

ANGELS, DAEMONS, AND BEINGS BETWEEN



A PATRONS SUPPLEMENT FOR THE DUNGEON CRAWL CLASSICS
ROLE PLAYING GAME BY GOODMAN GAMES

COMPATIBLE WITH
**DCC
RPG**



ANGELS, DAEMONS, AND BEINGS BETWEEN

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The patrons supplement you have in your hands is the first book to be published by Dragons Hoard Publishing. That makes this a very special product for us. We didn't want to release an "okay" product. We wanted to produce the very best book we could and tried to raise the bar even further.

Naturally it was a personal journey for all concerned. There were many times when I personally felt we had set too lofty a goal; however, I never lost sight of what mattered--our commitment to and our driving goal in delivering excellence to you.

Naturally, you will be the judge of that goal. I have included direct access to myself as I strongly believe that your feedback will guide our next steps beyond this project.

This all leads me to say thank you for supporting us! I'd also like to give a massive shout-out to my wonderful team: Paul, Daniel, David, Scott, Derrick and Ken who made this possible.

Yours sincerely,

Sean Connors,

Lead Developer

INTRODUCTION

It is difficult to claim that any facet of the jewel which is the *Dungeon Crawl Classics Role Playing Game* is shinier than any other, but there can be little doubt that patrons shine a bit more brightly for being new, interesting, and perhaps under-represented in the core rulebook.

Patrons are supernatural beings that are willing to bargain with mortals, trading magical power for service. Potential new patrons repeatedly show up in both official and third-party *Dungeon Crawl Classics* adventures, but as of this writing, none of these adventures include a full write-up for a patron. The *Angels, Daemons, and Beings Between* sourcebook exists primarily to fill this gap. By expanding upon what patrons are available, this product is not only intended to add surface value to your home campaign, but is also intended to give you ideas and spur you on to create your own unique patrons.

It is important to remember that all patrons are unique. When devising new patrons for your home milieu, consider making changes to how the *patron bond* and *invoke patron* spells work in relation to that patron. Likewise, spells do not all have to be equally useful, nor do they all have to be useful in combat. Flavor is the most important consideration here; the spells must match the patron.

The core rulebook suggests that every patron has three spells, one each for levels 1, 2, and 3. This is certainly one option and a good way to create most patrons, but you need not follow this scheme slavishly. Some patrons may allow more spells; others may allow less. It is easy to imagine a patron with three 1st-level spells in addition to one 2nd- and one 3rd-level spell. The judge must only make certain that there is a cost somewhere else to balance out any generosity; for example, especially harsh spellburn results or patron taint.

If you are considering patrons to be just a “wizard thing”, you are selling them short. The core rulebook discusses using patrons with wizards and elves and gives a nod to other classes in the text of the *patron bond* spell. There it also notes that powerful supernatural beings can affect the Luck of those who aid or oppose them.

Patrons are supernatural beings meddling in the affairs of the world. The judge should know what they want, if not how they intend to get it, and use patrons to spur adventures. Even if no one in the group has a patron, these supernatural beings are interested in moving PCs and powerful NPCs like pieces on a multi-dimensional chessboard, seeking to win advantage against other equally powerful beings.

The relationship between patron and adventurers need not always be the result of a PC wizard or elf seeking out the patron. The patron may seek out the PCs; indeed, the patron may direct an NPC wizard to cast *patron bond* to tie willing PCs to that patron’s cause, whether they know the spell or not.

Likewise, PCs may find themselves opposing one potential patron while unknowingly aiding another in a game whose rules they don’t fully understand. This sort of action happens quite often in Appendix N fiction, and is quite appropriate in the *Dungeon Crawl Classics Role Playing Game*.

Lastly, try to remember that patrons are not just for spell-casters. And try to make your patrons proactive as well as reactive within the campaign milieu. As Elric’s foe, Theleb K’aarna, learned to his regret, it is not just casters who drop patrons – patrons also drop casters who fail in their tasks. And Elric’s not being bonded to the powers of Law didn’t stop Donblas the Justice-Maker from aiding him in Nadoskor.

The more fully realized your patrons, the more they influence your campaign world, and the more that world comes to life. It’s part of the genius of the system, and a very bright facet among the many bright facets which make *Dungeon Crawl Classics* our personal role-playing game of choice.

Good Gaming!

Daniel Bishop



ENZAZZA, QUEEN OF THE HIVE

Where bees, wasps, and their kin gather, the golden voice of Enzazza be heard. She appears as a beautiful woman with golden skin and black hair. She wears fancy clothing in hues of black, gold, and yellow, with surprisingly ornate needle-work floral patterns.

Although outwardly beautiful, Enzazza is truly alien in her thinking and cruel in her behavior. It is said that the skin and lips of the Queen of the Hive taste like cream and honey, and it is a certain fact that she will mate with mortal men - but those mortal men prove their mortality in her honeycomb bed, and never arise again. Enzazza herself may be the source of these rumors, using them to lure would-be mates into her clutches. She is as cold-blooded and fierce as the angriest of wasps, and, as with those creatures, it is not always easy to tell when her mood has crossed the line between indifferent and dangerous.

Certainly, the Great Matriarch views males as worth little beyond mating, yet she values her female workers well. Only women may successfully complete Enzazza's *patron bond* ritual; males who have tried have been found dead with countless bee stings. Nor can a female Wizard then bond a male to Enzazza's service - those presumptuous enough to try earn only her wrath.

The Queen of the Hive's ceremony can only be performed in an area where bees, wasps, and the like are common. These may be wild bees, or tame hives, or even the nesting grounds of enormous yellow jackets. These daughters of Enzazza will not usually molest the caster unless Enzazza is offended (but see also Enzazza's *patron taint* and *spellburn* results).

Invoke Patron check results:

- 12-13 A buzzing swarm of millions of bees or wasps arrives, and bodily lifts the caster. The swarm bears the caster wherever she directs, at a base speed of 50', for up to 1d12+CL minutes. Once the caster is set upon the ground, the swarm disperses. While encompassed by the swarm, the caster has a +1 bonus to Armor Class.
- 14-17 The caster is partially transformed into a wasp. She gains a hard gold and black carapace that grants +2 to Armor Class. Her arms split into two sets of thin black, multi-jointed insect-like arms - these allow her to perform two actions for every Action Die, but each action is reduced by -1d if she chooses to do so, and the actions must be those arms can perform. She also gains diaphanous wings that allow her to fly at a base speed of 50' while carrying up to 100 lbs and a stinger that she can attack with for 1d6 damage + poison (Fort save DC 15, 1d6+CL damage on a failed save, or CL damage on a success). This transformation lasts 5 rounds per CL.
- 18-19 The caster may designate one weapon of her choice per caster level. As long as the weapon is wielded by a female creature, the weapon is considered magical and does an additional 1d4 points of stinging damage. A creature hit by this weapon must make a DC 10 Fort save or lose its next action due to wracking pain. This effect lasts for 1 minute per caster level.



20-23 Swarms of bees and wasps rise from likely locations – ground nests, trees, under eaves, etc., within 100' of the caster. A number of swarms arise equal to 1d3+CL, and they remain for 2d6 rounds, obeying the silent will of the caster before breaking up and departing. (See the entry for Insect Swarms, p. 419 of DCC RPG core rulebook.)

24-27 Every bee, wasp, and hornet within a 30-mile radius converges on the area of the caster over a period of 2d6 rounds. Each round, until all the potential insects are present, the area becomes more obscure, and foes of the caster take more damage – this means that the longer it takes for all the stinging insects to arrive, the more there are within range, and the better it is for the caster. They swarm in a 120' radius around the caster, with the following effects:



- On the first round that they arrive (round 2), the enemies of the caster take 1 point of damage each round. This damage increases by +1 so long as bees, wasps, and hornets continue to arrive.
- If the damage reaches 5 points or more, creatures must make a Will or Fort save each round (equal to 10 + the damage dealt) to do anything other than flee at their fastest movement rate.
- If bees, wasps, and hornets are still arriving after the fourth round, on the fifth the swarm obscures the vision of enemies, granting the caster and her allies a +1 bonus to Armor Class. This increases by +1 for each additional two rounds it takes for the swarming insects to fully appear. For example, if insects are still arriving on round 7, the AC bonus is +2, rising to +3 if more bees and their kin arrive on round 9, and to a maximum of +4 on round 11 if it takes 11 or 12 rounds for the swarms to fully arrive.

These effects continue for 2d6+CL rounds after the swarm has fully arrived. The insects then depart.

28-29 Enzazza graces the caster with the combined effects of results 20-23 and 24-27, above. Roll durations for each effect separately.

30-31 The caster is taken into Enzazza's hive, where she is safe from harm, for 4d6 rounds. A multitude of large bees, wasps, and hornets stream from the area where the caster once stood, each of them about four to six inches in length. While the caster is sequestered in the hive, she may select a number of enemy foes equal to her caster level. These foes are attacked by a swarm or stinging insects, automatically take 1d6+CL damage each round, and must make a DC 15 Fort save or take an additional 2d6 damage and lose all actions for that round. Afterwards, Enzazza returns the caster to the material plane, placing her at any desired location within 50 miles of where she was removed to the hive.

32+ One giant wasp arrives per caster level, which may be used as a mount. For each giant wasp so summoned, 1d3 swarms of bees, wasps, and hornets (as "Insect Swarm", page 419 of the core rulebook) are also summoned. The swarms remain in the vicinity of the giant wasp they are summoned with, and will attack the enemies of its rider, or of any creature also attacked by the giant wasp.

The giant wasps are the caster's to command for 1d6+CL days. In addition, the caster's primary weapon becomes a stinging weapon (as per 18-19, above) for this entire time.

Giant Wasp: Init +4; Atk sting +5 melee (2d5 plus poison); AC 18; HD 8d10+8; MV 20' or fly 60'; Act 2d20; SP poison (DC 15 Fort save or death in 1d4 rounds); SV Fort +4, Ref +9, Will +0; AL N.

PATRON TAIN: ENZAZZA

Enzazza's patron taint is a combination of three factors: actual patron taint, missions that the Queen of the Hive desires the caster to perform, and fits of rage that occasionally overcome her Stinging Majesty when she is disturbed by the lesser casters she backs. Once a caster has received all taints at all levels, she needs roll no further. Even Enzazza's stinging anger is no longer directed toward her.

Roll Result

- 1 When first rolled, the caster can determine the mood of a hive just by hearing the buzzing of the bees around it. If the hive is in distress, the caster can usually tell why, and is therefore obligated to do something about it by her patron. When this is rolled a second time, the caster is actually able to converse with hives of bees or wasps, who are often knowledgeable about the area they live in for many miles about. When this is rolled a third time, the caster's voice takes on a buzzing undertone that others find unpleasant, reducing her Personality by 1. At this point, however, the caster can also communicate with individual bees, wasps, and hornets – including giant and monstrous versions thereof.
- 2 When a caster gains this taint the first time, she develops a strong liking for honey, and will go out of her way to consume it. When rolled a second time, the caster gains the ability to smell honey within a 100' radius, as a dwarf can smell gold, and her craving for honey increases – she must make a Will save (DC 10) to avoid taking risks in order to obtain it. When this taint comes up a third time, the caster becomes physically dependent upon honey, and must consume at least 2 tablespoons every day, or suffer 1 point of Stamina damage. In many places, honey can be purchased for 5 cp a jar (enough for 10 days), but in other places the cost may be 1 sp or higher for the same quantity.
- 3 The Mistress of Stinging Insects requires the caster to take care of a hive of bees or wasps for her, protecting it from predators or other dangers. Why this hive is important is known only to Enzazza herself, although she answers the call of her small charges as well as those of those who patronize her. The first time this is rolled, the hive is within 1d4 hours travel, what is required is relatively obvious, and relatively easy to deal with. For instance, Enzazza may wish the caster to stop a marauding bear, or to prevent a villager from removing the wasps infesting his hovel. The second time this comes up, the hive is 1d8 days away, and the problem is either more complex or less obvious. *Something* is attacking the bees, but it is not clear what, or it is a nobleman who wishes a hornet's nest removed. The third time this patron taint is rolled, the judge is encouraged to come up with a truly unique situation dealing with giant insects, a hive of extra-planar bees, or a trip to another world where bee-like insects (or even wasp-like humanoids) are threatened. This should be a full, and difficult, adventure, where the caster has need of her allies. Failure does not sever the link between Enzazza and the caster, but the caster does owe Enzazza a favor, and each level of this taint repeats until the caster succeeds in her mission. Failure to make a good effort, though, does sever the bond, and earns the enmity of Enzazza.
- 4 Some creature has taken an action that offends Enzazza, and the caster must avenge her. When this is first rolled, the revenge need not be lethal (but must be a real revenge), the creature the caster must chastise is no more than 1d3 days away, and is 1d3 Hit Dice below the caster's level. When this is rolled a second time, the revenge must be lethal, the creature may be up to 1d3 weeks away, and is roughly equal in power to the caster. When this is rolled a third time, the creature may be up to 1d3 months away, or even on another plane or world, and has 1d4+CL Hit Dice or levels. If the caster fails, Enzazza ends her relationship with the caster – indeed, in some cases, the creature that the Queen of the Hive wishes to be avenged upon may well be casters who failed her in just such a mission.

5 The Great Matriarch is easily irritated by requests for aid, and she cares little about the survival of the weak. When this is first rolled, the caster is stung by a bee, wasp, or hornet to show Enzazza's irritation. When rolled a second time, the caster is attacked by an entire swarm (as Insect Swarm, page 419 of the core rulebook). The third and final time this is rolled, the caster is attacked by an extra-dimensional hornet of fearsome aspect, fully 3' long and of a metallic green and silver hue. The caster must prove that she is worthy to survive to gain Enzazza's respect.

Extra-dimensional Hornet: Init +6; Atk bite +7 melee (1d4) or sting +5 melee (1d3 plus poison); AC 20; HD 6d10+6; MV 10' or fly 70'; Act 2d20; SP poison (DC 15 Fort save or 1d4 Stamina damage each round for 4d4 rounds), dimensional shift (50% chance of non-magical weapons passing harmlessly through), dimensional jaunt (uses Action Die, disappear to reappear at any other point within 120'); SV Fort +2, Ref +12, Will +4; AL N.

6 In a fit of pique, Enzazza causes a misfortune to befall the caster. When this is first rolled, the misfortune is minor, and is definitely not life-threatening. Money is lost, clothing rips, or the character stumbles upon stairs but does not fall. The second time this is rolled, the misfortune is more severe, being roughly in line with a normal miss being turned into a fumble. Although the result of the misfortune may be life-threatening, the misfortune itself is not. The final time this is rolled, the misfortune is potentially life-threatening - a horse throws the caster or her saddle cinch comes loose, rocks fall when she passes, her food is contaminated, and so on. In general, the event causes damage equal to CLd4, with an appropriate save type (Reflexes or Fort DC 15) for half damage. If the caster survives these three misfortunes, Enzazza begins to see her as worthy of power.

PATRON SPELLS: ENZAZZA

Enzazza grants three unique spells, as follows:

Level 1: *Golden Honey of Enzazza*

Level 2: *Join the Swarm*

Level 3: *Stinging Doom*



SPELLBURN: ENZAZZA

The Stinging Queen is a harsh and capricious patron. When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas presented therein to create an event specific to your home campaign.

Roll	Spellburn Result
1	Bees well up from the ground, covering the caster, and subjecting her to many stings (expressed as Strength, Agility, and Stamina loss).
2	The caster begins to sweat honey from her pores, and vomits great quantities of semi-digested honey and live bees from her mouth. The physical distress of this is expressed as Strength, Agility, and Stamina loss.

- 3 A swarm of bees, wasps, and hornets erupts from the caster's mouth. The caster may take up to 10 points of spellburn, which she can have come from herself or any close allies – the caster must immediately determine who the insects sting, how many points will come from each target, and which ability scores (Strength, Stamina, or Agility) each point will come from. The caster has no option to discuss the matter before making these choices.
- 4 Irritated at the caster, Enzazza requires twice the normal spellburn for the benefit gained. Spellburn manifests itself in weals and blisters as though from thousands of invisible stings.

Golden Honey of Enzazza

Level: 1	Range: Caster	Duration: Varies	Casting time: 1 week	Save: None
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General By ritual and concentration lasting a full week, the caster sweats a golden honey from her pores. Enough of this honey may be gathered by doing so to create a single dose of *golden honey of Enzazza*, or 6-ounces. The *honey* may be smeared onto a wound, eaten on bread or with a spoon, or drank mixed with water, wine, or a similar liquid. Smeared onto a wound, the *golden honey* is sticky, and smells sweetly for 1d3 hours, and this aroma may be attractive to some creatures. The effects of the *golden honey*, and how long it remains efficacious, are dependent upon the spell check result. The *golden honey of Enzazza* cannot heal a creature past its normal maximum hit points or Stamina.

