. Even magical attempts to locate or scry upon him suffer a -20 penalty to the spell check. This effect is permanent until dispelled by magic cancellation effects that exceed the original spell check.</p>

Spell	Biological Warfare
Level	2 (The Anti-Sam)
Range	60' or more
Duration	See below
Casting Time	1 action
Save	Fort vs. spell check
General	The caster infects one or more people with a magical disease, hampering them or even killing them. The disease resists natural healing (imparting a -5 penalty to skill checks to treat the disease), but can be cured with magical healing if the spell check for the healing spell or <i>lay on hands</i> exceeds the spell check of the infecting incantation.
Manifestation	Roll 1d4: 1) Myriad tiny flying insects emerge from the caster's mouth and fly about the target(s); 2) the caster coughs up strands of vile phlegm that strike the target(s); 3) ghostly Army-issued blankets wrap themselves around the victims and then dissipate; 4) miasmic, ill-seeming vapor streams from the caster's mouth and nose to touch the spell's victims.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster chooses a single target within 60' to infect with disease. Unless the subject successfully saves against the spell check, he becomes infected. The disease imposes a -2 penalty to all attack, damage, saving throws, skill checks, and spell checks made by the victim. The disease lasts for CL+1 days or until cured.
16-19	The caster chooses a single target within 60' to infect with disease. Unless the subject successfully saves against the spell check, he becomes infected. The disease imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks made by the victim and inflicts 1 point of temporary Stamina damage

	each day the subject is infected. The disease lasts for 1d4+CL days or until cured.
20-21	The caster chooses a single target within 60' to infect with disease. Unless the subject successfully saves against the spell check, he becomes infected. The disease imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks made by the victim and inflicts 2 point of temporary Stamina damage each day the subject is infected. The disease lasts for 1d7+CL days or until cured.
22-25	The caster infects 1d4+CL targets within 100' with disease if they fail their saving throws. The disease causes an immediate 2d6 damage to the victims and imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks. The infected creatures move at half speed as well. The subjects also lose 2 Stamina points each day the disease persists. The disease lasts for 1d10+CL days or until cured.
26-29	The caster infects 1d6+CL targets within 150' with disease if they fail their saving throws. The disease causes an immediate 2d6 damage to the victims and imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks. The infected creatures move at half speed as well. The subjects also lose 1 point of Strength, 1 point of Agility, and 2 Stamina points each day the disease persists. The disease lasts for 2d6+CL days or until cured.
30-31	The caster infects 1d8+CL targets within 200' with disease if they fail their saving throws. The disease causes an immediate 2d6+3 damage to the victims and imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks. The infected creatures move at half speed as well. The subjects also lose 1 point of Strength, 1 point of Agility, and 2 Stamina points each day the disease persists. The disease lasts for 2d8+CL days or until cured.

32-33

The caster infects $1d12+CL$ targets within 200' with disease if they fail their saving throws. The disease causes an immediate $2d6+6$ damage to the victims and imposes a -4 penalty to all attacks, damage, saving throws, skill checks, and spell checks. The infected creatures are incapacitated, too weak to move under their own power. The subjects also lose $1d3$ point of Strength, $1d3$ point of Agility, and $1d3+1$ Stamina points each day the disease persists. The disease lasts for $2d10+CL$ days or until cured.

34+

The caster infects the region with a terrible plague. A locale up to the size of a small town is exposed to a magical disease that swiftly strikes down anyone not making a Fort save vs. the spell check. This disease immediately inflicts $3d8$ points of damage. Assuming the victim survives, they are incapacitated for the duration of the disease. Each day they are infected they lose $1d6$ points of Strength, Agility, and Stamina. Anyone coming into close proximity of the infected must make a Fort save vs. a DC equal to half the original spell check or become infected. The disease is so deadly that even magical healing has only a 75% chance of successfully treating the plague. The disease lasts for $2d14+CL$ days or until all the infected are dead.



Spell	Accidental Death
Level	3 (The Anti-Sam)
Range	160'
Duration	See below
Casting Time	1 hour
Save	Fort vs. spell check
General	<p>This spell causes the death of a single victim. The caster must have a specimen of the subject's physical body (blood, hair, fingernail parings, etc.) to enact this spell. If the victim recovers the stolen physical matter before the spell runs its course, he can destroy the link and prevent his death. Otherwise only a successful <i>remove curse</i> that exceeds the spell check will save the victim's life.</p> <p>The death of the victim always appears to be from natural or accidental causes such as automobile accident, suicide, sudden illness, heart attack, or another unpredictable but unremarkable cause. Death is not instantaneous, but occurs after 24 hours per victim's Hit Dice have passed. Zero level creatures die within 12 hours of being successfully targeted by this spell.</p>
Manifestation	<p>Roll 1d4: 1) The caster draws occult sigils around a photograph of the victim, then places the stolen physical matter atop the image; 2) the caster creates a magical doll containing the victim's physical matter, then inflicts horrible wounds upon it; 3) the caster forces a small animal to consume the stolen physical matter and then slays the beast when the casting is complete; 4) the caster places the stolen physical matter in a sachet along with a photo of the victim, then submerges the bag in foul liquid matter until the subject's death occurs.</p>
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.

16-17	The caster dooms a single creature with 1 or less Hit Dice to death.
18-21	The caster dooms a single creature with 2 or less Hit Dice to death.
22-23	The caster dooms a single creature with 3 or less Hit Dice to death.
24-26	The caster dooms a single creature with 4 or less Hit Dice to death.
27-31	The caster dooms a single creature with 5 or less Hit Dice to death.
32-33	The caster dooms a single creature with 6 or less Hit Dice to death.
34-35	The caster dooms a single creature with 7 or less Hit Dice to death.
36+	The caster dooms a single creature with 8 or less Hit Dice to death.



The Old Man of the Mountain (a.k.a The Great Stone Face), Patron of Knowledge and the Land



First Manifestation: Before 5000 B.C.
Status: Presumed deceased as of May 3rd, 2003.
Alignment: Neutral

For millennia, men, first those of the indigenous tribes and later European settlers, would ascend into the White Mountains in search of a fantastical landmark. Adorning the side of Cannon Mountain was the profile of a tremendous, wise-looking man who looked down upon land. Daniel Webster wrote of the Great Stone Face: “Men hang out their signs indicative of their respective trades; shoe

makers hang out a gigantic shoe; jewelers a monster watch, and the dentist hangs out a gold tooth; but up in the Mountains of New Hampshire, God Almighty has hung out a sign to show that there He makes men." Whether the Old Man of the Mountain was divinely fashioned and imbued with sentience by the Almighty or perhaps willed into being by the imaginations of those who looked upon its countenance, the Great Stone Face was a powerful and wise entity that possessed the potency of the mountains and the wisdom of the ages.

Native American shamans would chant beneath the grand profile, waiting for the Old Man to grant them potent dreams rich with symbolism. Artists, poets, writers, and dreamers flocked to Cannon Mountain to gaze upon the Face and seek inspiration. When thunderstorms rattled the mountains and rivers overflowed their banks, more than a few residents whispered somewhat blasphemously pagan prayers to the Old Man beseeching it for protection. Certain occult scholars theorize that it was the power of the Great Stone Face that kept the White Mountains free of the mi-go deprivations that plagued the Green Mountains of Vermont.

Although seemingly as eternal as the mountain which it adorned, the Old Man of the Mountain's existence came to an end in the early morning hours of May 3rd, 2003 when the stony profile collapsed in roar of falling rock. Locals left flowers at the base of Cannon Mountain, touched by a loss that they could not adequately explain. Even those unaware of America's esoteric underworld knew the nation had lost something vital and powerful, and sought to pay homage to that which was gone forever.

The Old Man of the Mountain is believed to no longer exist following the Face's collapse, but the truth of the patron's existence is left to the judge to decide.

Demands: If still active, the Old Man of the Mountain places few conditions on its servants. It asks only that they develop patience and seek knowledge. When it has tasks for its agents, they are usually ones that lead to self-improvement rather than to advance a cause or agenda.

Other Campaign Settings: The Old Man of the Mountain can represent any eternal (or nigh-eternal) spirit of the land, a powerful primordial earth elemental, the ghost of a legendary wise mountain hermit, or the *spiritus loci* of a dwarven mountain.

Invoke Patron check results

12-13 The caster is imbued with stony prowess. He gains a +2 bonus to Fort saves and a +1 bonus to AC. These effects last for 1d6+CL rounds.

14-17 The caster is blessed with the immobility and power of the mountain. He gains a bonus equal to his CL to all Fort saves and Strength-related checks. In addition, he cannot be moved from his position unless he chooses to. Attempts to knock him prone, push him back, or otherwise shift him automatically fail. Both these benefits last for (CL)d6 rounds.

18-19 The caster's body assumes the form of stone. His AC is increased by +6 and he suffers half damage from non-magical physical attacks. His speed is reduce by -5'. This transformation lasts for 1 turn.

20-23 The Old Man of the Mountain grants the caster a single cryptic vision that may or may not be pertinent to matters at hand. The judge makes a secret Luck check for the caster and, if it is successful, provides the character with a useful bit of obscure wisdom that can assist her at the present moment (an enemy's location or vulnerability, the resting place of a useful item, a valuable insight into a pressing matter, etc.). On a failed check, the information is still useful, but not immediately. The judge should take this opportunity to introduce a new adventure seed, a hint at where a new spell may be learned, the identity of a powerful potential ally, or similar useful piece of information.

24-27 The caster gains the wisdom of the land. The caster automatically knows the answer to one question he ponders during the next 10 minutes provided the subject of the conundrum is directly connected to the earth. For example, the caster could learn the exact position of an enemy anywhere in the world so long as he is touching the

ground or atop an object or creature resting on the land, or discern the location of a missing item if it is earthbound. He could not, however, ascertain the veracity of a statement spoken by someone or know their thoughts, as these are not concrete subjects directly connected to the land. There is no range limit to this effect and only extremely powerful magic that somehow blocks the subject's connection with the land can foil this power.