Manifestation Six ounces of honey gathered from the caster's pores.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 The *golden honey* may be smeared onto a wound, or consumed, to heal 1d3 points of damage. It remains potent for 1d3+CL months.

16-17 The *golden honey* may be smeared onto a wound to heal 1d3 points of damage, or consumed by a conscious being to heal 1d8 points of damage. It remains potent for 1d3+CL months.

18-21 The *golden honey* may be smeared onto a wound to heal 1d8 points of damage, or consumed by a conscious being to heal 1d12 points of damage. It remains potent for 1d8+CL weeks.

22-23 The *golden honey* may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d14 points of damage. If consumed, the *golden honey* may be used to remove a disease or infection instead of healing damage. It remains potent for 1d7+CL weeks.

24-26 The *golden honey* may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d16 points of damage. If consumed, the *golden honey* may be used to remove *all* disease or infections instead of healing damage. If used to remove diseases, the *golden honey* further grants the imbiber a +2 bonus to Fort saves to resist disease or infection for 1d5 days. It remains potent for 1d6+CL weeks.

27-31 The *golden honey* may be smeared onto a wound to heal 1d12 points of damage, or consumed by a conscious being to heal 1d16 points of damage. If consumed, the *golden honey* may be used to remove *all* disease or infections instead of healing damage, and further grants the imbiber a +4 bonus to Fort saves to resist disease or infection for 1d7 days.

The imbiber may choose to heal 1d3 points of ability damage (but not permanent ability loss) instead of healing hit points or curing diseases – including ability damage from broken bones or spellburn. It remains potent for 1d5+CL weeks.

32+ The caster may choose to create golden honey as per any earlier spell check result, or may make a golden honey that can restore life to a creature that has been dead for not more than CL weeks when smeared upon the body. Part of the caster’s life force goes into the creation of this honey, and the caster *permanently* loses 1d7 points of Stamina. The creature to be brought back to life must be mostly intact, for while some wounds are healed, missing tissues are not regenerated. The restored creature permanently loses 1 point of Stamina, and revives with no more than 1d7 hit points – all others must heal normally. This golden honey remains potent for 1d3+CL weeks.

Join the Swarm

Level: 2	Range: Caster	Duration: Varies	Casting time: Action	Save: None
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General	<p>This spell allows the caster to transform herself into a swarm of bees. Although she must remain in a continuous swarm, she can pass through any opening small enough to admit each crawling bee, given time. She maintains her intellect and hit points, but her AC, attacks, ability to manipulate objects, and her ability to cast spells are all dependent upon her spell check result, as does the maximum time she can remain a swarm. The caster can transform back as an action at any time during the spell’s duration, and this ends the spell. In all cases, the caster gains a +2 bonus to Reflex saves while a swarm, and a -2 penalty to Fortitude saves. The caster may also gain other special benefits, based upon her spell check result. When the caster transforms, her items and gear transform with her, and are not usable until she regains her normal form.</p>
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Manifestation	As per spell check result.
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	Failure, but spell is not lost.
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16-17	The caster can remain as a swarm for up to CL rounds. As a swarm, she must remain in approximately humanoid shape, has AC 10, and can attack with a “touch” (consisting of dozens of stings) with a +2 bonus to hit for 1d3 damage. In this form, she can fly at a rate of 20’, but cannot lift or manipulate objects any better than an individual bee could.
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18-21	The caster can remain as a swarm for up to 1d6+CL rounds. As a swarm, she must remain in approximately humanoid shape, has AC 11, and can attack with a “touch” (consisting of dozens of stings) with a +3 bonus to hit for 1d5 damage. In this form, she can fly at a rate of 30’, but cannot lift or manipulate objects any better than an individual bee could.
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22-23	The caster can remain as a swarm for up to 1d6+CL minutes. As a swarm, she must remain in approximately humanoid shape, has AC 11, and can attack with a “touch” (consisting of dozens of stings) with a +5 bonus to hit for 1d5 damage. In this form, she can fly at a rate of 40’, and can lift or manipulate objects as though she had a Strength of 3. She gains a +1 bonus to Initiative, and takes only half damage from any attack which is not an area-of-effect attack.
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- 24-26 The caster can remain as a swarm for up to 1d6+CL minutes, and can spread out to fill an approximately 10' x 10' x 10' area. She has AC 11, and can attack all creatures within her area, striking automatically (unless the judge deems they have extraordinary protection) with dozens of stings for 1d5 damage each. In this form, she can fly at a rate of 40', and can lift or manipulate objects as though she had a Strength of 5. She gains a +2 bonus to Initiative, and takes only half damage from any attack which is not an area-of-effect attack.
- 27-31 The caster can remain as a swarm for up to 4d6+CL minutes, and can spread out to fill an approximately 10' x 10' x 10' area. She has AC 12, and can attack all creatures within her area, striking automatically (unless the judge deems they have extraordinary protection) with dozens of stings for 1d5 damage each. In addition, each creature so affected must make a DC 10 Fort save or suffer an additional 1d5 damage. In this form, the caster can fly at a rate of 40', and can lift or manipulate objects as though she had a Strength of 7. She gains a +2 bonus to Initiative, and takes only half damage from any attack which is not an area-of-effect attack.
- 32-33 The caster can remain as a swarm for up to 1d6 hours, and can spread out to fill an approximately 20' x 20' x 20' area. She has AC 12, and can attack all creatures within her area, striking automatically (unless the judge deems they have extraordinary protection) with dozens of stings for 1d5 damage each. In addition, each creature so affected must make a DC 15 Fort save or suffer an additional 1d5 damage. In this form, the caster can fly at a rate of 40', and can lift or manipulate objects as though she had her full normal Strength. She gains a +3 bonus to Initiative, and takes only half damage from any attack which is not *either* magical or an area-of-effect attack, and only a quarter damage from any attack which is not both magical *and* area-of-effect.
- 34+ The caster transforms as in 32-33, above, but can maintain her swarm form as long as she wishes. The spell does not expire until she takes her normal form again. While in this form, she can cast 1st level spells and communicate with a buzzing voice.

Stinging Doom

Level: 3 Range: 200' Duration: Varies Casting time: 1 round Save: None

General The caster summons wasps, bees, and hornets in one or more insect swarms (as per the core rulebook, page 419, except as noted below). Each swarm appears adjacent to the caster, and must remain within 200' of the caster, but can otherwise act as the caster directs. The spell check result determines the number of swarms summoned, the duration of the spell, and the effects of their stings.

Manifestation Roll 1d5: (1) the swarms are of extra-dimensional insects with violet and mauve coloration (swarm gains the ability to blink up to 30' as part of an attack action, stinging all creatures within both their old *and* their new space); (2) the swarms have metallic gold and silver carapaces (AC 14); (3) the swarms are of larger than normal insects (+4 hp per swarm and successful bite does 2 hp damage); (4) the swarms are of smaller than normal insects (+3 to attack rolls instead of +1); (5) the swarms are normal insect swarms.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but the spell is not lost.

- 16-17 The spell summons a single swarm, which remains for up to 2d6+CL rounds, and which has the normal statistics for insect swarm poison (Fort DC 5 or 1d4 damage).
- 18-21 The spell summons 1d3 insect swarms, which remain for up to 3d6+CL rounds. Any creature bit is also stung, and must make a DC 7 Fort save or suffer 1d5 additional points of damage.
- 22-23 The spell summons 2d5 insect swarms, which remain for up to 3d7+CL rounds. Any creature bit is also stung, and must make a DC 10 Fort save or suffer the effects of a blistering poison that does 1d5 points of damage initially, and does an additional 1d2 damage each round until the Fort save succeeds.
- 24-26 The spell summons 3d6 insect swarms, which remain for up to 3d8+CL rounds. Any creature bit is also stung, and must make a DC 10 Fort save or suffer the effects of a poison which feels as though the victim's very blood is burning. It does 1d7 points of damage initially, and does an additional 1d3 damage each round until the Fort save succeeds.
- 27-31 The spell summons 4d7 insect swarms, which remain for up to 1d4+CL minutes. Any creature bit is also stung, and must make a DC 14 Fort save or suffer the effects of a poison which *actually causes* the victim's blood to burn. It does 1d8 points of damage initially, and does an additional 1d5 damage each round until the Fort save succeeds. A creature slain by this poison bursts into flame, and burns for 1d6 rounds.
- 32-33 The spell summons 5d8 insect swarms, which remain for up to 1d5+CL minutes. Any creature bit is also stung, and must make a DC 16 Fort save or suffer the effects of a poison which causes the victim's bones to soften and warp. It does 1d7 points of damage initially, and does a 1 point of permanent Strength, Agility, or Stamina damage during each additional round (equal chance of each) until a DC 16 Fort save succeeds. A victim slain by this venom has its bones turned into a spongy, malleable material, and death results from lack of support for the internal organs.
- 34-35 The spell summons 6d10 insect swarms, which remain for up to 1d7+CL minutes. Any creature bit is also stung, and must make a DC 16 Fort save or suffer the effects of a poison which causes the victim's bones and tissues to harden. It does 1d10 points of damage initially, and does a 1d2 point of permanent Strength, Agility, or Stamina damage during each additional round (equal chance of each) until a DC 16 Fort save succeeds. A victim slain by this venom has its bones and tissues turned into a stone-like material, and death results from petrification of the internal organs.
- 36+ The spell summons 7d12 insect swarms, which remain for up to 3d7+CL minutes. Any creature bit is also stung, and must make a DC 20 Fort save or die. When a victim is slain by this venom, roll 1d8: (1-4) nothing additional happens; (5) the victim bursts into flame, and burns for 3d6 rounds, causing 1d3 points of damage from the heat to any creature within 5' and destroying all equipment the creature carries; (6) the victim's body turns to a liquid soup of blood and puss (which does not affect equipment); (7) the victim's body turns into an immobile material as hard as very hard stone (which does not affect equipment, but which may make some items difficult or impossible to remove); (8) the body is impregnated with eggs that hatch into 1d8 insect swarms 1d6 rounds later. These swarms share the properties of the spell's manifestation, but they are not under the caster's control, and they do not disappear at the end of the spell duration.



FOUR MAIDENS OF TYLIN

It is unknown whether the Four Maidens are indeed four separate nature spirits, four aspects of the same entity, or the same entity in four different time periods. What is known is that the Four Maidens of Tylin are tied to four lakes in Holikoke Valley, near the city of Tylin, home to the Diniz people. Each of the lakes is named for the Maidens: Kuro, Munjo, Bonrou, and Jenrou, and shrines were set up near the center of each lake. Though they are worshipped as goddesses, there is no priesthood, nor are there temples.

The peasants of the Tylin region pay tribute to the Maidens for good fishing, calm waters, and, strangely, for good sex. Many an impotent man and barren woman have unlashd their rowboats from the shores of one of the four lakes, rowed out to one of the shrines and burned incense to a Maiden. Many betrothed, newlyweds, and even couples married for decades, pay tribute to all four, some on a regular basis -- either in hope or thanks.

Wizards that take the Four Maidens as patrons must enact a patron bond ritual at the site of each shrine.

To extend the range of the Maidens' power beyond the confines of the valley, a second ritual must be undertaken. The wizard must cast the four patron spells -- one at each shrine -- and must use spellburn to cast each spell. Once done, the wizard must dive down to the base of each shrine (50' below the surface of the lake) and retrieve a stone. These four stones become foci allowing the wizard to invoke the Maidens anywhere outside Holikoke Valley. If even one of these stones is lost, the wizard must return to the lakes and undertake the full ritual again.

Invoke Patron check results:

- 12-13 Jenrou, the smallest Maiden, appears as a young woman composed entirely of clear water. She flows around the wizard, encasing him or her in a protective embrace -- For 1d4+CL rounds, the caster is immune to fire/heat effects (damage, fatigue, etc.) and gains a +4 to AC versus blunt weapons, arrows and bolts; for the duration, the wizard can breathe water as if it were air and can move through the water at his or her regular speed.
- 14-17 Bonrou, the seductress, manifests as the hazy, fog-like form of a beautiful woman. Those that view Bonrou must make a Will save (DC = Spell Check) or fall into a kind of fascinated stillness for 2d3+CL rounds. During this time, those fascinated can take no actions, though the spell is broken if the victims are shaken, attacked, or otherwise "snapped out of it."
- 18-19 Kuro - the matron - manifests as a shapely woman composed of silty/cloudy water. At a command from the caster, she becomes a destructive wave that bowls over the caster's enemies. The wave extends from the caster in a 45 degree arc for 30'. Those struck must make a Reflex save (DC = Spell check), or fall prone and be knocked back 10-60 feet. Additionally, the wave extinguishes normal fires, counters magical fires, and dispels/destroys beings composed of fire. The caster can "hold" the attack for 1d4+CL rounds.
- 20-23 Munjo -- the monster -- emerges from a briefly glimpsed hellish realm. A stinking combination of ages old silt, rotting water plants and water creatures in a vaguely humanoid form, Munjo charges into battle slamming the caster's enemies. The monster is immune to normal weapon damage, but can take up to 40 points of damage from magical weapons or other attacks before falling into a pile of muck. The monster fights for 1d4+CL rounds. (AC 18, +4 melee (slam, 1d8+1), Action: d20/d20)
- 24-27 As 12-13, but Jenrou's protection extends for 2d5 hours.
- 28-29 As 14-17, but the fascination effects last for 2d3+CL turns. One victim of the caster's choosing must make a Will save (DC = Spell Check) or suffer the effects of Charm Person (results 18-19).



30-31 As 18-19, but the wave deals 3d6 damage, knocks the victim prone (on a failed Reflex save) and extends 100' from the caster's position.

32+ as 20-23 but the monster serves the caster for 1d8 weeks.

PATRON TAIN: THE FOUR MAIDENS OF TYLIN

The Four Maidens are capricious patrons, just as likely to lash out at a bumbling servant as to embrace him or her with compassion.

Roll Result

- 1 Bonrou enflames her servant with unnatural arousal. The first time this result is rolled, anytime the caster casts a spell he or she enters a high state of arousal for 1d3 turns. The effects of this, in addition to role-playing, are that the caster is constantly distracted and has decreased social abilities (-2 on attacks, physical, mental and personality skill checks,) and is very susceptible to suggestion (magical or otherwise) especially if the suggestion is of an amorous nature (Will Save DC 12 or -2 on Will saves to charm-based attacks). The second time this is rolled, when the caster casts a spell, he or she is incapable of any thoughts or actions that don't directly lead to "release" for 2d3 turns. During this time, the caster automatically fails Will saves for charm-based attacks and can literally be "led by the nose" by anyone remotely similar to his or her sexual preference. The third time this result is rolled, the caster becomes like a god of love. He or she gains a +2 to the Personality ability and gains the ability to Charm Person 1/week by making a Personality check versus the victim's Will saving roll. He or she spends almost every waking moment plotting the next conquest or manipulating a current one (Will DC 17 to engage in any other activities 1/day).

- 2 The matron's past haunt the caster. The first time this result is rolled, the caster enters a state of melancholy for 1d4 rounds after any spell is cast. The caster must make a Will save DC 12 to engage in any activities, other than sitting and thinking maudlin thoughts. The second time this is rolled, the caster's melancholy is extended for 1d5 turns and there is no save to this crushing depression. The final time this is rolled, the caster is permanently affected by the matron's melancholy. In order to engage in any activities for the day, the caster must make a Will save DC 20, otherwise he or she stays home and reminisces about the glory days of youth.
- 3 Jonrou's innocence captures the caster in a state of ignorance. The first time this effect is rolled, every time the caster casts a spell, he or she loses a point of Intelligence. The damage is temporary, and can be avoided entirely if the caster sacrifices a spell for the day. The second time this result is rolled, every time the caster casts a spell, he or she loses that spell for the day. The third time this result is rolled, the caster must make a Spell Check at the beginning of each day. On a failure, the caster loses 1d4 spells for the day.
- 4 The monster bubbles to the surface of the caster's personality. The first time this result is rolled, every time the caster casts a spell, he or she enters a mindless rage for 1d3 rounds. During this time the caster receives a +4 Strength and two bludgeoning attacks per round (1d20/1d20) and his or her Intelligence sinks to 3 - the caster must make a Will save DC 14 in order to distinguish friend from foe during this time. The second time this result is rolled, the caster suffers from the previous effects and experience similar bouts 1d3 random times per day. The third time this result is rolled, the caster must make a Will Save DC 15 just before dusk every day. On a failure, the caster transforms into a monster similar to Munjo for 24 hours. During this time, the caster has AC 18, 40+CL hit points, and can attack with two bludgeoning fists every round for 1d6+STR bonus damage per round, however the caster is essentially a mindless uncontrollable beast. On a natural 1 on the save roll, the caster remains transformed for 31 days.

PATRON SPELLS: FOUR MAIDENS OF TYLIN

The Four Maidens of Tylin grant four unique spells, as follows:

Level 1: *Dumb Lust*

Level 2: *Despairing Cloud, Monstrous Rage*

Level 3: *Touch of Innocence*

SPELLBURN: FOUR MAIDENS OF TYLIN

Each of the Four Maidens requires a different form of spellburn. It is of note that to spellburn for Patron Spells specific to a maiden, the caster must use the corresponding spellburn for that Maiden.

Roll Spellburn Result

- 1 The caster must drink a poisonous amount of clear fresh water. The caster must consume a gallon of water in 1 round, which causes the physical ability damage. If this amount of water is not available, the caster loses 1 point of ability damage permanently.
- 2 The caster is allergic to clothing or coverings of any kind. Any clothing, armor or other worn items enflame the caster's skin. While anything is worn, the caster cannot recover/heal ability damage. Each ability point spent for spellburn adds 2 to the Spell Check while the caster is...uncovered.

- 3 Munjo feeds on the fear of others. The caster must use his or her munificent presence (Spell Check using Personality rather than Intelligence) to make a credible threat to an innocent bystander. On a 15 or higher, the victim loses the physical abilities designated and the caster loses 1d4 temporary Personality. On a failure, the caster loses the physical abilities AND 1d4 temporary Personality.
- 4 The matron feeds on blood. The caster must consume 2 quarts of blood. The blood can be of any origin, but must be consumed within 1 round which causes the physical ability damage. If the required amount of blood is not available, the caster loses 1 point of ability damage permanently.

Dumb Lust

Level: 1	Range: Touch	Duration: Varies	Casting time: 1d6 rounds	Save: Will negates
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General	With a touch, the caster intensifies a victim's lust at the expense of intelligence.
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Manifestation	Use your imagination.
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	With a touch from the caster, the victim is drained of 1d3 Intelligence and is enflamed with lust. The victim spends the next 1d6 turns pursuing the object of his or her affections (randomly determined by the DM), regardless of the danger to the victim. The victim, however, will protect the object of his or her affections under pain of death. After this duration, Intelligence returns at a rate of 1 per turn.
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16-17	As above, but the victim loses 2d4 Intelligence.
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18-21	As 12-15, but the duration is 2d8 turns, or until "exhausted".
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22-23	As 16-17, but the victim's Intelligence returns at a rate of 1 per hour.
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24-26	As above, but the duration is extended to 2d8 hours.
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27-31	The victim loses 2d4 Intelligence, which returns at a rate of 1 per day. The duration of the lustful mental state lasts until all Intelligence is healed, though it is tempered to mere fascination/charm if the victim can...exhaust him or herself once per hour.
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32-33	As above, but the victim loses 2d8 Intelligence. If the victim's Intelligence reaches 0, the victim must make a second saving throw (DC = Spell Check) or once the victim's Intelligence heals, he or she is the thrall of the caster permanently.
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34-35	As above, but the victim loses 2d10 Intelligence.
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36+	As above, but the victim's Intelligence is reduced to 0.
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Despairing Cloud

Level: 2 Range: 100' from caster Duration: Varies Casting time: 1d3 rounds Save: Will (DC=Spell Check)

General The caster conjures a light fog that causes his or her enemies to enter a state of crushing depression.

Manifestation The caster manifests a light fog.

1 Lost, failure, and patron taint.

2-11 Failure. Lost.

12-13 Failure, but spell is not lost.

14-15 A cloud covering a sphere 10' in diameter causes all within its area to doubt his or her abilities. This manifests as a -2 to all "active" d20 rolls (attacks, skill checks under duress, Spell Checks, etc.). The affect lasts for 1d3 rounds.

16-19 As above, but the victims suffer a -4 to all active d20 rolls.

20-21 As above, but the effect lasts for 1 turn.

22-25 As above, but the cloud covers a sphere 50' in diameter.

26-29 The caster creates a cloud that is 100' in diameter. All within the cloud are immobilized by doubt and can take no actions, other than quiet, painful contemplation for 1 full turn.

30-31 As above, but at the end of the duration, the victims must make a Will saving throw or make an immediate attempt to commit suicide in the most expeditious way possible.

32-33 As above, but the duration is extended to 1d3+1 turns.

34+ As above, but the victim receives no second saving throw.

Monstrous Rage

Level: 2 Range: Self Duration: Varies Casting time: 1 round Save: N/A

General The caster flies into a murderous rage giving him or her great physical strength and presence.

Manifestation As described.

1 Lost, failure, and patron taint.

2-11 Failure. Lost.

12-13 Failure, but spell is not lost.

14-15	The caster flies into a murderous rage. He or she grows by 50% (height and weight) and gains a +1 for every 50 lbs of body weight to Str and Sta. During this time, the caster's AC decreases by 2 and his or her Intelligence reduces to 3. This condition lasts for 1d4+CL rounds.
16-19	As above, but the effect lasts for 2d5+CL rounds.
20-21	As above, but the caster grows by 100%.
22-25	The caster transforms into a hideous humanoid lake monster. He or she grows to 15' tall and weighs 12,000 lbs. His or her Str and Sta increases to 20 and Int reduces to 3. The caster gains two bludgeoning fist attacks (1d20/1d20 - 1d6 + Str bonus damage). The condition lasts for 1d4+CL rounds.
26-29	As above, but the condition lasts for 2d6+CL rounds.
30-31	As above, but the caster grows to 25 feet and weighs 25,000 lbs. Str and Sta increase to 30.
32-33	As above, but the condition lasts for 1d4 turns.
34+	As above, but the caster can control the transformation for a full day.

Touch of Innocence

Level: 3	Range: Touch	Duration: Instant	Casting time: 1 Turn	Save: Will
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General	The touch of the caster drains a victim's intelligence and knowledge.
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Manifestation

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell not lost.
16-17	Upon the caster's touch, the victim loses 1d4 INT. The shock of the loss stuns the victim for 1 round.
18-21	As above, but 1d4+CL INT is lost.
22-23	As above, but the victim is stunned for 1d3+CL rounds.
24-26	Upon the caster's touch, the victim loses 2d3 INT and 1d3 spells for the day. The victim is stunned for 1 round.
27-31	As above, but the victim loses 2d3+CL INT.
32-33	As above, but 1d3 spells are lost for 1 week and the victim is stunned for 1d3+CL rounds.
34-35	As above, but 1d3 spells are lost permanently.
36+	As above, but all spells and INT is lost permanently.

KING HALGAZ BEKUR

The icy reaches of Kran bred men of ice and iron. These men, reavers all, once paused their clannish wars, united under Halgaz Bekur, a witch-king, and descended into the Warm Lands in a froth of rapine and destruction that lasted for generations. The witch king led them, pillaged the richest troves, and burned it all in his passage. After almost a hundred years, the descendants of the invaders had taken thrones for themselves, reshaped the Warm Lands, and grew content, and yet their overking urged further invasions, south and even across the Unknown Seas. The Twenty-two Kings approached Bekur and begged to cease these endless wars. It was the Eight Remaining Kings that finally rebelled, drawing in a diverse army, elves from as far away as the Secret Groves, dwarves from their Crystal Peaks, and a vast host of men. The witch-king fought them through foul sorceries which conjured elemental armies composed of stone, fire, and ice. Three heroes finally ended the reign of the witch-king, wielding artifacts both found and created. The Warm Lands and its people lay in devastation, but the sun rose on a new age.

The soul of the King was released but not destroyed and sank into the earth. Over the next millennia, he gathered power through servants and artifacts. The King, a tortured wraith, grants power through its lust for vengeance on the people of the Warm Lands and its hate for the realms of Light.



Invoke Patron check results:

- 12-13 The insight of the King reaches through the veil of unlife to touch his servant. The touch of the King increases the caster's Intelligence by 1d6 points for 1d4 hours; however, the caster loses one point of Sta permanently.
- 14-17 The King's seething hate gives the caster power. Waves of despair emanate from the caster. All creatures in a 30' radius must make a Will save or flee in fear for 1d4 rounds.
- 18-19 The King seeks vengeance on those that would challenge his servant. The caster unleashes an unholy darkness that flows like a billowing cloud. The cloud expands by a factor of 10' cubed until it reaches a 70' radius hemisphere with the caster at its center and remains for 1d6+CL rounds. The caster receives a patron taint. Those touched by the cloud must make a Will save, with the following results:
- Save Passed: Subject is disoriented (-2 to all rolls)
 - Save Result 14 or less: Subject temporarily loses 2d3 Intelligence and can only stand and gibber for the duration of the spell.
 - Save Result 15: Subject's eyes burn with fiery pain and is blinded for 1d4 turns.
 - Save Result 16: Subject is surrounded by the lost souls of the Warm Lands and cowers in fear.
 - Save Result 17: Subject remains disoriented for 1d3 turns after the cloud dissipates

- 20-23 The King sends an emissary to treat with his servant's enemies. A wraith knight appears and attacks the caster's enemies. The wraith knight remains for 1d3 turns; afterwards, it is free to act on its own.
- 24-27 The King moves into his servant's body, directing his or her actions. For 1d4+CL rounds, the caster's touch causes deadly withering. Any creature touched must make a Fortitude save (DC = Spell Check) or watch in horror as a limb withers away, temporarily crippling the subject. The victim makes a second Fortitude save at the same DC when the spell effect ends. On a failure, the victim loses 1d3 Strength, Agility, or Stamina. On a critical failure, the victim loses 1d3 points in all three abilities. The caster receives a patron taint.
- 28-29 As 20-23 above, but the wraith knight remains for 2d3 hours.
- 30-31 As above, but three wraith knights appear and remain for 1d3 days.
- 32+ As 20-23 above, but the wraith knight becomes a permanent servant of the caster until turned or destroyed. After the duration of the turning, the wraith knight is a free-willed monster, though the caster can enter into bargains with it. The caster receives a patron taint.

PATRON TAINT: KING HALGAZ BEKUR

Those entering into the service of the Wraith King are handing their very souls to an all-consuming evil entity bent on vengeance and destruction.

Roll	Result
1	The caster fades from the corporeal world. The first time this result is rolled, the caster's form appears wispy and insubstantial for 1d3 rounds after casting a spell. This has no real effect on the caster, though he or she suffers a -4 to Personality checks. The second time this result is rolled, the caster suffers random bouts of the condition 1d3 times per day, in addition to each time a spell is cast. The third time this result is rolled, the effect is permanent.
2	The caster's despairing visage frightens all that cross its sight. The first time this result is rolled, the caster's face changes to that of a fearful wraith – skin blackens and becomes translucent and eyes burn with a blue-white fire. This occurs for 1d3 turns after casting any spell and all those that view the caster's face must make a Will save DC 8 or flee for 1d3 rounds. The second time this result is rolled, the caster suffers the condition 1d3 random times per day, in addition to each time a spell is cast. The third time this result is rolled the condition is permanent.
3	The caster avenges even the most innocent slight. The first time this result is rolled, each time the caster casts a spell, he or she is consumed with feelings of raging vengeance. One randomly determined creature is the subject of the caster's ire and the caster will do anything to exact his revenge on an imagined slight. The condition lasts for 1d3 turns. The second time this result is rolled, the caster suffers from the condition as described above, however, the state of vengeance lasts for 1d3 hours. At the end of this time, the caster receives a Will save DC 10. On a failure, the condition lasts for another 1d3 hours. The third time this result is rolled, the caster suffers from the condition each time he or she casts a spell, and the condition lasts until the caster has sufficiently exacted his or her revenge on the subject (i.e. the duration is indefinite).
4	Fading into the Veil affects the caster's eyesight. The first time this result is rolled, each time the caster casts a spell he or she suffers from limited blindness for 1d5 rounds. Even in bright sunlight, the caster sees as if he or she is in a shadowy room.

The second time this result is rolled, the caster suffers from the condition 1d3 times random times per day, in addition to each time a spell is cast. The third time this result is rolled, the caster is completely blind when exposed to light more powerful than lantern. However, the caster sees as if in daylight when in areas that are completely dark.

- 5 Paranoia seizes the caster. The first time this result is rolled, each time the caster casts a spell, he or she is mentally paralyzed by paranoia. This may manifest as suspicion of his or her allies, fear of what lies beyond the next door, or an overpowering feeling of ambush or danger. This effect lasts for 1d3 turns and prevents the caster from concentrating on anything other than defending him or herself. The second time this result is rolled, the caster is seized by bouts of paranoia 1d3 times random times per day. During these bouts, the caster can act normally by making a Will save (DC 10). The third time this result is rolled, the caster remains at a constant level of paranoia. To do anything useful for more than ten minutes, the caster must make a Will save (DC 13). On a failure, the caster spends the turn fearfully looking around, though he or she is still able to mount a defense.
- 6 Symbols of law and goodness affect the caster. The first time this result is rolled, for 1d3 hours after casting a spell, the caster can be turned by holy symbols of lawful or otherwise “good” deities. The second time this result is rolled, the caster must make a Will save DC 12 each day or suffer from the same condition for 1 full day. The third time this result is rolled, the condition is permanent.

PATRON SPELLS: KING HALGAZ BEKUR

King Halgaz Bekur grants three unique spells, as follows:

Level 1: *Crushing Fear*

Level 2: *Veil of Unlife*

Level 3: *The Wraith King's Army*

SPELLBURN: KING HALGAZ BEKUR

The Wraith King demands all from his servants. When they choose to sacrifice their own bodies, servants of King Halgaz Bekur suffer the torments of Unlife.

Roll Spellburn Result

- 1 The caster burns physical attributes as desired, but the caster takes on some aspect of an undead creature (DMs choice of what type, but the caster may be surrounded by the stink of the grave, exhibit gray, dead skin, glassy eyes and yellowed teeth, etc.). Until these attributes are healed, the caster can be turned by lawful clerics as if he or she were undead (HD equal to Level+2). If the caster rolls a 1 on the Spell Check, these effects are permanent.
- 2 The caster burns physical attributes as desired – While these attributes are healed, the caster’s form appears wispy and insubstantial. There is no change to the caster’s actual physical presence, though the caster suffers a -4 on Personality checks when dealing with “regular folks.”
- 3 The caster suffers from the power of the Wraith King. The caster loses 1 Personality per physical ability point burned. Each physical ability point burned results in a +2 to the Spell Check. All physical abilities must be healed naturally before Personality points are healed. Should Personality drop to 0, the caster receives a patron taint and remains in a catatonic state until Personality heals to 1.

- 4 The eyes of the caster's enemies are upon him or her. The sheer weight of hatred for the caster causes the physical damage (Strength, Stamina, or Agility).

Crushing Fear

Level: 1	Range: 30' or more	Duration: 1 round or longer	Casting time: 1 round	Save: Will save vs. Spell Check
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General	The caster causes various effects that invoke despair in his or her enemies.
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Manifestation	1) The caster's form seems to grow even larger than the space could contain 2) A nightmare creature composed of flaming smoke boils out of the caster's eyes 3) The victim(s) see a vision of the caster flaying alive some still living loved one 4) The caster's face melts away into the empty visage of a wraith - eyes burning electric blue
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	One victim (6 HD or less) within 30' and in line of sight is seized by fear. On a failed save the victim flees. If prevented from fleeing, the victim cowers, incapable of actions for a 1d3+CL rounds.
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16-17	As above, but the victim may be within 60'. In addition to fear effects, on a failed save, the subject takes 1d3 temporary Strength damage.
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18-21	As 12-15, but the effects up to 8 creatures.
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22-23	As 16-17, but affects up to 4 creatures.
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24-26	As 16-17, but the Strength damage is permanent.
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27-31	As 22-23, but the Strength damage is permanent.
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32-33	As 24-26, but in addition to permanent Str damage, the victim is permanently scarred by the incident. He or she suffers from bouts of unnatural fear 1d3 random times throughout the day.
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34-35	As above, but affects up to 10 creatures.
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36+	On this roll, the caster has the permanent ability to invoke fear on 1 victim at will, once per day. The effects are as 12-15.
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Veil of Unlife

Level: 2	Range: Touch or Self	Duration: Varies	Casting time: 1 Turn	Save: Varies
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General	The caster rips a thin place in the Veil of Unlife causing a variety of effects. Note: The caster can choose any result below the actual Spell Check result.
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Manifestation	1) The skin around wounds shreds and runs with a black ichor before healing into puckered scar tissue. 2) The wizard appears hollow-eyed and frenetic during the spell's duration. 3) Bones snap and flesh shreds, rolling and painfully reshaping the subject. 4) The caster is surrounded by billowing black ghosts and spirits.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster calls forth a billowing, insubstantial energy from the Veil of Unlife in a 30' radius. Semi-intelligent living creatures (animals, monsters etc.) will not cross into this zone. Intelligent living creatures that attempt to cross into this zone of protection must first pass a Will save (DC = Spell Check). If successful, the creature can pass into the zone, but suffers a -4 to all physical-based d20 rolls (attacks, skill checks, etc.). Non-living and/or non-intelligent creatures (golems, elementals, undead, and the like) may pass into and out of the zone without penalty, however, undead receive a +4 to all physical-based d20 rolls. Those living creatures within the zone when the spell is cast need not make a save and do not suffer the same penalties – however, for up to a week after being exposed to the energy of Veil, the subjects feel extreme discomfort when in the presence of holy symbols to deities of any type. The zone remains for up to 1 day, but may be dispelled by the caster at any time.
16-19	At the caster's touch, the subject is healed 1d8 x CL Hit Points – this healing can bring a subject back from the dead up to 1 hour after the subject is killed. Unfortunately, the subject (healed or raised from the dead) has his or her soul placed in a strange cosmic balance. Should the subject die within the next week, he or she rises as an Ice Zombie under the control of the caster (see Bestiary section below for stats). During the week of the effect, the subject is marked with the sign of the Ice King – a black, clawed hand with a white flame at its center. The effect can be dispelled, but only during the critical week, by a <i>bless</i> from a cleric opposed to King Halgaz Bekur.
20-21	Unnatural energy floods the caster. For 1d8 turns, the caster's physical attributes are boosted by 1d6 points (total – points distributed randomly). During this time, the caster can sense danger (+4 to related checks – including Reflex saves), <i>detect magic</i> in a 10' radius, and <i>detect undead</i> in a 100' radius (even through solid stone). At the end of the spell's duration, the caster loses 1d6 points in temporary physical damage (total – points removed randomly) and has trouble concentrating until receiving 10 hours of uninterrupted sleep (-4 to Spell Checks and d20 rolls related to concentration). During this healing sleep, the caster experiences vivid and disturbing dreams of serving at the heel of King Halgaz Bekur.
22-25	The touch of the caster transforms one living subject (up to 6 HD) into a Caged Servant for 1d3 hours (Fortitude save, DC=Spell Check). During this time, the subject is under the complete control of the caster. When the effect ends, the subject must make a second saving throw (Fortitude) or lose 1d3 Agi. Forever after, the subject experiences an increased fear to undead creatures (-2 on all Will and Reflex saves related to undead).