28-29 The caster draws upon the Great Stone Face's vast storehouse of wisdom to glean a single esoteric piece of lore. The question is answered truthfully with the following limitations: 1) the question must concern something that occurred between 5000 BC and the current year (or May 3rd, 2003 if the campaign is set in the modern period); 2) the question must pertain to something that occurred on Earth (or the campaign world if not Earth-based); and 3) the answer is limited to fifteen words or less. The Old Man of the Mountain always answers to the best of its ability given the limitations above, but the response may be cryptic due to limitation in speech. The Great Stone Face speaks slowly and it takes 12 hours for the mountain to reply in full. Anything interrupting the Old Man's reply could result in the caster receiving only a partial answer to her question.

30-31 The caster taps into the Old Man of the Mountain's mystical wisdom to learn a new magical formulae. The Great Stone Face teaches one spell of his choosing and the wizard automatically adds the spell to her repertoire. The caster can do this even if she is not normally qualified to learn a spell (such as in between gaining levels). The spell need not be one the caster can currently invoke, and gaining knowledge of a spell does not impart the ability to cast it. In such cases, she must wait until she reaches the proper level in order to work the spell successfully. The instruction period from the Great Stone Face takes one day per level of the spell learned. During this time, the caster can do nothing but meditate under the gaze of the Face. If the caster is interrupted, she fails to learn the spell and the instruction attempt still counts against the number of times she can invoke this effect.

A caster can attempt to learn a spell from the Great Stone Face a number of times equal to her Intelligence modifier (minimum once). After that number is attempted – successful or not – the Great Stone Face no longer grants a new spell on a spellcheck of 30-31. Instead, the patron grants the caster a +10 spellcheck bonus on the next spell she casts within CL hours of achieving this *invoke patron* result.

-
- 32+** The caster merges with the Old Man of the Mountain, removing herself from the world to enter a state of long hibernation and instruction. The caster must be standing atop bare stone to begin this hibernation. If not, the spell check produces no effect and the *invoke patron* fails. Otherwise, she is drawn into the stone and transported to Cannon Mountain, where her body enters a long sleep. Roll 1d14 to determine the length of the hibernation: 1) One year; 2-3) 10 years; 4-6) 50 years; 7-11) 100 years; 12-13) 500 years; 14) 1,000 years. The caster automatically emerges from her hibernation at the base of Cannon Mountain once this time has elapsed.

While in hibernation, the caster does not age, need to eat or drink, and is immune to all forms of damage. She enters a dreamlike state and is unaware of events occurring in the physical world. She cannot exit this slumbering state on her own until the hibernation ends, but the actions of outsiders may awaken her at the judge's discretion. While hibernating, she taps into the Old Man of the Mountain's great storehouse of lore and gleans wisdom from her patron during her long sleep. The extent of this knowledge depends on the length of the hibernation. If it last one year, the caster learns a new randomly determined spell. The spell is learned even if she has previously reached her limit on the number of spells the Great Stone Face can teach (see 30-31 above). Hibernating 10 years grants the caster a +1 bonus all spell checks for one randomly determined spell (judge's decision). Hibernating for 50 years grants her a new random spell and a +2 bonus to spell checks with one particular spell of her choosing.

If the caster hibernates for 100 years or more, she gains a permanent +1 bonus to her Intelligence score for each full century spent dreaming inside the mountain. No mortal spellcaster can possess greater than an Intelligence of 30, however, so multiple long-term hibernations can never increase the ability score above this point. If the caster's Intelligence ever exceeds 30 due to hibernation, her brain explodes, instantly slaying the caster.

Patron Taint: The Old Man of the Mountain

When patron taint is indicated for the Old Man of the Mountain, 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 longer.

Roll	Result
1	The caster becomes reticent to speak, talking to others only when spoken to first. If the result is rolled a second time, the caster's reply to a single question cannot exceed her Intelligence score in number of words. Her speech ends abruptly after reaching that word limit and she cannot speak again until spoken to anew. If this result occurs a third time, the caster cannot speak more words than her CL in any given exchange. This limitation does not apply to or affect her spell casting, only social exchanges.
2	The caster's skin becomes hard and calloused, and is rough to the touch. If this result is rolled a second time, small patches of blue-green lichen appear on her skin. If this taint occurs a third time, her flesh cracks like old stone, imparting a permanent 1 point loss of Stamina and Personality. However, some dwarf and gnome clans see this as a blessing and they are automatically friendly to the caster when she is first met.
3	The caster becomes hesitant to travel far from her home territory. At first, this taint manifests as an enduring homesickness when the caster is travelling. If this result is rolled a second time, the caster will return to her home region whenever circumstances allow, eschewing opportunities for wealth, employment, and similar material rewards for the comforts of home. If this result occurs a

third time, she cannot travel more than five miles from her home without suffering physical harm. Doing so inflicts 1 point of temporary Stamina damage each day she is away from her home territory.

4 The caster weeps tiny pebbles instead of tears. If this result occurs a second time, the pebbles increase in size and cause temporary blindness as they aggravate the caster's eyes. She is blind for 1d10 minutes after shedding tears of sorrow or pain. If this result is rolled a third time, the caster's eyes turn to stone orbs, permanently blinding her.

5 The caster's movements grow slow and ponderous. At first, she merely lags behind and her allies must constantly wait for her to catch up. If this result is rolled a second time, the caster suffers a -1d penalty to initiative rolls. If this taint occurs a third time, her speed is reduced by -10'.

6 The caster develops an allergy to water. Initially, she suffers minor discomfort when wet and avoids bathing for as long as she can. If this result is rolled a second time, she suffers double damage from any water- or ice-based attack. If this result is rolled a third time, she suffers 1 point of damage any time she is splashed with water. If she is immersed in water, 1d6 damage is suffered each round.

Patron Spells: The Old Man of the Mountain

The Old Man of the Mountain teaches three new spells to his servants:

Level 1: **Stone Ward**

Level 2: **Endurance of the Mountain**

Level 3: **Lucky Stone**

Spellburn: The Old Man of the Mountain

The Old Man of the Mountain is patient and more concerned with the accumulation and teaching of wisdom than in swift action or violence. He rewards those who follow this philosophy when they call upon him to aid their spell workings. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your home campaign.

Roll	Spellburn Result
1	The Old Man of the Mountain is patient and rewards those who share his restraint. If the caster doubles the casting time of her spell, the Great Stone Face grants her a spellburn boost equal to her Intelligence or Personality modifier (caster's choice).
2	The caster's search for knowledge is rewarded by the Old Man of the Mountain. If the caster's spell is one that imparts knowledge (<i>detect magic</i> , <i>read magic</i> , <i>consult spirit</i> , etc.) spellburning 2 points automatically bumps the spell check result to the next highest bracket. This form of spellburn can only be done once per day.
3	The Great Stone Face eschews violence for wisdom and expects his servants to do the same. For each level of experience possessed by the caster, she can permanently relinquish an offensive spell from her spellbook, vowing never to cast it again. In exchange, she may choose one divination or information-gathering spell in her repertoire and permanently double the benefit of any spellburn made when casting that spell. For example, a caster vows to never cast <i>magic missile</i> again and now gain 2:1 spellburn when she casts <i>detect invisible</i> . If the caster ever breaks her vow, she cannot spellburn until she performs an act of contrition as determined by the judge.
4	Shards of brittle stone emerge from the caster's body, then shatter to release the Old Man of the Mountain's power. The torn flesh and thunderous report inflict stat damage.

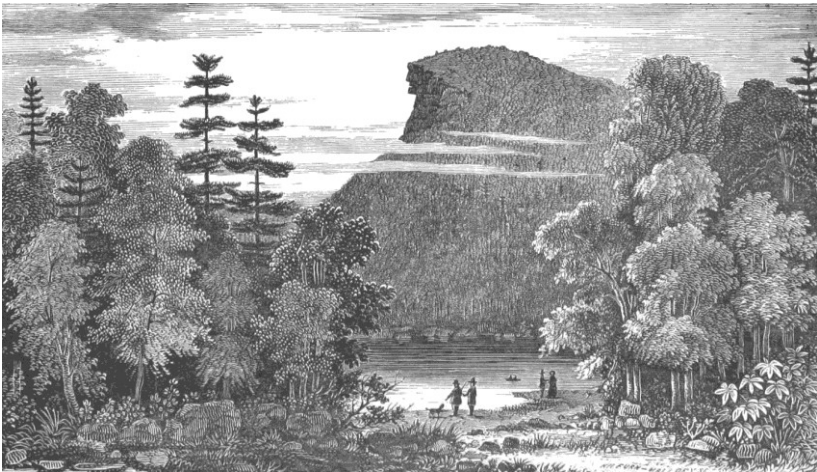
Spell	Stone Ward
Level	1 (The Old Man of the Mountain)
Range	30' or more
Duration	1 round or more
Casting Time	1 action
Save	See below
General	The caster turns the very ground against her enemies, making it difficult or even dangerous to stand upon the warded area. This spell must be cast on open ground, exposed soil, bare rock, or earth-connected material. It has no effect if cast on wood, metal or other substances.
Manifestation	Roll 1d4: 1) The ground rumbles as if in the grips of a small earthquake; 2) a great booming voice echoes about the area, causing the ground to ripple; 3) the caster thrusts her hands into the earth and the ground undulates at her touch; 4) a shadowy silhouette of the Great Stone Face appears on the affected area then vanishes.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The ground in a 10' square area within the spell's range grows 1" long stone spikes. Any creature in the area of effect or entering it while this spell is active must make a Reflex save or suffer 1d3 damage. The effect lasts 1 round.
14-17	The ground in a 15' square area within the spell's range grows 2" long stone spikes. Any creature in the area of effect or entering it while this spell is active must make a Reflex save or suffer 1d6 damage. Moving while inside the spikey area requires another Ref save to avoid damage. This effects last 2d3 rounds.
18-19	The ground in a 20' square area within the spell's range grows 3" long stone spikes. Any creature in the area of effect or entering it while this spell is active must make a Reflex save or suffer 1d8+CL damage. Moving while inside the spikey area requires another Ref save to avoid damage. This

	effects last 2d4 rounds.
20-23	As 18-19 above, but the damage increases to 1d10+CL. Additionally, the caster can choose one type of creature (humans, goblins, Deep Ones, etc.). Creatures of that type must make a Will save vs. the spell check to voluntarily enter the area of effect. Those inside the area of effect when the spell takes place must make their save or be expelled from the warded section of ground. Expelled creatures must make a DC 10 Agility check or be knocked prone outside the warded area. This effect lasts 2d5 rounds.
24-27	The ground in a 30' square area within the spell's range grows 4" long stone spikes. Any creature in the area of effect or entering it while this spell is active must make a Reflex save or suffer 1d12+CL damage. Moving while inside the spikey area requires another Ref save to avoid damage. Additionally, the caster can ward the area against one type of creature as described in 20-23 above. This effect last 3d6 rounds.
28-29	The ground in a 40' square area within the spell's range becomes dangerous to all creatures not granted protection by the caster at the time of the spell's casting. The caster can choose a number of creatures equal to 1+CL to be immune to the ward's effects. Any non-protected creature inside the area must make a Fort save vs. the spell check or spontaneously combust, suffering 1d6+CL damage each round until they exit the warded area and make a DC 10 Reflex save to extinguish the flames. Unprotected creatures outside the ward must make a Will save vs. the spell check to willingly enter the area of effect. This effect lasts for 3d10 rounds.
30-31	The ground in a 50' square area within the spell's range becomes dangerous to all creatures not granted protection by the caster at the time of the spell's casting. The caster can choose a number of creatures equal to 3+CL to be immune to the

ward's effects. Any non-protected creature inside the area must make a Fort save vs. the spell check or spontaneously combust, suffering 1d8+CL damage each round until they exit the warded area and make a DC 10 Reflex save to extinguish the flames. Unprotected creatures outside the ward must make a Will save vs. the spell check to willingly enter the area of effect. This effect lasts for 3d12 rounds.