- 26-29 The pervasive energies of the Veil provide the caster with immunity to normal physical damage – any physical attack on the caster passes harmlessly through the caster’s body. Poisons, diseases, and other passive attacks are likewise foiled. Normal heat, cold, acid and other environmental damage are likewise avoided. This immunity lasts for 2d4 turns. At the end of this duration, the caster must make a Fortitude save (DC 12+CL) or take 1d3 temporary Str damage.
- 30-31 As 22-25 above, but the caster can transform up to 3 living subjects into a Caged Servant (see Bestiary section below). This effect last 1 round, however, the victims are transformed for 1d3 hours, and suffer the same adverse effects as above.
- 32-33 As 26-29 above, but the caster is immune to all attacks and damage (normal, magical or otherwise) for a full day.
- 34+ The Veil rips asunder – for the next day the caster can summon any result on this table without a Spell Check – though the 1 turn casting time still applies. The caster receives a patron taint and while the Veil is asunder, the caster can be turned by a cleric of any religion.

The Wraith King's Army

Level: 3	Range: Varies	Duration: Varies	Casting time: Varies	Save: Varies
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General	The caster calls forth nightmarish weapons and creatures – from the land, from the Veil of Unlife and beyond.
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Manifestation	Weapons: An unholy howling echoes around the caster as the weapon or attack is summoned, and is repeated each time the weapon strikes. Summoned: Creatures of nightmare climb out of the ground, fall from the sky in fire, or coalesce from nothingness.
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-17	Failure, but spell is not lost.
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18-19	The caster channels energy from the Veil into a potent weapon. This takes one action to cast. For 2d5 rounds, the caster wields a shadowy spear – the spear strikes with a +2 magical bonus and ignores physical armor completely, dealing 1d8+CL damage. Anyone taking damage from the spear must make a Will save (DC = Spell Check) or be struck with uncontrollable fear. On a failure, the subject flees for 1d3 rounds. On a successful save, the subject’s eyes turn white for 1 week.
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20-23	The caster summons 2d6 ice zombies. This effect takes 1 round to cast. The zombies serve the caster until destroyed or turned by a cleric. Once the turning wears off, the ice zombies mindlessly attack any nearby living creature.
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24-25	As 18-19 above, but the spear can fire a blast of unholy energy once per round (instead of a regular attack). This energy has one of the following effects: Crushing Fear (as a Wraith Knight), Icy Claws (as an Ice Zombie) or Invisible Fire (as a Flame Wolf) (See the Bestiary entries for effects and saving throws.)
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- 26-28 The caster summons 1d3 (elementals of ice and stone). This effect takes 1 round to cast. The elementals serve the caster for 1d3 turns, though each turn the elementals make a Will save (DC = 10+CL). If the creatures succeed (or after the duration of control), the elementals of ice and stone are free-willed. The caster can bargain for continued service, but these details are left to the Judge.
- 29-33 The energies of the Veil burst 20' from the caster in a 45° arc of withering destruction. This effect takes 1 round to cast. Any living creature caught in this instantaneous arc must make a Fortitude save (DC = Spell Check) or see their skin peel back, their muscles and organs melt away, and the bones beneath blacken and crack. The victims remain "conscious" for 3 rounds after this effect, though they are effectively killed instantly. A successful save causes 1d6 x CL damage and unconsciousness for 1d3 rounds.
- 34-35 The caster summons 1d6 flame wolves. This effect takes 1 round to cast. The creatures serve the caster until killed or turned by a cleric. Once the turning wears off, the flame wolves ascend into the sky and disappear into a cloud of fire.
- 36-37 The caster conjures a shadowy spear (as 24-25 above) and may dismiss and summon the weapon for a full day. Once during that day, the caster can attempt a burst of energy from the Veil of Unlife (as 29-33 above) with a successful DC 18 Spell Check.
- 38+ The caster combines the results of all creatures summoned, above. The creatures serve the caster until destroyed or turned by a cleric. At the end of the turning duration, the creatures become free-willed monsters.

BESTIARY: KING HALGAZ BEKUR

Wraith Knight: Init: +4; AC 17, MV 30, HD 4d10+4, Atk melee +6 (wraith spear 1d8+Str damage); Act 1d20; SP: Hit only by silver, blessed or magical weapons, Crushing Fear; SV Fort +4, Ref +3, Will +6; AL C.

The wraith knights of King Halgaz Bekur are semi-transparent men in the varied armor styles and helmets of northern warriors. The bluish skin of these creatures appears to be rotting. Their eyes burn with a cold blue light and they wield long, jagged black spears.

Wraith Spear: When the spear of the wraith knight strikes, the victim must make a Fortitude saving throw (DC = 10+damage dealt) or suffer 1d3 temporary Str damage. If a natural 1 is rolled on the save, one of the Str points is lost permanently.

Crushing Fear: Those that see a wraith knight must make a Will save (DC 14) or flee for 1d3 rounds. At the end of this time, the victim must make a Fortitude save (DC 14) or take 1d3 temporary Str damage. If a natural 1 is rolled on the either save, the victim has a permanent and visible reminder of the fear, such as white hair, a nervous tic, frequent unexplained shivering, and the like.

Ice Zombie: Init: +0; AC 15, MV 30, HD 4d6, Atk icy claw melee +3 (1d4+cold damage); Act 1d20; SP: Icy Claws; SV Fort +4, Ref +0, Will +2; AL C.

The mindless servants of the Wraith King appear as the shrivelled and blackened corpses of northmen – still clad in rotting furs and piecemeal armor. Though its face is frozen in a rictus of pain, an ice zombie's eyes burn with an unholy bluish light.

Icy Claws: The scratch of an ice zombie, in addition to the damage, causes extreme cold damage. The victim must make a Fortitude save (DC 8+damage dealt) or suffer 1d3 Sta damage. The Sta damage heals quickly if the victim is in a warm environment (camp fire, blanket or furs, etc.).

Flame Wolf: Init: +3; AC 15, MV 50, HD 3d8, Atk flaming bite melee +4 (2d4+1d6 fire damage); Act 1d20; SP: Invisible Fire; SV Fort +3, Ref +6, Will +1; AL C.

A flame wolf is a flame elemental from the Veil of Unlife. The creature appears to be a wolf-like creature composed of rippling flame and smoke. When flame wolves are summoned, they drift down from the open sky, though they are unable to fly.

Invisible Fire: Flame wolves are surrounded by superheated air. Anyone within 20' of a flame wolf takes 1d4 damage. Anyone within 10' takes 1d6 damage and there's a cumulative 10% chance per round that inflammable items held or worn by the subject ignite.

Caged Servant: Init: +2; AC 14, MV 30, HD 2d8, Atk: jagged bones +3 melee (1d6); Act 1d20; SP: Disgust ; SV Fort +1, Ref +4, Will +3; AL C.

A caged servant is the result of the mutilating energies of the Veil of Unlife on a living creature – the effect turns the creature inside out. (They are called “caged” because their bones are on the outside of their bodies.) Caged servants attack with the jagged ends of broken bones that extend from their mangled arms. Those that view a Caged Servant must make a Fortitude save DC 15, or suffer severe disgust and nausea. This essentially incapacitates the victim for 1d4 rounds.

Rime Giant: Init: +4; AC 20, MV 30 or dig 30, HD 7d8, Atk slam +9 melee (3d6); Act 1d20; SP: Draining Cold; SV Fort +8, Ref +3, Will +8; AL C.

Rime giants are large elemental creatures composed of ice and stone. Humanoid in appearance, the rime giants wade into battle crushing lesser beings with their stony fists. Anyone within 10' of a rime giant must make a Fortitude save (DC 17) or suffer from the effects of extreme cold. On a failed save, the victim is slowed to ½ pace and can only take one action per round. Every round the victim remains in the zone of cold, he or she loses 1 Sta point. These points begin healing naturally at a rate of 1 per hour when the victim remains in a warm environment for more than two hours.

HECATE, GODDESS OF WITCHES

Since ancient times, the Witch-Goddess Hecate has interfered in human affairs for unknown reasons. It is certain, though, that she intercedes on behalf of some witches as well as on behalf of those wizards and elves she patronizes.

Hecate appears most often in one of three guises: A young and beautiful maiden, a motherly matron, and an old iron-toothed crone, which symbolize the three phases of the moon. She also appears occasionally as the dark of the moon – invisible save as a dark whisper and a foul breath rank with decay.

Hecate acts as patron for both male and female wizards but prefers females to males. An elf or wizard who casts *patron bond* to secure a compact with Hecate gains a +2 bonus if the subject of the spell (herself or another) is female and a -4 penalty if the subject is male. This same modifier is also used whenever one of Hecate's patron spells is cast.

The *patron bond* ceremony to bond with Hecate must occur within a cemetery or within a cavern space dedicated to the Goddess of Witches.



***Invoke Patron* check results:**

- 12-13 Hecate has more important concerns than the caster. She restores one lost spell to the caster's mind, and grants a one-time +4 bonus on a spell check, which must be used in the next 10 minutes or the bonus is lost.
- 14-17 Hecate casts a magical darkness in a 100' radius, centered on the caster, which lasts 4d8 minutes. The caster and his allies can see through this darkness easily, and it grants them a +2 bonus to Armor Class against their foes (even those that can normally see in darkness). The caster may spill her own blood to increase the duration, gaining 10 minutes for each point of Strength, Stamina, or Agility sacrificed. The darkness remains centered on the caster and moves with her.
- 18-19 Crackling black flames leap momentarily around the caster. The caster's Armor Class is increased by +1 until the next moon rises. In addition, the caster may sacrifice Strength, Stamina, or Agility to these flames, and for each point sacrificed, her Armor Class is increased by +1 until the next moon rises. The black flames last only a moment, so the choice to make a sacrifice or not must be made quickly.
- 20-23 Hecate transforms the caster's weapon of choice (which need not be bladed) into a magical weapon capable of transmitting the spell power of the caster. Until the next dawn, the caster may attempt to cast a spell and strike with the weapon using the same Action Die (the same result applies both to the attack and the spell check).

The spell must take an action or less to cast, and the caster cannot use spellburn. If both attack and spell check are successful, the attack does normal damage, and the spell effect takes place *affecting the target of the attack only*. If a natural 1 is rolled, the caster suffers the effects of a fumble as well as possible corruption, misfire, and patron taint, as per the description of the spell being cast.

- 24-27 A crack opens in the ground, and 2 hell hounds (core rulebook, page 417) leap out! These creatures remain for 1d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'.
- 28-29 A crack opens in the ground, and a pack of 3d3 hell hounds (core rulebook, page 417) leap out! These creatures remain for 3d7 minutes or until destroyed, serving the caster as directed with uncanny intelligence. When they expire, they disappear into a searing puff of flame that caused 1d3 damage to any creature within 5'.
- 30-31 A rolling darkness spreads forth from the caster, obscuring all vision save for that of the caster and her allies. The darkness spreads 50' per round until it reaches 100' per caster level. As soon as the darkness reaches its maximum size, from out of its centre leap a pack of 3d7 hell hounds (core rulebook, page 417). These hell hounds are obedient to the caster's will. The darkness moves with the caster, and lasts 1d3 hours, or until she dismisses it. The hell hounds remain until 1d3 dawns, or until slain, at which point they fade out of existence.
- 32+ As above, but the caster's most powerful enemy present is also *cursed* as follows (roll 1d5, Will DC 20 negates in all cases): (1) The enemy's will is subject to the caster's, who can command the foe for as long as a single hell hound from this casting remains; (2) The enemy's reason is shattered by the curse, and his mind is reduced to that of an animal for a period of 1d4 days; (3) The enemy has a permanent -2 penalty to all attack rolls and saving throws until he meets some condition set by the caster; (4) The enemy is permanently aged 4d10 years; (5) The curse causes the enemy to writhe in agony, losing his next action and causing him 4d6 damage.

PATRON TAINT: HECATE

When a patron taint is indicated, 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 Witch-Goddess is a creature of the night, and her creatures eventually become nocturnal as well. Each time this patron taint is rolled, the caster gains a cumulative -1 penalty to attack rolls, skill checks, and spell checks when these rolls are made in full daylight. Under an overcast sky, or under conditions of partial daylight, the caster suffers only half this penalty, rounded up. This result can only be gained 5 times for a maximum -5 penalty.
2	Hecate's magic is tied to the moon, and this becomes true for the caster as well. When the moon is waning, the caster has a -2 penalty to all spell checks. If this result is gained a second time, the caster also gains a +1 bonus to spell checks when the moon is waxing. If this result is rolled a third time, the caster gains a +2 bonus to spell checks on nights when the moon is full, but cannot cast spells on nights when the moon is dark without at least 1 point of Spellburn (which affects the spell check normally).

In some worlds, there may be more than one moon, and the judge can either choose to have all moons, or only the primary moon, count for this purpose. If the judge does not wish to track the moon's phases, he can either ignore this result or use 1d30 to determine the phase of the moon at any given time: (1-3) Dark of the moon; (4-15) Waxing moon; (16-18) Full moon; (19-30) Waning moon.

- 3 Those who follow the Witch-Goddess age unnaturally. When this result is first rolled, the caster seems to age 1d7 years and loses 1 point of Stamina. When this result is rolled a second time, the caster seems to age 2d7 years and loses 2 points of Strength. When this result is rolled a third time, the caster seems to age 3d7 years and loses 3 points of Agility. Ignore further rolls with this result.
- 4 Hecate demands special service from the caster in exchange for her aid. Subject to the judge's discretion, the caster must travel 1d4 days to perform some special minor service for Hecate. This may be to deliver a prophecy, to aid an aspiring witch, or to perform some other minor mischief. If this is rolled again, the caster must make a journey of 1d4 weeks, and the service required is more extreme. Hecate may demand that a witch be rescued from bondage (possibly before meeting her end in a bonfire), that a monster dangerous to women be destroyed, or that a hero be seduced and his greatest weapon stolen. If this result is rolled a third time, Hecate demands a great service, which may take 1d4 months to achieve. This may require the destruction of a powerful monster or hero, or a great wickedness such as unleashing a terrible creature, or even the destruction of a powerful stronghold of Law. If these quests are performed well, Hecate gives the caster a boon of +1d4, +2d4, and +3d4 hit points respectively. Failure to perform these quests severs the bond with Hecate.
- 5 Hecate demands that the caster bond other women to her service. These women need not be human, and need not be spell casters, but they must be willing, female, and bonded using the *patron bond* spell. When this result is first rolled, Hecate demands but a single woman be bonded, and grants three months' time to do so. When this result is rolled a second time, three women must be bonded, and Hecate grants a year for the caster to accomplish this. When this result is rolled a third time, nine women must be bonded in nine months' time. In addition, once the first woman is bonded, all witches recognize the caster as a sister, and will do her no harm. Failure severs the bond between the caster and her patron.
- 6 Natural nocturnal animals desire to be in the presence of the caster, and will do her no harm. When this patron taint is first rolled, small creatures, such as mice, rats, bats, and small nocturnal serpents, are attracted to the caster and remain a while in her presence. When this taint is rolled a second time, cats come at night to swarm at the caster's feet in civilized areas, while owls drop down to her shoulders and perch for a few minutes before flying off to hunt. When this is rolled a third time, wolves and nocturnal hunting cats are also attracted to the caster, if they are in the area. Although these creatures do no harm to the caster or her allies, neither are they hers to control – the judge determines their actions, and their effects (positive and negative) on actions the caster may attempt. Once this taint is rolled a third time, should the caster ever lose the patronage of Hecate, these creatures are no longer friendly, and when in combat will attack the caster in preference to all other targets.

PATRON SPELLS: HECATE

Hecate grants three unique spells, as follows:

Level 1: *Hecate's Seduction*

Level 2: *Death Curse*

Level 3: *Drink the Moon*

SPELLBURN: HECATE

When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas presented here to create an event specific to your home campaign.

Roll	Spellburn Result
1	The caster becomes the plaything of Hecate's bound demons, and they are not kind to her. Although it seems as if long hours pass for the caster, spellburn takes place in a fraction of a second in the real world. Her resulting exhaustion and injuries are expressed in Strength, Stamina, and Agility loss.
2	Somewhere a witch burns, and Hecate demands that the caster ease her suffering by taking a portion of the witch's pain upon herself. Roll 1d7 for each ability: Strength, Stamina, and Agility. The caster <i>must</i> pay this in spellburn, or lose the patronage of Hecate. In exchange, though, Hecate grants a +4 bonus to the spell check in addition to that gained by the mandatory spellburn.
3	Hecate makes a demand of the caster. She may utilize up to 10 points of spellburn without cost now, but must meet Hecate's price. This may be a particular sacrifice, a quest, or whatever else the judge desires. If the demand is not met in a timely fashion (as determined by the judge), Hecate takes twice the cost of the spellburn from the caster, at the moment and from whatever ability scores She chooses, so as best to punish the caster.
4	Blood oozes from the caster's pores, forming a miniature homunculus of the caster. The spell is cast through the homunculus, which then immediately collapses into a puddle of blood. The blood drained to create the homunculus must be expressed in Strength or Stamina loss.

Hecate's Seduction

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will vs. spell check DC (see text)
General	Those with Hecate as a patron are encouraged to obtain their goals through indirect means. One of those means, particularly beloved of Hecate, is the seduction of men to obtain that which is desired. This spell causes the caster to appear irresistibly young and fair to one or more human or humanoid beings, which can be manipulated by the caster's suggestions after one or more nights of passion. This transformation is illusory, and does not change how the caster truly appears to any other save the affected target(s). The caster must have a physical remnant from each target to be affected (a lock of hair, fingernail clippings, etc.), and must perform a minimum of 1 point of spellburn to cast this spell. The physical remnant is destroyed in the casting.			
Manifestation	See below.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			

- 12-15 The caster appears in a fair and desirable form to one chosen target, for a period of one hour. The target feels no special compulsion toward the caster, although he will usually be friendly, and may even be helpful. The target gets no saving throw versus this effect, unless he specifically disbelieves the illusion.
- 16-17 The caster appears in a fair and desirable form to one chosen target, for a period of 2d12 hours. After contact with the target – which may be as brief as some conversation or being within his sight for an extended period – the target is allowed a Will save. If failed, the target finds himself periodically thinking about the caster for the next 1d7 days, during which time he saves at any future attempts at *Hecate's seduction* from the same caster with a –4 penalty to the roll. A successful save prevents this secondary effect from occurring, but does not pierce the illusion.
- 18-21 The caster appears in a fair and desirable form to one chosen target, and to up to 2d12 others in the immediate vicinity of the target, for a period of 1d7 days. The target gains a Will save. If failed, the target finds himself constantly thinking about the caster over the next 2d7 days, and has a cumulative –1 penalty to all attack rolls, skill checks, and spell checks for each day he fails to spend at least one hour in the company of the caster. A successful save does not pierce the illusion. If the caster spends a night of passion with the target during the initial 1d7 days, the target is charmed as though by a *charm person* spell with the same spell check result. (See the core rulebook, pp. 131-132 for *charm person* results.)
- 22-23 The caster appears in a fair and desirable form to up to three chosen targets, and to all others in the immediate vicinity of the target(s), for a period of 1d7 days. The targets gain a Will save. Those who fail find themselves constantly thinking about the caster over the next 2d7 days, and have a cumulative –2 penalty to all attack rolls, skill checks, and spell checks for each day they fails to spend at least one hour in the company of the caster. A successful save does not pierce the illusion. If the caster spends a night of passion with a target during the initial 1d7 days, that target is charmed as though by a *charm person* spell with the same spell check result. The caster may use the spell to create a rivalry among the targets. If a rivalry already exists, she can create enmity. If enmity already exists, she can cause it to erupt into violence. (See the core rulebook, pp. 131-132 for *charm person* results.)
- 24-27 As above, but the caster may also make one suggestion to a target after any night of passion, and the suggestion will seem reasonable unless the target makes a separate successful Will save. If the save is failed, the target will act on any suggestion that is not obviously suicidal, up to and including giving the caster a prized item, going on a quest for her, or betraying his friends. If the suggestion would require an action that the judge agrees is far outside the character of the target, the target is given another chance to make a Will save when the time comes to actually carry it out. If this extra save is successful, the target neither carries out the action nor tells others of it, but is troubled, and seeks out the caster at the earliest opportunity to express his doubts.
- 28-31 As above, save that the target will carry out even obviously suicidal suggestions, and only gains an additional save in the event that a suggestion is obviously suicidal.
- 32+ As above. In addition, targets must make a Will save each day they do not see the caster for at least one hour, or lose 1 point of Stamina and Personality. This remains in effect the full 2d7 days. It is possible for a target to die of longing during this time, if his Stamina is reduced to 0.

Death Curse

Level: 2 Range: Varies Duration: Varies Casting time: 1 day Save: Will vs. spell check DC

General The Witch-Goddess is a vengeful being, and she teaches those she patronizes how to seek their own revenge. In a day-long ritual, the caster formulates a curse that will automatically affect whatever creature is responsible for her death, no matter how far away. The caster determines the specific nature of the *death curse* at the time of casting. The caster determines which creature(s) are responsible at the time of her death, from the individual creature that slew her, to the being that commanded her death, and even to include her erstwhile companions who abandoned her to her fate. There is no requirement that the caster be *fair* in determining who to blame. In fact, the caster can *kill herself*, and still determine which targets are the subject of her curse.

The results of the spell check limit the *death curse's* power. The cleverness of the curse's wording limits its effect. Both judge and player should keep a copy of the curse's wording. A caster can only have one *death curse* at a time; casting this spell again negates the current *death curse*. A caster can only lay a *death curse* to take place upon her own death. Once the spell is cast, the caster need do no more; the spell remains in effect until dispelled, removed, replaced by another death curse, or the caster dies (and the curse takes effect).

The caster is encouraged to let the effects of her *death curse* be known (or at least offer dark hints), for many a would-be witch has avoided the stake simply for fear of the effects killing her might bring

Manifestation The caster must articulate the manifestation of the *death curse*, which can include physical changes on the part of the target, as described below.

1 Lost, failure, and patron taint. Unlike most spells, a new attempt cannot be made for 1 month.

2-11 Lost. Failure. Unlike most spells, a new attempt cannot be made for 1 month.

12-15 Failure, but spell is not lost.

16-17 The caster's curse can affect a single target, causing a -2 penalty to Luck and a -1 penalty to one other statistic (attack rolls, damage rolls, and ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. The curse lasts for up to a week, or until a specific atonement is performed. The atonement must be something that the target can do without long travel, but it can be as dear a sacrifice as the caster desires. It must be something possible for the target to perform.

18-21 The caster's curse can affect a single target, causing a -2 penalty to Luck and a -2 penalty to one other statistic (attack rolls, damage rolls, and ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement.

Alternatively, the caster can invoke a specific physical or mental limitation for a week (i.e., preventing the target from walking, sleeping, speaking, etc.) The curse lasts for up to two weeks, or until a specific atonement is performed. The atonement can require travel of up to 1 week, and can require as dear a sacrifice as the caster desires. It must be something possible for the target to perform.

- 22-23 The caster's curse can affect up to three targets, causing each a -2 penalty to Luck and a -2 penalty to one other statistic (attack rolls, damage rolls, and ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. Alternatively, the caster can invoke a specific physical or mental limitation for a month (i.e., preventing the target from walking, sleeping, speaking, etc.) The curse lasts for up to two months or until a specific atonement is performed. The atonement can require travel of up to 4 weeks, and can require as dear a sacrifice as the caster desires. It must be something possible for the target to perform.
- 24-26 The caster's curse can affect up to seven targets, causing each a -2 penalty to Luck and a -2 penalty to one other statistic (attack rolls, damage rolls, and ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. In addition, the caster can invoke a specific physical or mental limitation (i.e., preventing the target from walking, sleeping, speaking, etc.). The curse lasts until a specific atonement is performed, which must be possible for the targets to perform, but has no other limitations.
- 27-31 The caster's curse can affect up to 13 targets, causing them on-going penalties as above, or transforming them into the shape of animals for up to three months or until a specific atonement is performed. The animal shape cannot be one which would be lethal to the targets (such as being transformed into a goldfish on dry land), but is otherwise open to the caster's whim when the curse is devised. The targets retain their own mind and intelligence.
- 32-33 The caster's curse can affect up to 13 targets, causing them on-going penalties as above, or transforming them into the shape of animals as above, until a specific atonement is performed, or can transform the targets into specific objects for a period of up to three months. The objects chosen cannot be ones which would be easily destroyed by prevailing conditions (such as ice on a summer day, or parchment in a fire or downpour), but is otherwise open to the caster's whim when the curse is devised. The targets retain their own mind and intelligence, but they are not animated (unless the judge deems otherwise for some reason, such as allowing a doll limited mobility or speech). In the case of transformation to an object, there must still exist some penance to end the curse, but the penance must be done by another on the target's behalf.
- 34+ The caster's curse can affect a group of people: a family, a community, a village, an adventuring group, the residents of a castle, etc.. The curse can affect up to 50 people at once, so long as they are part of a single defined group. Each target takes a -4 penalty to Luck and a -4 penalty that can be divided among one or more statistics (attack rolls, damage rolls, and ability score, a saving throw, Armor Class, etc.). The curse can affect speed, where each -1 penalty equals -5' in movement. In addition, the caster can invoke a specific physical or mental limitation (i.e., preventing the target from walking, sleeping, speaking, etc.) *and* the caster can transform up to three of the targets into animals or objects, which are affected by the Luck penalty, and which also can be affected by statistical penalties. The curse lasts until a specific atonement is performed, which must be possible for the targets to perform, but has no other limitations. In the case of transformation to an object, there must still exist some penance to end the curse, but the penance must be done by another on the target's behalf.

Drink the Moon

Level: 3 Range: Self Duration: Varies Casting time: 1 hour Save: None

General The caster calls upon the power of the full moon, drinking its essence into herself to fuel later spell casting. This ritual can only be performed on a night of the full moon, and the caster may have only one *drink the moon* spell in effect at any given time. Depending upon the spell check result, and the time of year (which affects the length of the night), the caster may make multiple attempts at drinking the moon, but is always left with the final spell check result. Moon energy can be used by the caster in the place of spellburn for any spellcasting, except that the caster need not roll to determine the exact nature of the spellburn and there is no risk of permanent ability score loss. Each casting of this spell must use at least 2 points of spellburn, which add to the spell check result normally.

Manifestation Roll 1d6. The resultant effect occurs only as long as the caster retains moon energy, and may diminish as the moon energy is used up, at the judge's discretion. (1) The caster's eyes glow with a whitish gleam in the dark; (2) The caster appears 1d5 years younger; (3) The caster appears 1d7 years older; (4) The caster's hair seems to move and wave of its own accord during the hours of darkness; (5) The caster's skin takes on a pearly sheen; (6) No outward manifestation.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 The caster is able to draw enough moon energy into her body to supply 1 point of spellburn. This moon energy must be used within the next 3 days, or it is lost.

18-21 The caster is able to draw enough moon energy into her body to supply 1d7 + Personality Modifier points of spellburn. This moon energy must be used within the next 7 days, or it is lost.

22-23 As per 18-21 above, but supplies 2d5 + Personality Modifier points of spellburn and must be used within 9 days.

24-26 As per 18-21 above, but supplies 2d7 + Personality Modifier points of spellburn and must be used within 13 days.

27-31 The caster is able to draw enough moon energy into her body to supply 3d7 + Personality Modifier points of spellburn. This moon energy remains until used, or until the caster casts *drink the moon* again.

32-33 As per 27-31 above, but the caster can obtain 3d10 + Personality Modifier points of spellburn.

34-35 As per 27-31 above, but the caster can obtain 3d14 + Personality Modifier points of spellburn.

36+ As per 27-31 above, but the caster can obtain 3d20 + Personality Modifier points of spellburn.

HHAASHH-LUSSS, LORD DUKE OF REPTILES

With the mouth of a crocodile, venomous bite, turtle-shell scales, and serpentine body, Hhaaashh-Lusss, the Cold-Blooded One, Lord Duke of Reptiles, is a supernatural being whose very existence is centered upon promoting the interests of all scaly things that creep and crawl through desert, sea, and swamp. He has no interest in the cosmic battle between Law and Chaos, and prefers patient waiting for his own prey. He is slow to act, but resolute in his decisions.

The Lord Duke of Reptiles views human creatures only as meat, but his cunning mind can make use of those Wizards and Elves who would request power of him. Only a fool believes Hhaaashh-Lusss means him well. As soon as a relationship is no longer beneficial to the Cold-Blooded One, the petitioner once more becomes prey. Yet, so long as one can remain of use to the Lord Duke of Reptiles, there is power to be had. And, as patron taint makes one more and more like the kith of Hhaaashh-Lusss, the more one's interests intertwine with this patron.

Hhaaashh-Lusss' ceremony may be conducted anywhere that reptilian life is plentiful in any of its forms - steaming snake-filled jungles, marshy riversides haunted by crocodiles, iguana-infested coastal lands, or desert lands where tuataras, lizards, and sidewinders dwell.

Invoke Patron check results:

12-13 Hhaaashh-Lusss barely notices the caster's mammalian intrusion in the cold darkness of his thoughts. Yet the caster is able to borrow 1d3 points of cold-blooded Strength for 1d4 minutes from that small flicker of the Lord Duke's interest.

14-17 A plague of small lizards and snakes comes to the caster's aid, occupying a 20' x 20' area that can overlap with other creatures. The reptiles attack all of the caster's enemies within this space, and then disperse in 1d4 rounds.

Reptile swarm: Init +2, Atk bite +4 all in 20' x 20' space (dmg 1d5 plus poison); AC 9; HP 30; MV 20' Act 1d16; SP poison (Fort DC 5 or 1 temporary Agility); SV Fort +2, Ref +4, Will +0; AL N.

18-19 The caster's skin becomes hard and pebbly, and cool to the touch, like that of crocodile, while his mouth grows needle-sharp fangs and his jaws can de-hinge like those of a serpent. For 1d6+CL rounds, the caster gains a +2 bonus to AC and can make bite attacks that does 1 point of damage and delivers a venom that does 1d3 temporary Stamina damage on a failed DC 15 Fort save.



(When attacking creatures without defined ability scores, the poison does 1 hit point damage per Hit Die on a successful save per 3 points of temporary Stamina damage. These hit points are restored when the temporary Stamina damage is healed). If the caster already has fangs, they do 1d3 damage, and the save DC against poison is increased to DC 20.

- 20-23 As above, but the caster can also spit a line of poison at a single target within 15' as a ranged attack, and the poison is more potent, doing an additional 1d6+CL points of acidic damage whether or not the save is successful.
- 24-27 The caster takes on a crocodilian aspect – his jaws elongate and are filled with conical teeth, his hands grow claws, he grows a powerful tail, and his skin grows tough and leather. The caster gains a swim speed of 40', and can hold his breath for 6+CL minutes. His Armor Class is increased by +4. He can attack with claws for 1d8 damage or bite for 1d6 damage as a single attack, and his bite can hold and do automatic damage each round unless the trapped creature or an ally succeeds in a Strength check (DC 15) to free the creature so trapped. The caster further gains an extra attack, using 1d16 to hit, sweeping with his tail for 1d4 damage. On a natural 16, the tail sweep knocks humanoid targets prone unless they succeed in a DC 10 Reflex save. This transformation lasts 2d10+CL minutes.
- 28-29 Hhaaashh-Lusss sends reptiles to aid the caster. Roll 1d3: (1) 2d5 giant lizards (see the core rulebook, page 420; these may be crocodiles, giant geckos, tuataras, or whatever else the judge deems appropriate); (2) 1d3 giant snakes (equal chance of giant boa constrictors, cobras, and vipers; see core rulebook page 428); (3) 1d3 giant war turtles. These creatures remain, and serve the caster, for 4d5 minutes, or until slain. A giant war turtle is a turtle of enormous size, with a shell 10' in diameter, and razor-sharp tusks in its mouth. Its head can shoot out to reach 10' away from its body, then withdraw back to its shell, as a single attack.
- Giant war turtle:** Init +0; Atk bite +4 melee (2d8); AC 24; HD 12d6; MV 10'; Act 2d20; SP 10' reach; SC Fort +10, Ref -4; Will +4; AL N.
- 30-31 Some portion of the Lord Duke of Reptiles extends into the material plane to aid the caster. For example, a broad and scaly back might appear to form a bridge, or a huge reptilian mouth might appear to attack a foe. When Hhaaashh-Lusss makes an attack, he strikes with a +10 bonus, doing 2d20 points of damage, and his target must make a Fort save (DC 25) or die from his potent venom. This manifestation is AC 25, has a +6 Initiative bonus, and takes 60 hit points of damage before being driven away. Otherwise, the Lord Duke only appears to aid with a single problem, and then fades back to his home plane.
- 32+ Pleased with the caster, Hhaaashh-Lusss *permanently* transforms him into a crocodilian, as per 24-27 above. In addition, he sends reptiles to aid the caster, as per 28-29 above, except that 2d10 giant lizards, 1d6 giant snakes, or 1d6 giant war turtles appear, and they remain with the caster for 4d10 hours. Ignore any further rolls on the *Path of Serpentkind*, *Path of Turtlekind*, or *Path of Lizardkind* patron taints.