32+

The caster wards a 100' square foot area of ground. Any creature not specifically granted permission by the caster at the time of the spell's casting who enters or is inside the area of effect suffers (CL)d6 damage. In addition, the affected creatures must make a DC 20 Fort save or spontaneously combust, taking 1d8+CL fire damage each round until they exit the warded area and extinguish the flames with a DC 10 Reflex save. Lastly, conjured or summoned creatures cannot appear in the warded area unless the conjuring or summoning spell's spell check exceeds the *stone ward* spell check. This effect last for 1 hour per CL.



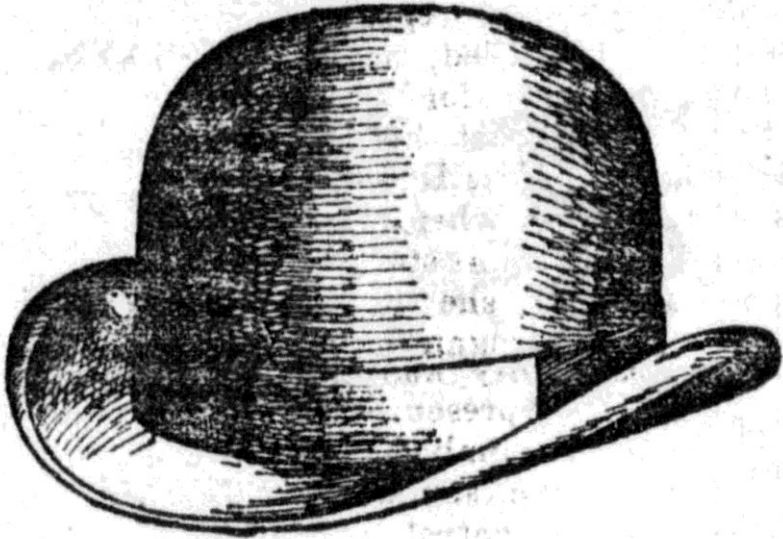
Spell	Endurance of the Mountain
Level	2 (The Old Man of the Mountain)
Range	Touch
Duration	1 round or more
Casting Time	1 action
Save	See below
General	The caster calls up the strength of the mountain to infuse her mortal form with improved resilience.
Manifestation	Roll 1d4: 1) the caster's flesh assumes a rocky gray hue; 2) crystalline lattices rises from the ground and wrap themselves around the caster's body; 3) the sound of an avalanche echoes from the caster's mouth as she finishes casting the spell; 4) the caster's face briefly assumes the appearance of the Old Man of the Mountain.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster gains a +2 bonus to AC and a +1 bonus to Fort saves for 1d6+CL rounds.
16-19	The caster gains a +3 bonus to AC and a +2 bonus to Fort saves for 1d8+CL rounds.
20-21	The caster gains a +4 bonus to AC and a +3 bonus to Fort saves for 1 turn.
22-25	The caster gains a +4 bonus to AC and a +3 bonus to Fort saves. She also suffers half damage from fire and lightning attacks. If the attack allows for a saving throw for half damage, a successful save reduces the damage to 1/4 th . This effect lasts for 3 turns.
26-29	The caster gains a +6 bonus to AC and a +4 bonus to Fort saves. She also suffers half damage from fire and lightning attacks. If the attack allows for a saving throw for half damage, a successful save reduces the damage to 1/4 th . This effect lasts for 1 hour.
30-31	The caster gains a +6 bonus to AC and a +4 bonus to Fort saves. She also suffers one-quarter damage from fire and lightning attacks. If the attack

	allows for a saving throw for half damage, a successful save negates all damage. This effect lasts for 3 hours.
32-33	The caster gains a +8 bonus to AC and a +5 bonus to Fort saves. She also is immune to fire and lighting attacks, and suffers only half-damage from non-magical weapons. This effect lasts for 6 hours.
34+	The caster gains a +10 bonus to AC and a +8 bonus to Fort saves. She is immune to harm from fire, lighting, and all non-magical attacks. Magical weapons inflict only half-damage to her unless they possess a bane against earth elementals. Additionally, the caster heals 1 die of damage every turn if she is standing on bare rock or soil. This effect lasts for 12 hours.

Spell	Lucky Stone
Level	3 (The Old Man of the Mountain)
Range	Self
Duration	Varies
Casting Time	1 turn
Save	None
General	<p>The caster channels the Old Man of the Mountain's mystic energy into herself to create a number of lucky stones containing the patron's power. These fist-sized stones follow her about for the spell's duration, floating at eye-level immediately behind her. The caster can expend one or more of these lucky stone to grant herself or allies a bonus to rolls or to protect themselves from harm. Assisted allies must be in the caster's line of vision.</p> <p>Each lucky stone grants a +3 bonus to any attack roll, spell check, saving throw, skill check, or other action die-based roll. A lucky stone can also be used to reduce the damage suffered from an</p>

	attack by 1d3 points. The caster can expend a number of lucky stones equal to her CL each round and can act out of initiative order to assist another or reduce damage.
Manifestation	See spell description
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster creates 1d3+1 lucky stones. These follow her until used or 2d4 rounds elapse.
18-21	The caster creates 1d5+1 lucky stones. These follow her until used or 1 turn elapses.
22-23	The caster creates 1d6+2 lucky stones. These follow her until used or 3 turns elapse.
24-26	The caster creates 1d7+2 lucky stones. These follow her until used or 1 hour elapses.
27-31	The caster creates 1d8+3 lucky stones. These follow her until used or 2 hours elapse.
32-33	The caster creates 1d12+4 lucky stones. These follow her until used or 3 hours elapse.
34-35	The caster creates 1d14+5 lucky stones. These follow her until used or 6 hours elapse.
36+	The caster creates 1d20+8 lucky stones. These follow her until used or 8 hours elapse.

Stagger Lee (A.K.A. Stackalee, Stack-o-Lee, or Stagolee), Patron of Badasses



First Manifestation: Christmas Day, 1895

Status: Active

Alignment: Chaotic

Stagger Lee is the patron of badasses, the one growled prayers are made to before violence ensues. He is the One Who Walks Free, the Mack, and the Original Bad Ass Who Threw Satan off His Throne. According to legend, the entity that is Stagger Lee was born in Bill Curtis' saloon in St. Louis, Missouri on Christmas Day of 1895, birthed in a cloud of gun smoke, a pool of spilled blood, and a mangled Stetson hat. He is said to carry a .44 pistol that never misses, has the power to assume to form of animals, and was born with a caul over his face, granting him the power to see ghosts. Legend holds that Stagger Lee soul his soul to the Devil and received an oxblood Stetson hat with uncanny powers in return. It's further said that the Devil came to regret that bargain. When Stagger Lee died in 1912, he came straight down to Hell and kicked

Satan off his throne, turning the Pit into a paradise for murderers, pimps, and badasses.

Stagger Lee is a patron of the streets, often venerated by African-American males inhabiting the criminal underworld or living lives predicated on violence, but Stack's patronage cuts across racial and economic lines. Although a common patron of street fighters, pimps, and gamblers, some magic-workers align themselves with Stack-o-Lee, especially hoodoo priests and black magic sorceresses. Stagger Lee is respected by all of these types for his ability to commit crimes and oppose the forces of law without fear of retribution. In life, it's said that the St. Louis police feared to arrest him after he gunned down Billy Lyons for the crime of touching his oxblood hat.

Those who serve Stagger Lee often adopt his trademark .44 pistol and Stetson hat, and dress in finery current to their era supplemented with gold jewelry.

Demands: Stagger Lee has no respect for his servants that are not respected in turn. As such, the patron requires they avenge any slight or disrespect directed towards them, even going so far as to withhold his aid until the insult is addressed. Stagger Lee also demands his servants keep his memory alive in the minds of the living. This can be done by spreading his legend through song and story, or by committing violent acts in remembrance of him.

Other Campaign Settings: Stagger Lee can represent any legendary, infamous outlaw or a mythical assassin. In campaign world where firearms are not prevalent, simply swap ranged attack effects and bonuses for melee ones. The *Make the Mojo Hat* spell can be changed to create any form of magical clothing or jewelry.

Invoke Patron check results

12-13 Stagger Lee calls on his affinity with firearms to defend the caster from ranged attacks. He gains a +4 AC bonus against all non-magical missile attacks for 1 turn.

14-17 Stagger Lee rewards the caster with the gift of a steady hand and clear eye, increasing his prowess with ranged attacks and spells. Any ranged weapon or spell requiring an attack

roll is made with a +4 bonus to the caster's attack roll. This power lasts for 1d5+CL rounds.

18-19 Stackalee protects the caster from ranged attacks. In addition to granting him a +8 AC bonus versus ranged attacks, all non-magical missile attacks inflict half damage. Magical and melee attacks are unaffected. This effect lasts for 1d4+CL turns.

20-23 Stagger Lee rewards the caster with the gift of a steady hand and clear eye, increasing his prowess with ranged attacks and spells. Any ranged weapon or spell requiring an attack roll is made with a +6 bonus to the caster's attack roll. Additionally, the caster rolls damage dice twice and takes the better result. This power lasts for 1d5+1 turns.

24-27 Stackalee gifts the caster his ability to see invisible supernatural creatures such as ghosts, faeries, demons, and other entities obscured by magical spells or abilities. This power manifests as a *detect invisible* spell check result of 20-21. Additionally, the caster can harm ghosts, wraiths, spirits, and other incorporeal un-dead as if his weapons were magical, silver, cold iron, or other substances necessary to damage them. Both of these abilities last for 2d4 turns.

28-29 Stagger Lee defends the caster against all forms of ranged attacks. He becomes immune to non-magical ranged weapons and *magic missile* spells. Magical ranged weapons inflict 1 point of damage plus their magical bonus (if any). The caster suffers half damage from ranged spells such as *burning hands*, *scorching ray*, *fireball*, *lightning bolt*, and similar incantations. If the ranged spell attack allows a saving throw to reduce damage, a successful save by the caster results in no damage taken. This effect lasts 1d3 hours.

30-31 The caster transforms into a lean, dark-furred wolf with teeth made of gold. While in this form, the caster gains a +1 bonus to initiative rolls, AC 14, a bite +4 melee (2d4+STR bonus) attack; MV 40', SP +10 bonus to stealth checks at night or in city environments; +2 bonus to Fort and Ref saves. He can change back and forth between his wolf and human forms as often as desired during this effect's duration. The transformation takes 1 full round. At the end of the duration, he returns to his normal human form. This

power lasts for 1d5+CL hours.

- 32+** Stagger Lee gifts the caster with a shard of his original badass soul, granting him a number of supernatural powers. While in possession of part of Stagger Lee's soul, the caster is immune to non-magical attacks. He gains +8 to attacks, damage, saving throws, spell checks, and AC. He also gains +30 temporary hit points. These points are lost first when the caster is injured. The caster becomes capable of striking creatures normally only affected by magical attacks and inflicts double damage to all infernal and demonic entities. Additionally, the caster automatically inflicts a critical hit when he strikes a divine or holy creature. The caster can impart fear with a glance. Any creature with HD or levels less than the caster's level flees his presence for 1d8 rounds. Creature with HD or levels equal to or greater than the caster's level must make a DC 15 Will save or flee for 1d4 rounds. This *invoke patron* result lasts for CL turns.
-

Patron Taint: Stagger Lee

When patron taint is indicated for Stagger Lee, 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 acquires a dark birthmark high on his forehead. The blemish is oxblood in coloration and about the size of a dime. While noticeable, it does not affect the caster's overall appearance. When this taint is rolled a second time, the birthmark becomes a bullet hole surrounded by singed flesh. The wound does not bleed, but is obviously a gunshot wound and alarms those noticing it. If this result is rolled a third time, the wound constantly bleeds. This endless gore never stains the caster's hat if he wears one, but cannot be staunched or otherwise prevented from flowing down his face. |
| 2 | A permanent odor of gunpowder accompanies the caster's presence. At first, this smell is very faint and only noticeable by those in close proximity to the caster. When this result is rolled a second time, the stench increases in potency and is detectable by everyone within 10' of the caster. If rolled a |
-

third time, the smell is overwhelming, quickly filling enclosed spaces and noticeable from up to 60' away. The caster can no longer hide from creatures with exceptional senses of smell and can always be tracked by scent.

3 The caster becomes supernaturally attached to his headwear. At first, the caster cannot rest unless his hat is with him. Normal sleep becomes impossible without the hat within arm's reach. If this result is rolled a second time, the caster becomes enraged if his hat is lost or stolen, lashing out at either the culprit or a random target of his rage if no deserving target is present. The caster must attack the target until he or the caster is slain or incapacitated. If rolled a third time, the caster becomes intrinsically linked with his hat. Should the headpiece ever be destroyed, the caster must immediately make a DC 20 Fort save or die.

4 The caster develops an oral fixation for bullets. At first, the caster find comfort in sucking on or chewing live rounds of ammunition, but this taint has no detrimental impact. If rolled a second time, the caster has difficulty concentrating, suffering a -2 penalty to all rolls unless he has a bullet in his mouth. If this result occurs a third time, the caster must physically consume 1d5 bullets each day or suffer 1 die of damage that cannot be healed until he eats the requisite number of live rounds.

5 The caster's hands become discolored as if stained with dried blood. If this result is rolled a second time, the caster's hands become bright red in coloration. If this result occurs a third time, his hands are constantly wet with fresh blood and he leaves gory handprints wherever he goes.

6 The caster develops an irrational desire for finery, choosing to purchase the best clothes available whenever possible. If this result is rolled a second time, the caster is compelled to purchase new, well-tailored clothing at least once per month. Failing to do so imparts a -1 die penalty to his spell checks until he visits a haberdashery and acquires new threads. If this result occurs a third time, the caster must buy new finery every week or suffer the -1 die penalty to spell checks. Additionally, if the caster's clothes become soiled while wearing them, a -2 penalty to his spell checks and attack rolls is incurred until he changes into clean clothes.

Patron Spells: Stagger Lee

Those acolytes of the gun who serve Stackolee are given access to the following spells:

Level 1: **Dirty Shooting**

Level 2: **Hell is Home**

Level 3: **Make the Mojo Hat**

Spellburn: Stagger Lee

Stagger Lee respects those who engage in violence without fear or otherwise disregard the rules of law and order so as to increase their respect among others. A caster quick to violence or a showing a disregard for law enjoys increased spell prowess. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your home campaign.

Roll	Spellburn Result
1	The caster can double his spellburn bonus if he grievously injures or kills someone (reduces target's hit point total to 25% or less) in the round before spellburning. Each point of spellburn counts as 2 points up to a maximum of ability points equal to the injured/killed target's hit dice (e.g., if the caster injures or kills a 2 HD monster, he can spellburn up to 2 ability points with a 2:1 benefit). The caster can spellburn additional ability points but does not enjoy the two-for-one bonus on these burned attributes.
2	Stagger Lee grants the caster an additional spellburn bonus equal to his caster level. In return, the caster must commit a criminal act flaunting in the face of society before the dawn of the following day. This act must be of some consequence (jaywalking does not count, for example, but destruction of private property would). If the caster fails to commit a crime by the deadline, he suffers twice the spellburn bonus in temporary ability damage.
3	The caster gains a +1d4 spellburn bonus if his casting is directed against law enforcement officials, politicians, civic workers, or other authority figures.
4	The caster chews off the tip of his thumb (and other fingers

in the case of multiple points of spellburn) and wets his bullets with his own fresh blood. The injuries manifest as ability damage.



Spell	Dirty Shooting
Level	1 (Stagger Lee)
Range	Self
Duration	1 round or more
Casting Time	1 action
Save	N/A
General	This spell increases the caster's acumen with ranged weapons (bows, crossbows, pistols, rifles, hurled spears, advanced military laser weaponry, etc.). Stagger Lee grants the caster increased speed and accuracy, allowing the conjurer to drop his opponents before they slay him. The magic of this spell allows the caster to quickly reload his weapons, granting him the benefit of additional attacks even if his weapon could not normally be utilized more than once per combat round.
Manifestation	Roll 1d4: 1) The stench of cordite suddenly wafts from around the caster; 2) the caster's hands move in a blur as he unleashes a flurry of ranged attacks; 3) an aura of hellfire envelopes the

	caster's hands; 4) the caster's weapon assumes the appearance of a .44 pistol regardless of its true appearance. If the weapon is a .44, it turns blood red in color and hellfire erupts from its barrel when fired.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster gains an additional d14 action die during his next round. This die can only be used to make an attack with a ranged weapon. The caster applies all his normal modifiers for a ranged attack when rolling this bonus die.
14-17	The caster gains an additional d14 action die during his next CL number of rounds. This die can only be used to make an attack with a ranged weapon.
18-19	The caster gains an additional d14 action die during his next CL number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +1 bonus to all ranged attacks made while this spell is in effect.
20-23	The caster gains an additional d16 action die during his next CL+1d4 number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +1 bonus to all ranged attacks made while this spell is in effect.
24-27	The caster gains an additional d16 action die during his next CL+1d4 number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +2 bonus to all ranged attacks made while this spell is in effect.
28-29	The caster gains an additional d20 action die during his next CL+1d6 number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +2 bonus to all ranged attacks made while this spell

is in effect.

30-31

The caster gains an additional d20 action die during his next CL+1d6 number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +3 bonus to all ranged attacks made while this spell is in effect.

32+

The caster gains an additional d20 action die during his next CL+2d4 number of rounds. This die can only be used to make an attack with a ranged weapon. In addition, the caster gains a +4 bonus to all ranged attacks made while this spell is in effect. The caster is also granted a single d24 action die that can be rolled once during any round the spell is in effect. This die can either be used to gain one additional ranged attack or "cashed in" to turn a single successful ranged attack into a critical hit. The caster must cash in his bonus d24 before damage is rolled for the successful attack and determines the results of the critical hit as normal for his level and class.

LYONS WILLIAM		1329 GAY ST.		
Deceased		Residence		
738	12-26-95	31	M	C
Case No.	Date	Age	Sex	Color
GUNSHOT WOUND ABDOMEN			P. M.	
Cause of Death			Source	
C. A.	<input checked="" type="checkbox"/>	Undertaker		
SHELTON LEE ALIAS LEE STACK		513 S. 6 TH		
Defendant		Date		
HOMICIDE		12-27-95		
Disposition		Date		
Shot by dept. in saloon at 11 ^{PM}				
Remarks				
Morgan - 12-25-95				
Form 397-M				

Spell	Hell is Home
Level	2 (Stagger Lee)
Range	100'
Duration	1 turn or longer
Casting Time	1 action
Save	See below
General	It's been said that Stagger Lee could walk barefoot over hot slag and eat fire without harm. His imperviousness against superhot substances only increased when he took up residency in Hell. This spell grants the caster a portion of Stagger Lee's fiery endurance and allows him to tap into the eternal infernal fires that ring Stackolee's throne.
Manifestation	Roll 1d4: 1) The smell of brimstone fills the air around the caster; 2) the caster's eyes take on a hellish glow as if reflecting the fires of Perdition; 3) the caster's flesh becomes dark and charred, crisscrossed with runnels of fire; 4) the caster's footprint blaze with hellfire as he walks about.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster gains a slight resistance to fire-based damage. He takes 1 less hit point per damage die from fiery attacks for 1 turn.
16-19	The caster gains a +2 bonus to saving throws vs. fire-based attacks. He takes 2 less hit point per damage die from fiery attacks for 1 turn.
20-21	The caster gains a +3 bonus to saving throws vs. fire-based attacks. He takes 3 less hit point per damage die from fiery attacks for 1 turn. The caster can also conjure up a blast of hellfire once per round. This is a +3 ranged attack (1d8+CL damage) with a range of 100'. A target struck by the blast catches fire unless she succeeds in a Reflex save vs. check result, suffering another 1d6 damage each round until extinguished with a DC 10 Reflex save.