PATRON TAINT: HHAASHH-LUSSS

When patron taint is indicated, roll 1d6 and consult the chart below. When a caster gains the final taint from any of the three “path” taint groups (*Path of Serpentkind*, *Path of Turtlekind*, or *Path of Lizardkind*), ignore any further rolls that would indicate another taint from any of the other two paths. Previously rolled taints are, of course, retained. When the caster has otherwise gained all taints at all levels of taint, there is no need to roll any further.

Roll	Result
1	Cold-Blooded: The first time this patron taint is rolled, the caster's skin becomes cool to the touch, and he becomes uncomfortable in the cold. The second time this patron taint is rolled, the caster takes double damage against all cold spells and other cold-based affects. The third time this patron taint is rolled, the caster goes into a torpor every time he is exposed to cold. For each minute of exposure, the caster takes 1d3 points of Agility and Personality damage. When Agility reaches 0, the caster can no longer move. When Personality reaches 0, the caster begins to hibernate until this damage is healed. This special damage is healed at a rate of 1 point per minute spent in a warm or hot environment.
2	Scales: When this taint is first rolled, the caster's skin takes on a patina of fine scales that are barely noticeable unless looked for. If this taint is rolled a second time, the scales become obvious to any seeing the caster; this is so disconcerting to those viewing the caster that he permanently loses 1 point of Personality. If rolled a third time, the scales harden, and give the caster a +2 bonus to Armor Class.
3	Patience of the Reptile: The way of the reptile is to hold still, then to strike at the opportune moment. When this is first rolled, the caster takes a -2 penalty to Initiative rolls. A second roll increases this penalty to -4. A third roll increases the penalty to -6, but, if the caster voluntarily skips a chance to act, on his next action he may make an attack roll or a spell check with a +4 bonus, and he achieves a critical hit on a natural attack roll of 19-20.
4	Path of Serpentkind: Each time this taint is rolled, the caster permanently loses 1 point of Personality. In addition, when it is first rolled, the caster gains serpent-like eyes. If he doesn't already have infravision, he gains infravision to a range of 30'. When it is rolled a second time, he gains the litheness of a serpent, and gains 1d3 points of Agility. Finally, when the taint is rolled a third time, he gains serpent-like fangs that can bite for 1d2 points of damage. This bite is poisonous (1d6+CL damage, Fort DC 10 for half), but at the judge's discretion, an armed and aware humanoid may gain a free attack should the caster attempt such an attack.
5	Path of Turtlekind: Each time this taint is rolled, the caster permanently loses 1 point of Personality. In addition, when it is first rolled, the caster's speed is slowed by 5' and his initiative rolls take a -2 penalty. The second time this is rolled, the caster's speed is slowed by an additional 5', but the nascent shell growing on his back grants him a +2 bonus to Armor Class. The third time this is rolled, the shell is complete, slowing the caster by an additional 5', reducing his Agility by 1d3 points, and raising his Armor Class by an additional +4.
6	Path of Lizardkind: Each time this taint is rolled, the caster permanently loses 1 point of Personality. In addition, when it is first rolled, the caster can swim at a rate of 30' and hold his breath for up to CL minutes without difficulty. The second time this is rolled, the caster's fingertips become padded and sticky, allowing him to climb even sheer surfaces at a rate of 10'. The last time this is rolled, the caster's eyes protrude and move independently, allowing vision in a 200-degree arc.

PATRON SPELLS: HHAASHH-LUSSS

The Lord Duke of Reptiles grants three unique spells, as follows:

Level 1: *Long Hibernation*

Level 2: *Snake Magic*

Level 3: *Saurian Call*

SPELLBURN: HHAAASHH-LUSSS

The Lord Duke of Reptiles is a cold and uncaring patron, and he is often hungry. When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll	Spellburn Result
1	Hhaaashh-Lusss hungers! The reptile patron hungers, and takes literal bites from the caster, manifesting on his body as the scars of huge bite wounds which cause great pain (expressed as Strength, Stamina, or Agility loss).
2	The Lord Duke of Reptiles steals heat from the caster's body to warm his own. This is expressed as Strength, Stamina, or Agility loss, and if the character has the <i>Cold-Blooded</i> patron taint, he must roll a Fort save (DC 10 + the number of times the taint has been acquired), or suffer 2 points of ability drain for every 1 point of spellburn achieved. This save is made <i>after</i> the caster determines what level of spellburn he is willing to risk.
3	Hhaaashh-Lusss hungers! The Lord Duke of Reptiles will grant up to 10 points of spellburn now, at no cost, but the caster must supply 1 HD of mammalian life for his patron to consume per point of spellburn within 10 minutes of the spell's completion, or Hhaaash-Lusss will take the points from the caster's body – and his bite will cause 1d3 damage for each point so taken!
4	Hhaaash-Lusss simply does not care; the attempt at spellburn fails. Nor can the caster attempt spellburn again until he has sacrificed 1 HD worth of mammalian creatures to the Lord Duke of Reptiles per level the caster has attained.

Long Hibernation

Level: 1	Range: Caster	Duration: Varies	Casting time: 5 minutes	Save: None
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General The caster forms a rubbery amniotic sac around himself, within which he hibernates for a set period of time, or until he is disturbed. While hibernating, the caster does not require food or water, and needs only minimal air – it is possible for the caster to hibernate under the surface of a lake, extracting oxygen from the water, or in a collapsed cavern to preserve oxygen. The caster can choose to hibernate for a shorter period than his maximum, but must make that decision when the spell is cast. Once the hibernation ends, the caster requires some time to recover before he can act effectively.

Manifestation As below.

1 Failure, lost, and patron taint.

2-11 Failure. Lost.

12-15 The caster achieves an imperfect hibernation that can allow him to suspend animation no longer than 1d7 days. The amniotic sac is easily breeched by any attack, awaking the caster, who is surprised for another round, and has a -3 penalty to all attack rolls, skill checks, saves, and spell checks for 1d5 minutes.

- 16-17 The caster achieves hibernation, and can suspend his animation for up to 1d7 weeks. The amniotic sac is easily breeched by any attack, awakening the caster, who is surprised for another round, and has a -2 penalty to all attack rolls, skill checks, saves, and spell checks for 1d5 rounds.
- 18-21 The caster achieves hibernation, and can suspend his animation for up to 1d7 months. The amniotic sac is tougher, and takes 2 hp of damage to breach (which is subtracted from damage done to the caster within the sac). When the caster is awakened, he is surprised for another round, and has a -1 penalty to all attack rolls, skill checks, and spell checks for 1d5 rounds.
- 22-23 The caster achieves true hibernation, and can suspend his animation for up to 1d7 years. The amniotic sac is tough and resilient, requiring 5 hp of damage to breach (which is subtracted from damage done to the caster within the sac). Within the sac, the caster heals damage at twice the normal rate. When the caster is awakened, he is surprised for another round, but is thereafter fully alert and aware.
- 24-26 The caster achieves true hibernation, and can suspend his animation for up to 1d7 decades. The amniotic sac is tough and resilient, requiring 10 hp of damage to breach (which is subtracted from damage done to the caster within the sac). Within the amniotic sac, the caster heals damage at twice the normal rate. When the caster is awakened, he is surprised for another round, but is thereafter fully alert and aware.
- 27-31 The caster achieves true hibernation, and can suspend his animation for up to 1d7 centuries. The amniotic sac is tough and resilient, requiring 20 hp of damage to breach (which is subtracted from damage done to the caster within the sac), and the sac regenerates 2 hp each round. Within the sac, the caster heals at four times the normal rate. When the caster is awakened, he is surprised for another round, but is thereafter fully alert and aware.
- 32+ The caster achieves true hibernation, and can suspend his animation indefinitely. The amniotic sac is tough and resilient, requiring 50 hp of damage to breach (which is subtracted from damage done to the caster within the sac), and the sac regenerates 5 hp each round. Within the sac, the caster heals at four times the normal rate. When the caster is awakened, he is instantly fully alert and aware.

Snake Magic

Level: 2	Range: Caster	Duration: Varies	Casting time: Action	Save: None
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General The caster is transformed into a serpent. The size of the serpent, its movement, its AC, its bite damage, and its special qualities (such as poison or constriction) are based upon the spell check. The caster cannot speak or cast spells in the serpent form unless noted below, or the spell does not require verbal components due to mercurial magic.

While in serpent form, the caster is never attacked by snakes or serpents, unless he acts aggressively towards them. The caster may choose any result equal to or less than his spellcheck result.

Manifestation As below.

1 Lost, failure, and patron taint.

- 2-11 Lost. Failure.
- 12-15 Failure, but the spell is not lost.
- 16-17 The caster transforms into a small venomous serpent (3-5' long). As a serpent, the caster can move on land or swim at a speed of 20', and climb trees and similar objects at 10'. His AC is 18, and his bite does 1 point of damage + poison (Fort DC 10 or 1d6 damage). The caster has a +4 bonus to any skill check to hide or move silently. This transformation lasts for 1 day per caster level, or until the caster chooses to transform back into his normal form. His equipment is not transformed with him.
- 18-21 The caster transforms into a medium-sized venomous serpent (6-9' long). As a serpent, the caster can move on land or swim at a speed of 30', and climb trees and similar objects at 10'. His AC is 16, and his bite does 1d3 points of damage + poison (Fort DC 15 or 1d3 Stamina). The caster has a +2 bonus to any skill check to hide or move silently. This transformation lasts for 1 day per caster level, or until the caster chooses to transform back into his normal form. His equipment is not transformed with him.
- 22-23 The caster transforms into a large venomous serpent (10-14' long). As a serpent, the caster can move on land or swim at a speed of 30', and climb trees and similar objects at 20'. His AC is 16, and his bite does 1d5 points of damage + poison (Fort DC 15 or 1d6 Stamina). Any man-sized or smaller creature that he bites is automatically wrapped in his coils, allowing the caster to do an automatic 1d6 points of damage each round at his initiative. A Strength check (DC 10) is required to escape these coils. The transformation lasts for 1 day per caster level, or until the caster chooses to transform back into his normal form. His equipment is transformed with him if he so chooses.
- 24-26 The caster transforms into a huge venomous serpent (15-20' long). As a serpent, the caster can move on land or swim at a speed of 30', and climb trees and similar objects at 20'. His AC is 14, and his bite does 1d7 points of damage + poison (Fort DC 15 or 1d6 Stamina). Any creature 8' tall or smaller creature that he bites is automatically wrapped in his coils, allowing the caster to do an automatic 1d8 points of damage each round at his initiative. A Strength check (DC 12) is required to escape these coils. The transformation lasts for 1 day per caster level, or until the caster chooses to transform back into his normal form. His equipment is transformed with him if he so chooses.
- 27-31 The caster transforms into a huge venomous serpent (21-30' long). As a serpent, the caster can move on land or swim at a speed of 40', and climb trees and similar objects at 30'. His AC is 16, and his bite does 2d5 points of damage + poison (Fort DC 15 or die). Any creature 12' tall or smaller that he bites is automatically wrapped in his coils, allowing the caster to do an automatic 2d6 points of damage each round at his initiative. A Strength check (DC 15) is required to escape these coils. The caster is able to speak.
- The caster also gains a gaze attack, and is able to affix creatures of 3 HD or less with his gaze, so that they cannot take any action (but are not helpless) without a DC 15 Will save. The transformation lasts for 1 hour per caster level, or until the caster chooses to transform back into his normal form. His equipment is transformed with him.
- 32-33 The caster transforms into an enormous venomous serpent (31-40' long). As a serpent, the caster can move on land or swim at a speed of 40', and climb trees and similar objects at 30'.

His AC is 18, and his bite does 2d7 points of damage + poison (Fort DC 20 or die). Any creature 18' tall or smaller that he bites is automatically wrapped in his coils, allowing the caster to do an automatic 3d6 points of damage each round at his initiative. A Strength check (DC 20) is required to escape these coils. The caster is able to speak and cast spells (unless special material components are required). The caster also gains a gaze attack, and is able to affix creatures of 6 HD or less with his gaze, so that they cannot take any action (but are not helpless) without a DC 20 Will save. The transformation lasts for 1 turn per caster level, or until the caster chooses to transform back into his normal form. His equipment is transformed with him.

34+ The caster transforms into an enormous venomous serpent (41-70' long). As a serpent, the caster can move on land or swim at a speed of 50', and climb trees and similar objects at 40'. His AC is 25, and his bite does 4d7 points of damage + poison (Fort DC 25 or die). Any creature 25' tall or smaller that he bites is automatically wrapped in his coils, allowing the caster to do an automatic 6d6 points of damage each round at his initiative. A Strength check (DC 30) is required to escape these coils. The caster is able to speak and cast spells (unless special material components are required). The caster can spit venom as an action, targeting any creature within 50'; if the venom strikes, the creature takes 6d6 damage and must roll a Reflex save (DC 15) or be permanently blinded. The caster also gains a gaze attack, and is able to affix creatures of 6 HD or less with his gaze, so that they cannot take any action (and are helpless) without a DC 20 Will save. The transformation lasts for CLd6+CL rounds, or until the caster chooses to transform back into his normal form. His equipment is transformed with him.

Saurian Call

Level: 3 Range: 120' Duration: 1 turn per CL Casting time: 1 round Save: None

General This spell allows the caster to summon one or more saurian creatures, which arrive 1d4 rounds after the casting is complete. These creatures are under the complete control of the caster, and always understand his commands. The caster need not be in a region where these saurian exist; the Lord Duke of Reptiles sends them through time and space at the caster's call. These creatures appear within 1d4 rounds, and at a distance of 1d100 yards. When a saurian remains for 1 day or more, it must be fed, and these creatures can consume enormous amounts of meat or greenery. Use the statistics below for these creatures. When this spell is cast, the caster may select any result equal to, or below, the spell check. If the caster selects a lower result, he need not roll a die to determine the type of saurian called, but still must roll to determine the numbers.

Manifestation One or more saurian creatures, as indicated below.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 Roll 1d6: (1-4) 4d4 compsognathus or (5-6) 3d6 small pterosaurs are summoned, remaining with the caster for 1d4+CL rounds after they arrive. These smaller saurian creatures may be useful to enter small areas, or to swarm over larger foes, but their understanding is limited. Small pterosaurs are toothy creatures about the size of sea gulls.