22-25	As 20-21 above, but the duration is increased to two turns.
26-29	The caster becomes immune to non-magical fire and can walk through infernos without damage to himself or his belongings. The caster gains a +5 bonus to saves vs. magical fire and ignores the first 20 points of magical flame-based damage suffered while this spell is in effect. The caster can also conjure up a blast of hellfire once per round. This is a +4 ranged attack (1d10+CL damage) with a range of 100'. A target struck by the blast catches fire unless she succeeds in a Reflex save vs. check result, suffering another 1d6 damage each round until extinguished with a DC 10 Reflex save. This spell effect lasts for CL turns.
30-31	As 26-29 above, but the duration is increased to 1d6+CL turns.
32-33	The caster is immune to non-magical fire and suffers only half-damage from magical fire. If the magical fire allows a saving throw, the caster gains a +8 bonus to that save and he suffers no damage on a successful save. The caster can also conjure up two blasts of hellfire each round. This is a +6 ranged attack (2d10+CL damage) with a range of 150'. A target struck by the blasts catches fire unless she succeeds in a Reflex save vs. check result, suffering another 1d6 damage each round until extinguished with a DC 10 Reflex save. This spell effect lasts for 1d6+CL turns.
34+	The caster becomes a living pillar of hellfire. He is immune to all fire damage regardless of source and can hurl hellfire three times a round. This is a +8 ranged attack (2d10+CL damage) with a range of 150'. A target struck by the blasts catches fire unless she succeeds in a Reflex save vs. check result, suffering another 1d6 damage each round until extinguished with a DC 10 Reflex save. The caster can also hellwalk, instantly transporting himself to Hell and back. The denizens of Hell may welcome the caster's presence or seek him

harm, so hellwalking is not without its risks. This spell effect lasts for CL hours.

Spell	Make the Mojo Hat
Level	3 (Stagger Lee)
Range	Touch
Duration	Permanent
Casting Time	1 month
Save	None
General	Servants of Stackolee gain the magical knowledge to create minor variations of Stack's oxblood Stetson. Like any magical object, the process is a prolonged and often expensive one, but the results are worth the toil. Crafting a mojo hat is a month-long or more process, during which time the caster is mystically occupied with the creation of the hat. He cannot work spells other than those required by the hat's enchantment and any spellburn expended during this period does not heal until the creation process is complete.

Bloodying the Recipient: The person who will eventually wear the mojo hat must prove his worth by killing another human being. The victim's status will determine the limit of the mojo hat's power during the enchantment phase. Killing an average person (a random bystander, a young mother, a child, etc.) limits the *make the mojo hat's* spell check to 21 or less. Killing a person of modest import (a police officer, a rival gang member, a prominent citizen) limits the *make the mojo hat's* spell check to 26 or less. Slaying an important member of society (a judge, politician, gang leader, etc.) caps the *make the mojo hat's* spell check at 31. If the owner murders an impressive person (a powerful wizard, the President of the United States, or similar), there is no limit to the imbued spell(s)' spell check. Only after the murder is committed can the

enchantment process proceed.

Craft Mojo Hat: The hat to be enchanted must be a true work of art far beyond the quality of your average headwear. Occult materials are incorporated into its creation, including funeral shrouds, dried caul, John the Conqueroo root, and other esoteric substances of the judge's devising. The cost of the hat is 100× normal. The caster can defray the cost of the hat by acquiring some of the substances himself. For each material obtained, the cost of the hat is reduced by 100 gp (Minimum cost 1,000 gp).

Call Stagger Lee: The caster must next successfully *invoke patron*, calling on Stagger Lee to help imbue the mojo hat with power. Successful casting of *invoke patron* indicates Stagger Lee agrees to allow the hat to be enchanted, but produces no other effect as per the *invoke patron* spell check table. If the *invoke patron* fails, the caster must wait another month before attempting to enchant the hat and the intended owner must kill another human to restart the process. This slaying resets the imbued spell's spell check limit and uses the more recent victim's status to determine the imbued spell's maximum power. The specially prepared hat does not have to be recreated and the caster can attempt to enchant it again after the month has passed.

Imbue Mojo: The caster next expends 1 point of spellburn which does not affect the subsequent spell check. The caster then rolls his spell check for *make the mojo hat*. This spell check is limited by the status of the person killed by the hat's prospective owner as noted above. The final spell check determines how many spells and of what level the caster can next attempt to imbue into the

hat.

Enchant Hat: The caster next chooses the spell(s) he wishes to imbue into the hat. This spell must be one he knows, is currently able to cast, and cannot exceed the spell level limits imparted by the *make the mojo hat* spell check. These chosen spells are the only ones the caster can attempt to imbue into the hat and he cannot change his mind should his subsequent spell checks go awry. The spellcaster then proceeds to cast each chosen spell into the hat.

When attempting to imbue a spell into the hat, the caster cannot make more total spell checks than his CL. For example, a 6th level caster can attempt six spell checks spread across one or more spells when attempting to imbue the hat with enchantments. If the first spell check is successful, the cast spell is imbued into the hat at that spell check result. A failure on the imbued spell's spell check costs the caster one of his total allowed spell checks and may prevent further attempts to impart that chosen spell if the caster loses the spell as a result of the failed check. If the spellcaster wishes to increase a successfully imbued spell's spell check result, he can recast the spell, hoping for a higher result. However, if a subsequent spell check fails, the caster cannot make any further spell checks for the imbued spell. Once the caster is satisfied with the imbued spell's spell check, he can chose another spell to imbue if his initial spell check was high enough to allow multiple enchantments on the hat. Failing to imbue any spells into the hat causes the entire enchantment process to collapse and automatically induces patron taint to the caster.

For example, a 6th level caster rolls a 23 on his *make the mojo hat* spell check. He can imbue either

two 1st level spells or one 2nd level spell into the hat and can attempt up to six spell checks in the process. He chooses to imbue two 1st level spells into the hat. Deciding to imbue the hat with *magic shield*, he make a spell check for that spell, resulting in a 12. The spell is successfully imbued, but at a lower effectiveness than desired. The caster has five spell checks remaining, so he decides to attempt a better result. His second *magic shield* spell check is a 20. Much better! Deciding not to press his luck, he chooses to imbue the hat with a second spell: *enlarge*. He rolls his spell check and the result is 15. Again, he desires a better result and, with three possible spell checks left, he makes a second attempt. Unfortunately, he rolls a 9 and loses *enlarge* for the day. Although he still has two possible spell checks remaining, he cannot make further attempts to produce a better spell check and the enchanting process is complete. Had he rolled a 9 on his initial spell check to imbue the hat with *enlarge*, the attempt would have failed completely and the hat would only possess a single imbued spell. Had he failed and lost his initial spell check for *magic shield*, he could still attempt to imbue *enlarge* into the hat.

Imbued spells always manifest at the spell check result achieved during the enchantment process and uses the caster's level at the time of enchantment when indicated by the imbued spell's description.

Bind to Owner: Assuming all has progressed successfully, the final stage is to bind the hat to its owner. A mojo hat can only be bound to a single owner at the time of its creation and the hat will only grant its power to that individual. The final step requires the hat's owner shed some of his blood on the hat. This process inflicts 1 hit die of

damage to the owner as Stackolee draws the wearer's life force into the hat. Upon completion, the hat takes on a hue in the red spectrum, with oxblood being the most common. If a mojo hat is ever destroyed, its owner immediately suffers a number of hit dice damage equal to the CL of the hat's enchanter at the time of the spell's casting. Additionally, if the hat's wearer doesn't slay the person responsible for the hat's destruction within 1 hour, the owner loses 1d4 Luck as Stackolee becomes disgusted that the wearer would allow such a crime to go unpunished. No person may possess more than one mojo hat during his lifetime.

Manifestation	Creation of a magical hat.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	Caster can imbue the hat with one 1 st level spell that can be activated by the wearer once per day. The spell takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
18-21	Caster can imbue the hat with one 1 st level spell that can be activated by the wearer twice per day. The spell takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
22-23	Caster can imbue the hat with two 1 st level spells that can each be activated by the wearer three times per day <i>OR</i> one 2 nd level spell that can be activated by the wearer once per day. The spell(s) takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
24-26	Caster can imbue the hat with one 2 nd level spell that can be activated by the wearer twice per day. The spell takes effect using the spellcaster's original CL and highest spell check result rolled

	during the enchantment process (see above).
27-31	Caster can imbue the hat with two 2 nd level spells that can each be activated by the wearer three times per day <i>OR</i> one 3 rd level spell that can be activated by the wearer once per day. The spell(s) takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
32-33	Caster can imbue the hat with one 3 rd level spell that can be activated by the wearer twice per day. The spell takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
34-35	Caster can imbue the hat with two 3 rd level spells that can each be activated by the wearer three times per day <i>OR</i> one 4 th level spell that can be activated by the wearer once per day. The spell(s) takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).
36+	Caster can imbue the hat with one 4 th level spell that can be activated by the wearer twice per day. The spell takes effect using the spellcaster's original CL and highest spell check result rolled during the enchantment process (see above).



The Dead Rock Star, Patron of Fame and Excess



First Manifestation: February 3rd, 1959

Status: Active

Alignment: Neutral (self-absorbed)

The Dead Rock Star goes by many names and incarnations. It has been known as Buddy, Elvis, Janis, Jimi, and Kurt. It appears in one of its many guises in lonely strip malls or dining at sidewalk cafes where rabid fans who always doubted their icon's death can glimpse them and renew their faith. Makeshift shrines are erected to its many incarnations in the green rooms of seedy clubs and its power is conjured in marijuana smoke-filled dorm rooms. So long as someone, somewhere, believes in the transmutative power of rock n' roll, the Dead Rock Star persists.

Some believe the Dead Rock Star has existed in previous incarnations and that this guise is only the most recent in a long line of performers and creators who died before their time. When Alan Freed started playing the music he dubbed "rock and roll" on WJW in Cleveland, Ohio in 1951, the entity that became the Dead Rock Star took notice, entranced by the primal energy entwined within the music. It would complete its transformation into this incarnation

on a cold, stormy night in 1959 when a plane crash claimed the lives of Buddy Holly, Ritchie Valens, and J.P. Richardson (aka The Big Bopper). The magical energy released by their deaths and the massive outpouring of woe by their fans created the necessary mystical conditions for the Dead Rock Star to assume its mantle and power.

The Dead Rock Star is served by those who seek fame, idolize one of the patron's various guises, or engage in self-destructive behavior in pursuit of the "rock and roll lifestyle." The Dead Rock Star takes them all, feeding off their power like a vampire and reveling in their adulation. The patron ultimately cares only for itself, but is willing to assist those who desire to serve it to keep the adoration flowing and its hunger satiated.

The longevity of the Dead Rock Star's power has come into question over the last few decades. As the fans of its original incarnations grow old and die, it seeks new masks to wear, but it is discovering that—despite proclamations otherwise—rock and roll may indeed one day die. Rumors in occult circles speak of a rising supernatural entity to rival the Dead Rock Star's throne—the Slain Hip-Hop Star. However, this may simply be a new face or incarnation of the patron of fame and excess.

Demands: The Dead Rock Star desires adulation, either directly or through the myriad incarnations it has maintained. It demands its servants to raise memorials and monuments to its incarnations, and to expose new fans to the works of its deceased guises. The Dead Rock Star also lives vicariously through its servants, feeding on their debauchery and theatrics, and demands they continue to live the "rock and roll" lifestyle—even when they are suffering injury or distress. The show must go on!

Other Campaign Settings: The Dead Rock Star can be substituted for any famous, self-indulgent figure who sought the adulation of life in the public eye. Famous dead bards, actors, dancers, musicians, even sages and orators, could all be replicated using the Dead Rock Star.

Invoke Patron check results

- 12-13** *Glamour of Stardom.* The patron touches its servant with some of its stage presence. The caster gains a +2 bonus to Personality for CL turns.
-
- 14-17** *High Tolerance.* The caster gains some of the Dead Rock Star's legendary tolerance for harmful substances. He enjoys a +4 bonus to Fort saves vs. poison, drugs, and similar substances. On a failed save, the caster takes half-damage from the poison and/or the effects only last half as long. This power persists for CL hours.
-
- 18-19** *Star Power.* The patron touches its servant with some of its stage presence. The caster gains a +4 bonus to Personality for CL turns.
-
- 20-23** *Mesmerizing Voice.* The caster can sing for a 1d3+CL rounds. During that time, all creatures capable of hearing his voice must make a Will save vs. the spell check or be immobilized with rapture until the singing ceases. Creatures who successfully make their save are immune to the caster's voice for 1 hour. If a creature is attacked while mesmerized, he can make a second DC 10 Will save to snap out of the effect and defend itself normally.
-
- 24-27** *Legendary Tolerance.* The caster gains a +8 bonus on Fort saves vs. poisons, drugs, and other toxins. If the save is successful, he suffers no ill effects even if complications normally ensue on a successful save. Even on a failed save, the caster only takes half-damage and/or suffers the toxin's effects for half its normal duration.
-
- 28-29** *Call the Dead Guise.* The Dead Rock Star sends a spirit in the form of one of its deceased incarnations to aid the caster. This spirit has the stats of a ghost (see DCC RPG p. 413) with the banshee scream, paralyzing touch, draining touch, and telekinesis powers. The spirit has no rest condition, but can be dissipated with magical weapons and spells. It can be turned only if a cleric exceeds the *invoke patron* spell check with his turn attempt. The spirit serves the caster until either dissipated or 30 minutes per CL have elapsed. This spirit is not actually the ghost of the deceased mortal, only a spirit that assumes its guise.
-
- 30-31** *The Party Never Ends.* The caster gains supernatural
-

endurance, able to shrug off effects that would incapacitate or kill a lesser creature...up to a point. The caster gains +30 temporary hit points. These points are the first lost when the caster takes damage. He is also immune to sleep, paralysis, and other magical effects that incapacitate or render him motionless. He enjoys a +10 bonus to Fort saves as well. However, should he ever be reduced to half his normal hit point total (not counting the temporary hit points), he begins taking double damage from all wounds as the lavish lifestyle begins to take its toll. This effect lasts for CL turns or until the caster is reduced to zero hit points.

32+ *Rock and Roll Heaven.* The caster temporarily ascends to an extradimensional space or alternate dimension, vanishing from the physical world for a number of days up to his CL. He reappears after this time elapses or can choose to return earlier. While in this alternate dimension, he enjoys a hedonistic experience unlike any he has ever known. The carousing restores all his hit points and temporary stat damage, as well as curing any diseases, poisons, paralysis, or other detrimental conditions. The caster returns to Earth at a place he is familiar with at the end of this debauchery. He finds he is unable to convey what occurred during his sojourn to Rock and Roll Heaven, but he adopts a wistful grin whenever asked about it.

There is a 3% per CL that some unexpected consequence of the caster's carousing in Rock and Roll Heaven comes back to affect his life at a random time after his return to the physical plane. These consequences are never fatal, but will certainly make his life interesting. The judge has final say over what the consequence might be, but examples include an otherworldly social disease, a supernatural groupie with a bun in the oven, or an outstanding bill for services rendered or items purchased while on the debauch.

Paton Taint: The Dead Rock Star

When patron taint is indicated for the Dead Rock Star, 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 longer.

Roll	Result
1	The caster desires the praise of others. If he doesn't receive complements or the adulation of others at least once per day, he sulks and is in a poor mood until someone complements him on his achievements. If this result is rolled a second time, the caster suffers a -1 penalty to all his spell checks until he receives praise. If this result occurs a third time, he also permanently loses 1 point of Personality each day he fails to be idolized by others.
2	The caster acquires a faint physical trait or manifestation corresponding to the death of one of the patron's many guises. He might develop faded needle marks on his arm, appear to have a bloody head wound when glimpsed out of the corner of the eye, smell slightly of vomit and pills, or some other manifestation of the judge's choosing. If this result occurs a second time, he either acquires another trait or manifestation or his existing one becomes more pronounced. If this result is rolled a third time, another trait manifests or the existing one becomes so prominent it is impossible to overlook. The judge decides whether the caster's existing trait becomes more noticeable or another one is acquired as she deems fit.
3	The caster becomes very free with his money, often spending it on whimsical extravagances with little thought of the future. If something that can conceivably be purchased catches his eye, he must make a DC 5 Will save to avoid spending money on the extravagance, going so far as to borrow money or sell existing goods to acquire it. If this result is rolled a second time, the Will save DC becomes 10. If this result occurs a third time, the DC is increased to 15 and the caster is willing to steal and otherwise defraud (but not murder) others to gain the money he needs for his whims. The judge decides what catches the caster's eye, but should do so with input from the player when determining the PC's wants and desires.
4	The caster develops a slight resemblance to one of the Dead Rock Star's incarnations. When first acquired, the resemblance is minor (same hair style, nose, eyes, laugh, etc.) and is easily ignored. If this result occurs a second time, the resemblance is more pronounced, causing passers-by to

do a double-take or resulting in strangers approaching the caster with the phrase “Did anyone ever tell you that you look just like...” on their lips. If this result occurs a third time, the resemblance is uncanny. While it’s difficult for the caster to benefit from the resemblance (passing himself off as the deceased entertainer when the majority of the world knows he’s dead), negative consequences abound. He is easily remembered and identified when seeking anonymity, rabid and likely crazy fans accost him, and other potentially hindering setbacks of the judge’s devising occur. Physical or magical disguises can obscure the resemblance.

- 5 The caster acquires a dependence on a pleasurable activity or substance, suffering withdrawal when this appetite isn’t appeased. Roll 1d5 to determine the dependence: 1) pleasures of the flesh; 2) narcotics; 3) alcohol; 4) exotic or unhealthy foods (judge’s choice); 5) self-mutilation (1d4 damage per day). Failing to indulge in this vice at least once per day imparts a -2 penalty to all spell checks. If this result is rolled a second time, the vice must be indulged twice per day and the penalty increases to -4. If this result occurs a third time, the vice must be indulged three times per day and the penalty become -1d.
-

- 6 The caster’s writing becomes an Achilles’ heel. Enemies possessing any scrap of paper containing words written by the caster gain a bonus against him. When this taint first manifest, opponents possessing examples of the caster’s writing enjoy a +2 bonus to attack and spell check rolls made against him. If this result occurs a second time, the bonus increases to +4. If it is rolled a third time, enemies have a +1d bonus to attacks and spell checks. The caster should beware autograph-seekers!
-

Patron Spells: The Dead Rock Star

Those who adore the Dead Rock Star eventually learn the following three spells:

Level 1: **Stage Presence**

Level 2: **Conjure the Fan Eternal**

Level 3: **Marshall Power**

Spellburn: The Dead Rock Star

The Dead Rock Star respects decadence and theatrics, rewarding those who display a commitment to rock and roll by granting them additional power. When a caster utilizes spellburn, roll 1d4 on the table or build off the ideas below to create an event specific to your home campaign.

Roll	Spellburn Result
1	The caster consumes a great deal of illicit substances which harm his body while amplifying his magic. This damage manifests as stat loss.
2	The caster can burn Personality as well as his physical stats when spellburning. Spellburning Personality increases the spell check as normal, but take twice as long to heal.
3	If the caster plays a musical instrument when spellburning, the spell check gains a bonus equal to his CL. Playing an instrument as part of the invocation increases the casting time by one step. Spells normally taking 1 action to enact now take 1 round; spells with a 1 round casting time take 2 rounds when an instrument is involved, and spells taking 1 turn or more require one additional time increment (turn, hour, day, etc.). The caster must spellburn at least 1 point to further empower it with music.
4	The caster's incantation takes on a highly energetic and theatrical manifestation, causing him to writhe, dance, sweat, and bleed as he works his magic. The theatrical performance takes a toll on his body, which manifests as stat loss.