- 18-21 Roll 1d6: (1-3) 1d6 hadrosaurs; (4-5) 1d4 pachycephalosaurs; (1d2) Large pterosaurs are summoned. The hadrosaurs can be used as riding animals, although they are difficult to ride without specially made saddles. Large pterosaurs have a wingspan of 6 to 8 feet, and resemble pteranodons. The saurian creatures remain with the caster, and obey his orders, for CLd6 turns before returning to the dim mists of prehistory.
- 22-23 Roll 1d6: (1-2) 1d2 enormous pterosaurs; (3-6) 1d6 stegosaurus. The enormous pterosaurs can carry creatures of up to man-sized wherever the caster wills, but cannot successfully be ridden without specially made saddles; they resemble quetzlcoatl (wingspan 1d10+30'). The saurian creatures remain for CLd6 turns before disappearing back into their rightful time, and obey the caster implicitly.
- 24-26 Roll 1d7: (1-4) 1d2 ankylosaurus; (5-6) 2d6 raptors; (7) 1d2 small sauropods. Small sauropods are 1d20+19' long, and enormously strong (+10 bonus, +1 per full 5' of length). Raptors are carnivorous dinosaurs whose bodies are roughly man-sized, but are 10-15' long with their tails; their feet are equipped with sharp, scythe-like claws. The saurian creatures remain with, and serve, the caster for CLd6 hours before vanishing back into time.
- 27-31 Roll 1d6: (1-4) 4d6 raptors; (5-6) 1d4 theropods. The theropods listed here are carnivorous dinosaurs between the size of the raptors and tyrannosaurus. They can be ridden if a specially made saddle is available. The saurian creatures remain with, and serve, the caster for CLd6 hours before vanishing back into time.
- 32-33 Roll 1d6: (1-3) 1d3 large sauropods or (4-6) 2d4 triceratops. Large sauropods are 5d12+20' long, and enormously strong (+12 bonus, +1 per full 5' in length). These dinosaurs can be ridden, although specially made saddles would make this easier – sauropods are so large that a howdah would be appropriate! The saurian creatures remain with, and serve, the caster for CLd8 hours before vanishing back into time.
- 34-35 Roll 1d4: (1) 1d2 tyrannosaurs; (2) 1d5 large sauropods; (3-4) 2d6 triceratops. The saurian creatures remain and serve the caster for CLd10 hours before vanishing back into time.
- 36+ The caster can summon 2d4 tyrannosaurs, 3d6 triceratops, or 1d5 titanosaurus, all of whom serve him for a period of 1d6+CL days. Titanosaurus are 80+3d20' long and enormously strong (+15 bonus, +1 per full 5' in length). The caster may choose which type of saurian is summoned, but must still roll for the number summoned.

SAURIAN SUMMONING TABLE

Ankylosaurus: Init -3; Atk tail club +6 melee (3d8), bite +3 melee (1d10); AC 25; HD 8d8; MV 40'; Act 1d20; SP On successful tail club attack roll of 19-20, opponent hurled 3d10 feet (and may suffer falling damage), any natural "8" on tail club damage results in a broken bone (as per falling damage in the core rulebook); SV Fort +12, Ref -2, Will -4; AL N.

Compsognathus: Init +3; Atk bite +1 melee (1d3); AC 15; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +4, Will -2; AL N.

Hadrosaur: Init +0; Atk bite +3 melee (1d4); AC 14; HD 3d8; MV 50'; Act 1d20; SP Trample for 1d6 per creature, DC 15 Reflex half; SV Fort +2, Ref +2, Will -4; AL N.

Pachycephalosaur: Init +0; Atk head butt +2 melee (2d6) or bite +1 melee (1d4); AC 15; HD 3d8; MV 40'; Act 1d20; SP Charge (head butt +4 to hit and +2d6 damage), trample for 1d6 per creature; SV Fort +6, Ref +2, Will -4; AL N.

Pterosaur, small: Init +6; Atk bite +1 melee (1d4); AC 15; HD 1d6; MV 5' or fly 30'; Act 1d20; SV Fort -4, Ref +4, Will -4; AL N.

Pterosaur, large: Init +3; Atk bite +3 melee (2d6); AC 13; HD 3d8; MV 10' or fly 40'; Act 1d20; SP Snatch and carry up to Halfling-sized opponent (Str or Agi DC 15 escapes); SV Fort -2, Ref +2, Will -2; AL N.

Pterosaur, enormous: Init +0; Atk bite +5 melee (3d8); AC 12; HD 5d8; MV 15' or fly 50'; Act 1d20; SP Snatch and carry up to Human-sized opponent (Str or Agi DC 20 escapes); SV Fort +0, Ref +0, Will +0; AL N.

Raptor: Init +3; Atk bite +3 melee (1d8+2) or claw +5 melee (1d6+2); AC 12; HD 3d8; MV 40' or leap 10'; Act 2d20; SP Claws cause critical hit on 19-20; SV Fort +3, Ref +2, Will -2; AL N.

Sauropod, small: Init -4; Atk trample +3 melee (3d6), tail sweep +5 melee (2d6) or bite +1 melee (2d4); AC 15; HD 10d8; MV 30'; Act 1d20; SP Tail sweep knocks prone unless DC 15 Strength check succeeds; SV Fort +6, Ref -5, Will -4; AL N.

Sauropod, large: Init -6; Atk trample +5 melee (5d6), tail sweep +7 melee (4d6) or bite +3 melee (4d4); AC 15; HD 15d8; MV 20'; Act 1d20; SP Tail sweep knocks prone unless DC 20 Strength check succeeds; SV Fort +10, Ref -7, Will -4; AL N.

Stegosaurus: Init +0; Atk tail sweep +5 melee (1d6 + 1d4 spikes for 1d6 each) or bite +1 melee (1d8); AC 15; HD 5d8; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will -2; AL N.

Theropod: Init +3; Atk bite +6 melee (3d6); AC 15; HD 5d8; MV 40'; Act 1d20; SP ; SV Fort +5, Ref +4, Will +0; AL N.

Titanosaurus: Init -8; Atk trample +8 melee (8d6), tail sweep +10 melee (6d6) or bite +3 melee (6d4); AC 15; HD 10d8; MV 30'; Act 1d20; SP Tail sweep knocks prone unless DC 25 Strength check succeeds and causes a sonic boom (Fort DC 15 or be deafened 1d5 hours); SV Fort +10, Ref -8, Will -4; AL N.

Triceraptops: Init +0; Atk gore +5 melee (3d10), trample +3 melee (2d6), or bite +2 melee (2d6); AC 17; HD 6d8; MV 40'; Act 1d20; SP Charge (gore at +4 to hit and +3d6 damage, plus trample as a free attack if successful); SV Fort +7, Ref -2, Will -4; AL N.

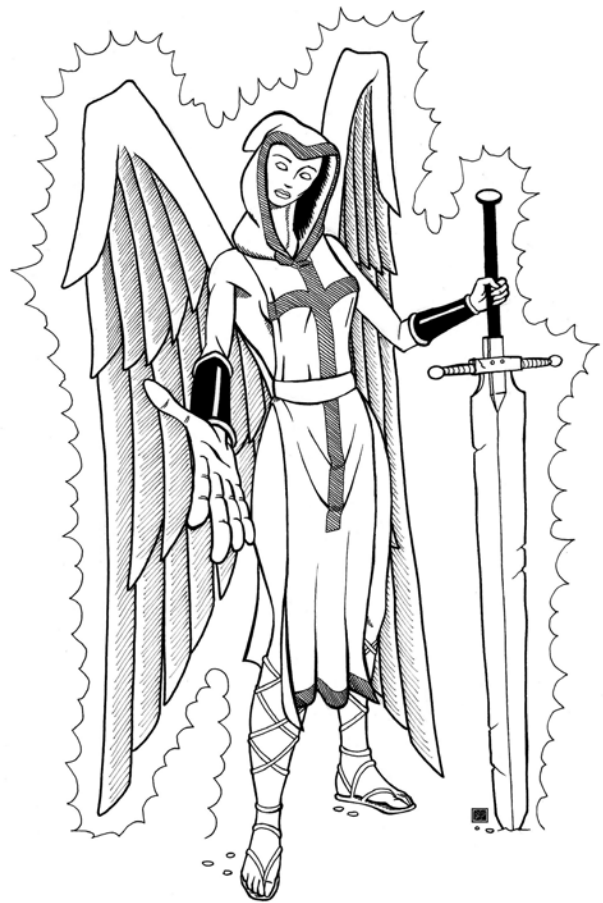
Tyrannosaurs: Init +5; Atk bite +7 melee (3d12); AC 15; HD 10d8; MV 50'; Act 2d20; SP Swallow whole on a critical hit (in addition to other effects), swallowed creature takes 1d6 damage per round and can only attack at -4 to hit with a small, sharp weapon (which must be in hand when swallowed) but does double damage if successful; SV Fort +8, Ref +2, Will +2; AL N.

LAVARIAL, ANGEL OF THE TEMPLE

Beautiful and fierce, the Angel of the Temple seeks to protect travelers in night-haunted lands, and to overthrow the crawling legions of Chaos. In many lands, her symbol is a red cross on a white field, symbolizing the meeting of paths, purity of purpose, and blood – both spilled in the service of Law and saved by miraculous healing.

The judge may determine that any lawful temple near a chaotic wasteland has an order dedicated to Lavarial. It is in these places alone that the *patron bond* ceremony can occur.

Those who bond with Lavarial are filled with a holy flame that is visible as a halo to powerful creatures of Law and Chaos. Such creatures may aid the bonded individual or target him, depending upon their alignment and relative strength. A creature bonded with Lavarial gains a damage bonus equal to his character level against all demons and undead, as well as any other creatures the judge deems strongly bonded to Chaos. In exchange, Lavarial demands that those who would follow her always come to the aid of innocents against such beings, protect travelers, and be willing to sacrifice their lives, if need be, to fulfill these demands. Failure to act leads to a loss of Lavarial's favor and patronage. It may also lead to more stringent chastisements, for the Angel of the Temple believes in the punishment of fallen vassals.



There is a percentage chance equal to $5 \times \text{CL}$ that a fallen vassal of Lavarial will be marked with a permanent sign on his hand or face, which marks him or her as such, and which is apparent to followers of Lavarial even through clothing or magical attempts to hide it. Those who follow Lavarial are forsworn from associating with such an individual – indeed, they may suspect him of being an agent of Chaos.

***Invoke Patron* check results:**

- 12-13 Lavarial has many folk to watch over and can spend but a moment for you at this time. She causes a shield of faith to surround the caster and up to five allies, increasing their Armor Class by an amount equal to $1 + \text{CL}$ for the next seven minutes. The caster cannot knowingly select an enemy for this protection, but if any ally selected is of chaotic alignment, that character burns from the energies of Lavarial's shield, taking 1 point of damage per point of AC bonus attained.
- 14-17 Lavarial transforms one weapon of the caster's (or an ally that the caster designates) into a holy weapon. This weapon counts as a magical weapon and does an increased damage die against all opponents. In addition, the weapon has its critical range increased by 1 against undead and abominations of Chaos (per the judge's determination). The weapon retains this property for $3d10 + \text{CL}$ minutes.

- 18-19 If outdoors, thunder rolls across the sky, forcing all undead and Chaos abominations to make a Will save (DC 10) or cower, losing their next 1d3 actions. A bolt strikes down from the firmament, striking the caster's greatest foe for 3d8+CL points of damage (Reflex save DC 15 for half). If indoors or underground, there is no thunder, but the bolt shoots forth from the caster's outstretched hand at a target of his choosing, and does 4d8+CL points of damage (Reflex save DC 15 half).
- 20-23 For reasons unknown, the caster's mission is important to Lavarial. He or she is bathed in holy radiance, and his or her aspect becomes terrible to behold to all undead and any creatures of chaotic alignment. These creatures have a -2 penalty to all attack rolls within sight of the caster (even if they are allies) and must make a DC 10 Will save to attack the caster. If the save is failed, the action is lost (this does not prevent the creature from catching the caster in an area of effect attack; it only affects direct targeted attack). The caster's lawful allies gain a +2 bonus to attack rolls and damage, and the caster's neutral allies gain a +1 bonus to the same. These effects last for 3d10+CL rounds.
- 24-27 Lavarial bathes the caster and his or her allies within 100' in holy radiance from the Temple, curing lawful creatures of 3 dice of damage and neutral creatures of 1 die of damage (as per the cleric's Lay on Hands ability, core rulebook, pp. 30-31). Chaotic allies instead suffer 1d6 points of damage as the holy radiance burns them.
- 28-29 Holy radiance erupts from the caster, covering a 100' radius centered on him. All lawful creatures within that range are healed for 5 dice of damage (as per the cleric's Lay on Hands ability, core rulebook, pp. 30-31), all neutral creatures are healed 2 dice of damage, and all chaotic creatures (including chaotic allies) suffer 2d8 points of damage. Undead and abominations of Chaos (judge's determination) suffer twice this damage.
- 30-31 The caster, or his mission, is of great importance to Lavarial, for she manifests a great column of flame to immolate the caster's greatest enemy *or* the most powerful creature of Chaos present that opposes the caster (judge's choice). The holy flames do 8d8 damage to their target, doing full damage even against creatures that are otherwise immune to fire. The target may make a Fort save (DC 25) for half damage. In addition, all undead and creatures with a chaotic alignment within 100' of the target take 2d8 points of damage and must make a Will save (DC 15) or flee at their best speed for 2d8+CL rounds. Chaotic allies are not exempted from this damage or this save.
- 32+ The caster, or his mission, is of paramount importance to Lavarial. She manifests up to three great column of flame to immolate targets selected by the caster. The holy flames do 8d8 damage to their targets, doing full damage even against creatures that are otherwise immune to fire. The target may make a Fort save (DC 25) for half damage unless it is chaotic or undead, in which case no save is allowed. In addition, all undead and creatures with a chaotic alignment within 100' of any target take 5d8 points of damage and must make a Will save (DC 20) or flee at their best speed for 5d8+CL rounds. Chaotic allies are not exempted from this damage or this save.

PATRON TAIN: LAVARIAL

For the most part, patron taint is a misnomer where Lavarial is concerned. Apart from greater dedication to Law, and to Lavarial's mission of protecting travelers from the creatures of Chaos, very little of what follows can be considered true taint. Those who have Lavarial as a patron are expected to perform missions for the Temple, and the great Chaos Lords may move against them. When patron taint is indicated for Lavarial, 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. The caster also no longer needs to roll for corruption.

Roll	Result
1	The caster becomes more dedicated to the cause of Law. When this taint is first acquired, the caster may no longer knowingly associate with chaotic beings without losing the patronage of Lavarial. When this taint is rolled a second time, the caster learns to speak in the lawful alignment tongue if he could not do so already. When this taint is rolled a third time, the caster can tell if a creature is chaotic by sight. The caster is not required to slay all chaotic creatures, but he must shun their company, or lose the patronage of Lavarial.
2	The Temple requires the character to fulfil a particular mission. The first time this result is rolled, the mission is relatively simple, requiring no more than 1d4 days of travel, and mandating the defeat of a foe who is 1-2 levels (or Hit Dice) below the caster. The second time this is rolled, the mission is more difficult. It may require 1d4 weeks of travel, and the greatest foe is equal in level (or Hit Dice) to the caster. If this result is rolled a third time, the mission requires 1d4 months of travel, and the foe has 1d4 more levels (or Hit Dice) than the caster. Failure at a mission severs the character's relationship with Lavarial.
3	A Power of Chaos offers the character a tempting boon in order to weaken the Temple. The character may accept the boon only by renouncing Lavarial and ending his relationship with her. The first time this is rolled, the boon is equivalent to a permanent +1 increase in an ability score or the removal of a minor corruption. The second time this is rolled, the boon is equivalent to a permanent +2 increase in an ability score or the removal of a major corruption. The third time this is rolled, the boon is equivalent to a permanent +3 increase in an ability score or the removal of a greater corruption. The judge should tailor the temptation to match the character. If the character accepts the boon, his ties to Lavarial are severed. Worse, there is a 5% chance that the Power of Chaos will not fulfil its end of the deal.
4	An undead creature seeks to destroy the caster. The creature need not attack directly right away; it may use its cunning and special abilities to manipulate the situation to its advantage. When this result is first rolled, the adversary is a minor undead creature, generally of 1d3 fewer Hit Dice than the caster has levels. When this result is rolled a second time, the undead creature has Hit Dice equal to the caster's level. When this result is rolled a third time, the undead creature has 1d4 Hit Dice more than the caster has levels. The caster need not fear losing Lavarial's patronage should the undead adversary best him, for he will be dead.
5	A rampaging beast of Chaos arises in the land, and the caster is called upon to slay it. When this is first rolled, the caster has 1d4 months to slay the creature, and it is 1d3 Hit Dice weaker than the caster's level. When this is rolled a second time, the creature has Hit Dice equal to the caster's level, and the caster has 1d4 weeks to slay the creature. When this result comes up a third time, the creature has Hit Dice equal to the caster's level +1d6, and the caster has 1d4 days to slay it. Failure severs the caster's relationship with Lavarial.
6	The caster is called upon to lead a pilgrimage through lands tainted by Chaos. The first time this occurs, the pilgrimage consists of 2d7 persons, and it is a relatively easy adventure taking no more than 2d4 days. The second time, the pilgrimage consists of 4d7 persons, and it is a moderately difficult adventure, taking up to 2d4 weeks. The third time, the pilgrimage consists of 7d10 persons, and it is a difficult adventure, taking up to 4d10 weeks. In each case, the caster must arrive at the chosen destination with at least 75% of his charges safe (round up), or his relationship with Lavarial is severed.

PATRON SPELLS: LAVARIAL

The Angel of the Temple grants three unique spells, as follows:

Level 1: *Shield of the Heavens*

Level 2: *Miraculous Healing*

Level 3: *Smite the Scions of Chaos*

SPELLBURN: LAVARIAL

When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas presented therein to create an event specific to your home campaign.