Spell	Stage Presence
Level	1 (The Dead Rock Star)
Range	Self
Duration	1 round or more
Casting Time	1 action
Save	See below
General	The caster increases his charisma and animal magnetism, making it difficult to refuse his requests and making him attractive to others. At high levels of effect, he becomes resistant to

	mental domination.
Manifestation	Roll 1d4: 1) The caster's body seems to glow with a healthy, golden light; 2) a diffused spotlight beam passes over the caster's face, illuminating his features with theatrical lighting; 3) the caster's eyes sparkle with a mesmerizing brilliance; 4) the faint cheer of a crowd is heard around the caster.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster can ask one creature within hearing range capable of understanding him to perform a single action. The creature must perform the action if it is able to do so and fails a Will save vs. the spell check. The action cannot take more than one round to perform and is generally limited to short commands ("Abase yourself," "leave me," or "give me what you have in your hand" are all acceptable commands). The command cannot be inherently dangerous to the subject or else the creature automatically resists the spell's effect.
14-17	As 12-13 above, but the caster's command can require up to CL rounds to complete.
18-19	The caster can compel a number of creatures equal to his CL who fail their Will saves vs. the spell check to perform minor tasks for his benefit. These tasks cannot be inherently dangerous and must be possible to complete in two hours or less. Affected creatures won't attack others at the caster's command, but could be compelled to help him escape a dangerous situation by causing a diversion or forming a human barricade. The judge has final say over whether a command is reasonably safe for the affected creature. A compelled creature who suffers harm while assisting the caster can make another Will save with a +4 bonus to shake off the compulsion.
20-23	The caster effectively charms a single creature who fails his Will save vs spell check. At this level of compulsion, the creature will risk his life

	willingly for the caster, but will not perform suicidal acts. The magical compulsion lasts for 3d6+CL turns.
24-27	As 20-23 above, but the compulsion affects CL number of creatures. In addition, the caster gains a +2 Personality bonus. Both effects last for 3d6+CL turns.
28-29	As 20-23 above, but the compulsion affects 1d6+CL number of creatures. In addition, the caster gains a +4 Personality bonus. Both effects last for 3d8+CL turns.
30-31	At this level of effect, the compulsion over 2d6+CL creatures is absolute. The subjects revere the caster as a god and willingly lay down their lives if so commanded. The caster also gains a +6 Personality bonus and becomes immune to mind-affecting magic of 2 nd level power or less. The compulsion and the stat bonus persist for 3d10+CL turns.
32+	The caster can affect all creatures within his line of sight, compelling them to serve him unreservedly. They gladly sacrifice themselves to fulfill his desires if so commanded. The caster gains a +8 Personality bonus and become immune to mind-affecting magic of 3 rd level power or less. This compulsion and stat bonus last for 30×CL minutes.



Spell	Conjure the Fan Eternal
Level	2 (The Dead Rock Star)
Range	30' or more
Duration	1 turn or more
Casting Time	1 turn
Save	None
General	The caster conjures one or more magical entities to serve and guard him. These entities are ghostly and translucent at low levels of effect, but become more real at higher spell checks. The fan(s) eternal are under the caster's command and perform their given tasks without hesitation. Fans eternal are affected by spells and wards that protect against summoned creatures. They cannot be turned as un-dead, but are affected by the <i>banish</i> spell. Fans eternal are immune to sleep and charm effects. Fans eternal otherwise save as the caster who summoned them.
Manifestation	Roll 1d4: 1) The fan(s) appear from a cloud of acrid smoke; 2) the sound of stadium doors clanging open resounds through the air as the fan(s) manifest around the caster; 3) faint chanting "We want the show!" grows in volume

	until the fan(s) manifest suddenly; 4) the fan(s) emerge from a mundane doorway or other entrance near the caster's position.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster summons a single ghostly fan eternal to aid him for up to 1 turn or until dismissed or destroyed. The eternal fan must remain within 30' of the caster and can carry up to 20 lbs. in weight. It cannot physically attack others. It has AC 10 and 1 hp, but can only be harmed by silver, cold iron, and magical attacks.
16-19	The caster summons a single ghostly fan eternal to aid him for up to 3 turns or until dismissed or destroyed. The eternal fan must remain within 100' of the caster and can carry up to 50 lbs. in weight. It cannot physically attack others. It has AC 12 and 5 hp, but can only be harmed by silver, cold iron, and magical attacks.
20-21	The caster summons a single somewhat solid fan eternal to assist him for up to 1 hour. The fan eternal can travel up to 200' away from the caster and can bear up to 100 lbs. in weight. It has a punch +1 melee (1d3) attack, AC 12, and 6 hp. The summoned fan is comprised of thicken ectoplasm and it is affected by physical attacks, but takes half damage from non-magical, non-silver, or non-cold iron weapons.
22-25	The caster summons a single solid fan eternal to assist him for up to 2 hours. The fan eternal can travel up to 300' away from the caster and can bear up to 200 lbs. in weight. It has a punch +3 melee (1d4) attack, AC 13, and 10 hp. It is affected by physical attacks, but takes half damage from non-magical, non-silver, or non-cold iron weapons.
26-29	As 22-25 above, but the caster summons two fans eternal to aid him for up to 3 hours.

30-31	As 22-25 above, but the caster summons CL fans eternal to aid him for up to 3 hours.
32-33	As 22-25 above, but the caster summons 1d4+CL fans eternal to aid him for up to 3 hours.
34+	<p>The caster summons 10+CL fans eternal to serve him for CL+3 hours. These solid entities can travel up to 500' away from the caster and carry up to 500 lbs. in weight. They have a punch +4 melee (1d6) attack, AC 15, and 20 hp each. They are affected by physical attacks, but take half damage from non-magical, non-silver, or non-cold iron weapons. The fans eternal can be commanded to form a "wall of death," locking arms and rushing the caster's enemies. The wall of death affects a 3' wide area per fan eternal comprising it and attacks all creatures caught in its rush with a slam attack. This attack is made at +1 per fan eternal in the wall (ten fan eternals would be a +10 slam melee attack) and inflicts 1d4 damage per fan eternal. Additionally, the victims of a wall of death must make a Fort save vs a DC equal to 2 per fan eternal in the wall to avoid being knocked prone and trampled for an additional 2d6 damage. The wall of death can contain up to the caster's full cadre of fans eternal, but space limitations may limit the number that can physically form the wall (only three fans eternal abreast could form a wall of death in a 10' wide corridor for example).</p>

Spell	Marshall Power
Level	3 (The Dead Rock Star)
Range	30' or more
Duration	See below
Casting Time	1 action
Save	Fort vs. spell check
General	The caster creates one or more powerful blasts of sonic energy that decimate flesh and bone, and deafen those in its wake. Deafened creatures suffer a -1d penalty to spell checks and automatically fail any skill or ability checks requiring hearing.
Manifestation	Roll 1d4: 1) The sound of a power chord being struck immediately precedes the sonic blast; 2) a stack of translucent black amplifiers appears behind the caster; 3) the caster's hands briefly transform into amplifier speakers before unleashing the blast; 4) thunderous drumming precedes the blast.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The single blast of sound fills a 30' long and 10' wide area directly in front of the caster. The sonic blast inflicts 2d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds. A successful Fort save reduces the damage by half and the victim's hearing is unaffected.
18-21	The single blast of sound fills a 40' long and 10' wide area directly in front of the caster. The sonic blast inflicts 3d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds. A successful Fort save reduces the damage by half and the victim's hearing is unaffected.
22-23	The single blast of sound fills a 50' long and 15' wide area directly in front of the caster. The sonic blast inflicts 4d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds. A successful Fort save reduces the damage by half

	and the victim's hearing is unaffected.
24-26	The caster creates a blast of sound that affects a 60' long and 10' wide area every round for CL rounds. The blast inflicts 3d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds.
27-31	The caster creates a blast of sound that affects a 60' long and 10' wide area every round for 1d3+CL rounds. The blast inflicts 3d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds.
32-33	The caster creates a blast of sound that affects a 60' long and 10' wide area every round for 1d5+CL rounds. The blast inflicts 3d6 damage and anyone in the area of effect is deafened for 1d6+CL rounds.
34-35	The caster fills an area 50' square with thunderous noise. All creatures within that area suffer 10d6 damage and are deafened for 1 hour. The vibrations are powerful enough to shatter non-magical glass and ceramic items; flimsy structures have a 50% chance of collapsing. Anyone standing in the affected area must make a DC 10 Reflex save or be knocked prone.
36+	As 34-35 above, but the blast fills a 100' square area. All within the affected area suffer 15d6 damage and are permanently deafened. The vibrations destroy non-magical glass and ceramics, and collapses flimsy structures. Anyone within the blast with less than 3 HD is knocked prone automatically. Other creatures must make a DC 15 Reflex save to remain standing.

Emperor Norton I, Patron of the Benevolently Mad and Those Enslaved by Circumstance



First Manifestation: January 8th, 1880

Status: Active

Alignment: Lawful (but pleasantly mad)

During his lifetime, Joshua Norton, the first and only self-declared “Emperor of the United States and Protector of Mexico,” was a beloved madman who lived in the bustling city of San Francisco. Dressed in his blue uniform adorned with gold epaulettes, his head crowned with a beaver fur hat decorated with a rosette and ostrich plume, Emperor Norton I was a colorful character in the City by the Bay. Mark Twain wrote about him, the populace loved him, police

saluted him, and he dined freely in many of the city's establishments. Rumors persisted that he was both the grandson of Napoleon and courted Queen Victoria's hand in marriage. He even issued currency in his name which was accepted by local businesses. When Emperor Norton I died abruptly on January 8th, 1880, the city of San Francisco mourned his passing.

Emperor Norton's physical form may be gone, but he persists in myth and legend, making him eligible for patronage. He is not a powerful patron, but those who possess a gentle madness or who have become ensnared in legal servitude, supernatural contracts, or other forms of uncanny bondage sometimes seek his assistance. As in life, Emperor Norton I aids as he can.

Unexpectedly, the servants of Uncle Sam hold no ill-will towards Emperor Norton or his assistants. Occult scholars postulate that this is because the two entities share many common philosophies about freedom and opportunity despite an obvious disagreement on governmental forms. The Anti-Sam and his agents are devoted enemies of Emperor Norton I, however, and have destroyed several of his servants after they came to the would-be tyrant's attention.

Demands: Emperor Norton requires his servants to help defend those who cannot defend themselves, protect the city of San Francisco and the servant's home town from harm by enemies at home and abroad, and to oppose the schemes of the Anti-Sam whenever and wherever possible.

Other Campaign Settings: This patron can be used as a benevolent protector of the lower class or those held in vassalage to powerful and corrupt tyrants. A pacifist saint, a peaceful mother figure, or the spirit of a crusading barrister who fought for the common man all are suitable replacement patrons.

Invoke Patron check results

12-13 *Harmless Madness.* The caster's mind is touched lightly by a pleasant madness, making him capricious and whimsical, but otherwise not hindering his decisions and actions. Because his mind is unpredictable, he gains a bonus equal to his CL on all Will saves vs. mind-affecting magic. This

-
- gentle madness lasts for 1d6+6 turns.
-
- 14-17** *Defend the Defenseless.* Emperor Norton I protects his servant and possibly those around him. At this level of effect, the *invoke patron* spell manifests as if it were the *holy sanctuary* spell using the same spell check to determine its potency. E.g., a caster rolling a spell check of 19, but desiring the Defend the Defenseless effect would use the 18-19 result of *holy sanctuary* to resolve the spell's effectiveness. This protection lasts as per the appropriate *holy sanctuary* spell effect description.
-
- 18-19** *Protect the City.* As he loved San Francisco in life, Emperor Norton I assists those who stand in defense of their hometowns. The caster gains a +3 bonus to his attack rolls and spell checks against enemies that threaten or potentially endanger his home town. If the caster is actively fighting in defense of his hometown, the bonus increases to +6 or his CL, whichever is higher. The judge must determine if the caster's enemies represent a direct threat or potential enemy, but should apply a great deal of leeway when making this adjudication. Any opponent to life and law is a potential threat to one's hometown.
-
- 20-23** *Abolish authority.* The caster can negate the effects of one creature's command over another. This effect dispels charm magic, supernatural compulsions, curses, and similar moderate dominations of the judge's choosing. If the *invoke patron* spell check matches or exceeds the spell check (if applicable) of the compelling magic, the control is automatically dispelled and the subject regains free will. If the *invoke patron* spell check does not exceed the magical charm's spell check or the effect is not a spell, the dominated creature may make another attempt to break the compulsion as applicable to the commanding effect (usually another saving throw).
-
- 24-27** *Create currency.* Emperor Norton I grants the caster a sum of money that appears to be legal tender. The amount is equal to the CL×50 gp. The currency remains in existence for (CL)d7 turns before vanishing. The money looks and feels like true currency, but it radiates magic if divined for. Spells that pierce illusions or grant clear sight reveals Emperor Norton's visage on the money, clearly marking it
-

as counterfeit. Moneylenders, bankers, and other professions who traffic in currency may also suspect the money if they physically handle and inspect it, and succeed in a Will save vs. the spell check's DC.

28-29 *Conjure the Emperor's Cane.* An antique walking cane appears in the caster's hands, a temporary gift from Emperor Norton I. This stout perambulating stick can be used as a weapon. It grants a +4 bonus to attacks, inflicts 2d6+4 damage on a successful strike, and is considered magical for determining effectiveness against creatures with resistance to non-magical weapons. The caster is considered proficient in the weapon. Additionally, the cane grants the caster 1 free point of spellburn each round that can be employed without reducing the caster's physical traits. The cane remains in the caster's possession for 1d6+CL turns.

30-31 *Instill Joy.* The caster touches upon the Emperor's ability to raise goodwill and impart a sense of joyful irreverence in others. The caster chooses 2d6+CL creatures within sight. Each gains a +1d6+CL bonus to all skill checks, ability checks, and saving throws, and some spell checks for 1 turn. This bonus only affects spell checks made for non-aggressive spells, as joy and hate do not mix. Likewise, certain skill or ability checks made to harm others may not receive the benefit of Emperor Norton's blessing at the judge's discretion. The caster may choose himself as one of the creatures affected by this bonus.

32+ *Nullify contract.* A resolute opponent of corrupt laws and binding contracts that impact one party over another, Emperor Norton I grants his servant the power to sever a single supernatural agreement, compact, or other binding circumstance of his choosing so long as one party is within view of the caster and is willing to dissolve the bond. Types of supernatural contracts that can be voided are patron bonds, deals with devils, infernal or ghostly possession, and the like (all subject the judge's discretion). The compact or control immediately dissipates, removing restrictions and bonds from the subject.

Mrs. O'Leary's Cow, Patron of Arsonists



First Manifestation: October 8th, 1871

Status: Unknown

Alignment: Chaotic

The name O'Leary is synonymous with catastrophic fiery destruction. As the legend goes, it was Catherine O'Leary's cow that kicked over a lantern and caused the Great Chicago Fire of 1871. The legend's veracity is suspect, but whether it was the result of "creative journalism," anti-Irish sentiment, or actual fact is irrelevant. Wide-spread belief in the fire's origin created one of the strangest patrons in the Esoteric America myths: Mrs. O'Leary's Cow.

The baleful bovine is the patron of those who destroy with fire, whether for pleasure, revenge, or monetary gain – Mrs. O'Leary's Cow cares not so long as the fires burn. It extends its hooved reach across the land, showing no favorites. Nascent serial killers whisper unwitting prayers to the chaotic cow when they light their first fires, while greedy landlords find themselves drawing horned figures in spilled kerosene as they prepare to torch a ramshackle tenement filled with residents.

Mrs. O'Leary's Cow is not an immensely powerful patron and is seldom sought out by those desiring temporal or magical might. Instead, those drawn to the Cow usually suffer from pyromania or similar mental disorders that drive them to destruction.

Demands: Mrs. O'Leary's Cow places only one demand on its servants: Burn! Burn! Burn!

Other Campaign Settings: Mrs. O'Leary's Cow can represent any fiery, destructive entity, from firebug wizards to rogue elementals. The entity should be towards the less powerful end of the patron scale given its limited focus. Former mortals turned patrons make good substitutes for Mrs. O'Leary's Cow.

Invoke Patron check results

12-13 A small spark appears at a point of the caster's choosing within 30' of his location. This tiny ember is sufficient to cause highly inflammable materials such as dry tinder, shredded paper, or oily rags to catch fire. Less combustible material (large pieces of wood, damp cloth, etc.) will not be set alight by the burning kernel.

14-17 As 12-13 above, but the range is extended to 60' and the spark is sufficient to set even damp or otherwise inflammable materials alight.

18-19 The caster can cause 1d4 small fires to appear anywhere within 80' of his location. If placed directly upon a living creature, the fire inflicts 1d6 damage and the victim takes an additional 1d6 damage each round until he extinguishes the flames with a DC 10 Reflex save. No more than one fire can be directed at a single creature.

20-23 The caster can cause 1d6+1 small fires to appear anywhere within 80' of his location. If placed directly upon a living creature, the fire inflicts 1d6 damage and the victim takes an additional 1d6 damage each round until he extinguishes the flames with a DC 10 Reflex save. No more than one fire can be directed at a single creature, but the caster can combine up to three of the fires to create a larger blaze that inflicts 2d6+CL damage to all within its 10' diameter.

24-27 The caster can cause 2d4+2 small fires to appear anywhere

within 100' of his location. If placed directly upon a living creature, the fires inflict 1d6+1 damage and the victim takes an additional 1d6+1 damage each round until he extinguishes the flames with a DC 10 Reflex save. No more than one fire can be directed at a single creature, but the caster can combine up to three of the fires to create a larger blaze that inflicts 3d6+CL damage to all within its 15' diameter.

28-29 The caster creates a single instantaneous conflagration that causes a 30' square area up to 200' away to burst into flames. All creatures within this space (except the caster should he choose to be within the area of effect) suffer 5d6 damage. These creatures can make a Reflex save vs. the spell check for half damage. Combustible materials inside the area of effect catch fire; otherwise the conflagration's flames vanish immediately after taking effect. Creatures wearing combustible clothing continue to suffer 1d6+1 damage each round after the blast until they extinguish the flames with a DC 10 Reflex save.

30-31 As 28-29 above, but the conflagration affects a 50' square area up to 500' away. Creatures within the area of affect suffer 8d6 damage if they fail their Reflex saves for half damage. Combustible materials and clothing catch fire as described above.

32+ The caster causes a massive fire storm to rain down upon the area the size of a city block (100' square) up to a mile away. The raining flame inflicts 10d10 damage to all in the area of effect and touches off 1d100+100 small fires at random locations. Living creature automatically catch fire and must make a DC 15 Reflex save to extinguish themselves. Burning creatures suffer 1d10 damage each round until the fire is put out.

This printing of Secret Antiquities #1 is done under version 1.0 of the Open Gaming License and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Secret Antiquities: A Journal of Esoteric America, The Anti-Sam, and Esoteric America campaign setting.
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content

You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC RPG, copyright © 2012 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

Secret Antiquities #1, Copyright 2017, Michael Curtis. Author Michael Curtis

END OF LICENSE



Let Your Freak Flag Fly!

Everything you've heard is true.

Witches practiced black masses in the woods around Salem. Frozen alien bodies are stored in clandestine government installations. Washington D.C. was designed by geomancers to harness ley lines. The shot that killed President Kennedy was a magic bullet. Phantom hitchhikers travel the country's highways, bound for a location no living soul should ever see. A secret war is being waged for the soul of the country. And without you even knowing it, you're caught in the crossfire.

Secret Antiquities explores the world of Esoteric America, a weird historical setting for the Dungeon Crawl Classics RPG.

This issue contains seven new DCC RPG patrons including:

- *Uncle Sam, Patron of America
- *The Anti-Sam, Patron of the American Nightmare
- *The Dead Rock Star, Patron of Fame and Excess
- *Stagger Lee, Patron of Badasses

These patrons are written for the weird historical world of Esoteric America but can easily be imported into any DCC RPG campaign.

Future issues of Secret Antiquities will cover witchcraft, American hauntings, and more as interpreted for DCC RPG.

\$ 9.99

COMPATIBLE WITH
**DCC
RPG**

FFP1000