Roll	Spellburn Result
1	Holy energy courses through the caster, fuelling his spell, but mortal bodies were not meant to hold the power of the heavens. The caster is left weak and exhausted (manifested as Strength, Stamina, and Agility loss).
2	The caster does not pay the spellburn cost immediately, but instead finds himself loudly singing hosannas to the Power of the Temple as soon as the spell is cast. This loud singing continues for 10 minutes per point of spellburn, preventing stealth or the casting of other spells (excepting those the caster need not speak to cast), but the caster loses only half the normal ability damage associated with the spellburn, rounded up.
3	The attention of Lavarial turns toward the caster. If the caster's desired spellburn is for a purpose that coincides with Lavarial's cause (defeating the undead or creatures of Chaos, or protecting the innocent), then the caster may have the effect of up to 10 points of spellburn without cost. However, if the caster requests spellburn for any other purpose, the cost is twice normal, so that the caster only gains a +1 bonus to his spell check for every 2 ability score points sacrificed.
4	The caster can gain up to 10 points of spellburn, and need not pay the cost immediately. If he donates goods valued at no less than 50 gp per point of spellburn to the Temple within a month's time, no further cost is required. However, if he fails to do so, he must pay twice the normal cost of spellburn.

Shield of the Heavens

Level: 1	Range: 100'	Duration: Varies	Casting time: 1 action	Save: Varies (see text)
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General	The caster calls upon the beneficence of the heavens to protect those in his charge. This spell is used primarily to protect pilgrims in Chaos-tainted lands, but it had obvious uses in other forms of adventure and exploration as well.
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Manifestation	Roll 1d4: (1) a gentle glow of heavenly light surrounds the area of the spell; (2) those affected by the spell all glow softly, as though by an inner light; (3) a holy fear strikes those who attack the spell's targets, resulting in the bonuses listed; (4) angelic music can softly be heard within the range of the spell, so long as it remains in effect.
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1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	All non-chaotic creatures friendly to the caster gain a +1 bonus to Armor Class and all saves for 1d4+CL minutes, so long as they remain within 100' of the caster. Non-chaotic allied creatures gain this bonus even if they were not within range when the spell was cast, so long as they are within range, but protection does not extend beyond this range.
16-17	As above. In addition, any chaotic creature within range has a -1 penalty to all attack rolls, and a -2 penalty to all spell check rolls, for the duration of the spell (1d4+CL minutes).
18-21	As above, but all bonuses and penalties are doubled, and the spell lasts 2d4+CL minutes.
22-23	As above. In addition, undead and creatures strongly tied to Chaos (judge's determination) must make a DC 10 Will save to enter the spell area. Once in the spell area, such a creature is uncomfortable, taking a -1 penalty to all attack rolls, skill checks, ability checks, and spell checks (which stacks with the penalties above), and must make a new Will save each minute to remain within the spell area. If this Will save is failed, the creature can do nothing but move along the fastest route (which is not obviously suicidal) out of the spell area until it is no longer in the spell area.
24-26	As above, but the spell duration is 4d8+CL minutes and the Will save is DC 15.
27-31	As above, but the spell duration is 2d7+CL hours, and the Will save is DC 20.
32+	As above. In addition, lawful creatures are <i>bolstered</i> within the area of effect, gaining temporary hit points equal to the caster's CL. A creature only gains these temporary hit points once. They are the first used and cannot be healed. The temporary hit points disappear if a creature leaves the area of effect or the spell ends, and do not return when a creature re-enters the spell area. A lawful creature that enters the spell area, but which has not already been <i>bolstered</i> , gains this benefit, however. The spell duration is 2d5 days.

Miraculous Healing

Level: 2	Range: Touch	Duration: Instantaneous	Casting time: 1 minute	Save: None
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General	The caster channels divine energy, healing one or more creatures that the caster can touch for a full minute. This works similarly to the Cleric's lay on hands ability (see the core rulebook, pages 30 to 31) in terms of how the number of dice healed work, but it is not as powerful, and anytime this spell is cast, the caster becomes indebted to Lavarial for a favor. In addition, the holy energy channelled by the caster sears his mortal form for a minimum of 1 point of spellburn.
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Manifestation	Roll 1d3: (1) The caster's hands glow as the target(s) are healed; (2) The caster takes on the appearance of the wounds to be healed, and then heals them back himself - spellburn to cast this spell may be due to residual effects of this process; (3) the Voice of the Angel of the Temple speaks through the caster's mouth, bidding wounds to heal and flesh to knit.
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	Failure, but the spell is not lost.
16-17	The caster can affect up to one target, healing 1 die if the target is lawful.
18-21	The caster can affect up to one target, healing 2 dice if the target is lawful, or 1 die if the target is neutral.
22-23	The caster can affect up to two creatures, healing 2 dice to lawful creatures and 1 die to neutral creatures. If the caster unknowingly targets a chaotic creature, that creature instead takes 1d6 points of damage. If the caster knowingly targets a chaotic creature, the caster also takes 1d3 damage.
24-26	As above, but the caster can affect up to three creatures,
27-31	The caster can affect up to three creatures, healing 3 dice to lawful creatures and 1 die to neutral creatures. If the caster unknowingly targets a chaotic creature, that creature instead takes 2d6 points of damage. If the caster knowingly targets a chaotic creature, the caster also takes 2d3 damage.
32-33	The caster can affect up to three creatures, healing 3 dice to lawful creatures and 2 dice to neutral creatures. If the caster unknowingly targets a chaotic creature, that creature instead takes 3d6 points of damage. If the caster knowingly targets a chaotic creature, the caster also takes 3d3 damage.
34+	The caster can affect up to three creatures, healing 3 dice to lawful creatures and 2 dice to neutral creatures. If the caster unknowingly targets a chaotic creature, that creature instead takes 3d6 points of damage. If the caster knowingly targets a chaotic creature, the caster also takes 3d3 damage. In addition, the caster can heal hit points or ability damage to lawful or neutral targets by taking that damage upon himself. For example, if an ally has taken 4 points of Strength damage, the caster may choose to heal 2 points of that damage – but the caster then has 2 points of Strength damage to contend with himself.

Smite the Scions of Chaos

Level: 3	Range: 200'	Duration: Instantaneous	Casting time: 1 action	Save: See below
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General The caster calls upon the Power of the Temple to smite one or more chaotic creatures in range. If the caster attempts to target any lawful or neutral creature, that part of the spell simply does not function (although other potential targets may be affected).

Manifestation See below.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 A bolt from the heavens strikes a single target of the caster's choosing, doing 6d6 damage (Fort DC 10 for half). If underground or indoors, the bolt springs forth from some close surface, with a sound like rolling thunder.

- 18-21 As above, one or more bolts come from the heavens. The caster may designate 7d7 damage all to one target, or he can designate multiple bolts to strike up to seven targets. In addition to the damage dice, any creature so struck also takes damage equal to the caster's CL. Thus, seven creatures could take 1d7+CL damage each, one creature could take 7d7+CL damage, the bolts could be divided among two creatures for 3d7+CL and 4d7+CL damage, etc.. Each target gets a Fort save (DC 15) for half damage.
- 22-23 As per 18-21 above, plus every creature with a chaotic alignment within range must succeed in a DC 10 Will save or take 1 point of damage from magical backlash.
- 24-26 As above, one or more bolts come from the heavens, but the caster has 7d10 damage that he can designate. Each target gets a Fort save (DC 20) for half damage. Also, every creature with a chaotic alignment (including those targeted by a bolt) within range must succeed in a DC 15 Will save or take 1d3 point of damage from magical backlash.
- 27-31 As above, one or more bolts come from the heavens, but the caster has 7d14 damage that he can designate. Each target gets a Fort save (DC 20) for half damage. In addition, every creature with a chaotic alignment within range (including those targeted by a bolt) must succeed in a DC 15 Will save or take 1d7 point of damage from magical backlash.
- 32-33 Up to seven bolts come from the heavens. Each bolt does 7d16 damage, and must target a separate creature. The creature may make a Fort save (DC 20) for half damage. In addition, all chaotic creatures within range (including those targeted by a bolt) must make a DC 15 Will save or take 3d7 points of damage due to magical backlash.
- 34-35 Up to seven bolts come from the heavens. Each bolt does 7d20 damage, and must target a separate creature. The creature may make a Fort save (DC 20) for half damage. Also, all chaotic creatures within range (including those targeted by a bolt) must make a DC 15 Will save or take 5d7 points of damage from magical backlash. Finally, the primary weapon (as determined by the judge or character) of every lawful creature in range is imbued with the energy to smite Chaos, and does an extra +1d10 damage to the next chaotic creature it strikes.
- 36+ Up to seven bolts come from the heavens. Each bolt utterly obliterates its target, unless a DC 25 Fort save is successful. In the case of a successful save, 7d20 damage is done to the target instead. No more than two bolts may target the same creature. Every chaotic creature in range (including any which survives a bolt) must make a DC 20 Will save or take 7d7 points of damage from backlash. Also, the energy to smite Chaos is embedded in the primary weapon of each lawful creature in range (as determined by the judge or character), which does +1d20 damage to the next chaotic creature it strikes.

LOGOS, THE PERFECT FORM

Logos is a metallic life form from a distant world that passes between the stars. His is a towering geometric form composed of cones, cubes, and discs, with glittering points of lights across his surface, looking like gems embedded deep in metal which coruscate with electromagnetic force. His world is a place of perfect planes and angles like a metallic jewel of twenty facets, which moves through the cosmos feeding off the energy of suns.

When Logos looked across the cosmos in the long ago, he was at first amused by the “mistakes of creation” he saw – the many imperfect forms, the pain and anguish, love and joy, and the roiling Chaos of living things. Even the stars and planets in their wheeling geometry did not seem so perfect as the world of Logos, moving serenely through existence. After a time, amusement turned to discomfort, and discomfort, in its turn, turned to a form of alien disgust and hatred of all that is not perfect in its behavior and geometry.

If the Scions of Logos make inroads into a world, they begin siphoning off its solar radiation to power themselves. They do this in a great ceremonial rite, sending a beam of black energy to the sun, which lashes back with a powerful energy wave that empowers the colony. If interrupted, this ceremony can lead to a coruscation of great energy with disastrous results – both for the colony and for any creatures within the immediate area.

If these rites continue long enough, it seems at first as though the world’s sun is experiencing more than normal sunspot activity. The rites wound the sun, though, and over centuries, it will eventually dim until it becomes a blackened cinder floating through the cosmos. Long before that, organic life on the planet will be destroyed, and the planet will become a perfect replica of Logos’ world. At this point, the Scions of Logos move on, seeking another place to transform, and another star to utterly consume. In effect, the Scions of Logos are like a swarming, macroscopic virus of Law, seeking to end disorder everywhere at any cost.

Logos and the Scions of Logos may work with living creatures occasionally for their inscrutable amusement. They may respect, obey, and even love the organic creatures they bond with, but in the end it matters not. The Perfect Form and his Scions are not to be corrupted by the creatures they have come to change or destroy.

Scions vary in size from tiny Scions smaller than 1 cubic inch to enormous specimens 15 feet across. They may be spheres, pyramids, or cubes. Scions link to each other via strange directional magnetism allowing them to merge seamlessly and separate just as easily; conglomerations of Scions may have any shape that the judge can imagine. For example, even though tiny Scions have no effective attacks on their own, enough of them could form into a shape that has effective lashing attacks. Similarly, Scions can work together to create bridges, walls, and buildings made of their own bodies.

Scions are not made of iron, or iron-based metals, and so do not do additional damage to elves. They are made of a thin layer of metal, and are hollow within. Scions are therefore far lighter than their apparent size and material would suggest.

All Scions are in constant telepathic communication with every other Scion within 50 miles, forming a sort of communal mind, yet each Scion is capable of individuation. It is actually possible to have two wizards with Logos as a patron using Scions to counter each other. The communal intelligence of the Scions enables these “battles” to take place entirely within the mind, or such conflict may be physically sped up in a series of moves and counter-moves.

Similar to telekinesis, Scions can also manipulate objects using this directional magnetism with fine motor control. The range at which this control can be exerted, and the Strength check needed to resist it, depends upon the Scion’s size. If a Scion’s directional magnetism extends far enough, it can lift and drop a being, or “throw” it for falling damage equal to its range. It must use one of its Action Dice to do so.

Tiny Scion: Init +8; Atk none; AC 20; HD 1d8; HP 4; MV 10'; Act 1d12; SP directional magnetism 2 inches range Str DC 2 resists, ½ damage from non-magical weapons, communal mind, infravision 30'; SV Fort +4, Ref +3, Will +2; AL L. Approximately 1 inch across or diameter, weighing ½ lb.

Small Scion: Init +6; Atk 1 strike (1d3); AC 18; HD 2d8; HP 8; MV 20'; Act 1d16; SP directional magnetism 8 inches range Str DC 8 resists, ½ damage from non-magical weapons, communal mind, infravision 60'; SV Fort +6, Ref +3, Will +4; AL L. Approximately 1 foot across or diameter, weighing 25 lb.

Average Scion: Init +4; Atk 1 strike (1d6); AC 18; HD 4d8; HP 16; MV 30'; Act 1d20; SP directional magnetism 2' range Str DC 14 resists, ½ damage from non-magical weapons, communal mind, infravision 60'; SV Fort +8, Ref +3, Will +6; AL L. Approximately 5 feet across or diameter, weighing 250 lb.

Large Scion: Init +4; Atk 1 strike (2d5); AC 16; HD 8d8; HP 32; MV 30'; Act 2d20; SP directional magnetism 10' range Str DC 20 resists, ½ damage from non-magical weapons, communal mind, infravision 60'; SV Fort +10, Ref +2, Will +8; AL L. Approximately 10 feet across or diameter, weighing 700 lb.

Huge Scion: Init +2; Atk 1 strike (2d7) or 1 electrical bolt 15' range (4d8, Ref DC 10 half); AC 14; HD 16d8; HP 64; MV 20'; Act 3d20; SP directional magnetism 20' range Str DC 24 resists, ½ damage from non-magical weapons, communal mind, infravision 90'; SV Fort +14, Ref +0, Will +12; AL L. Approximately 15 feet across or diameter, weighing 1,100 lb.



The *patron bond* ceremony to bond with Logos must take place in an area where his Scions are already active, or in some deserted and lonely place where his creatures may establish a presence. Within 1d5 weeks of the ceremony, the first tiny Scions of Logos will appear (usually 2d7 in number).

Invoke Patron check results:

- 12-13 Logos causes a swarm of tiny Scions to appear and wrap themselves around the caster to protect him from harm. The Scions do not attack but grant the caster +2 to Armor Class for 2d6 rounds. Afterwards, the tiny Scions scatter to begin the formation of a new colony (which takes 1d10 centuries to arise). Alternatively, the Scions may be destroyed to automatically grant the caster a successful Reflex or Fort save against an attack where such a sacrifice would be appropriate (i.e., a fiery breath weapon, but not an ingested or gaseous poison).
- 14-17 A swarm of tiny Scions erupts from the ground in the center of the caster's foes, forming itself into a spinning Shape of lashing metal blades in 1d3 rounds. Every creature within a 30' radius takes 1d8 points of damage each round, and must make a Reflex save (DC 15) or be knocked prone. The Shape can move at 10' per round, as directed by the caster. It remains for 1d4+CL rounds, or until 20 points of area-effect damage is inflicted upon it. If the tiny Scions survive, they scatter at the end of this time, and begin the formation of a new colony (which takes 1d10 centuries to arise).

- 18-19 Logos manifests a bolt of electricity through the caster, striking any one target of the caster's choice within 100'. The bolt does 4d6 damage (Fort DC 20 half), but being used as a conduit in this way forces the caster to make a Fort save (DC 10) or be exhausted (-2 penalty to all attack rolls, skill checks, and spell checks, and -10' to movement) until he can rest for at least 5 minutes.
- 20-23 Logos sends 3d3 small Scions to aid the caster. They arrive in 1d4 rounds and obey the caster implicitly for a period of 1d6+CL hours. The small Scions can link together to form other shapes, as directed by the caster. This allows them to create bridges, walls, etc. They are all (1) pyramids, (2) spheres, or (3) cubes. When released from service, they begin the formation of a colony, which will be manifest in 1d10 decades.
- 24-27 Logos sends 3d6 small Scions to aid the caster. They arrive in 1d3 rounds and obey the caster implicitly for a period of 1d6+CL hours. The small Scions can link together to form other shapes, as directed by the caster. They are all (1) pyramids, (2) spheres, or (3) cubes. When released from service, they begin the formation of a colony, which will be manifest in 1d10 decades.
- 28-29 Logos sends 2d6 average Scions to aid the caster. They arrive in 1d3 rounds and obey the caster implicitly for a period of 2d6+CL hours. The average Scions can link together to form other shapes, as directed by the caster. They are all (1) pyramids, (2) spheres, or (3) cubes. When released from service, they begin the formation of a colony, which will be manifest in 1d10 years.
- 30-31 Logos sends 3d5 small and 2d6 average Scions to aid the caster. They arrive in 1d2 rounds and obey the caster implicitly for a period of 2d6+CL hours. The Scions can link together to form other shapes - including complex Shapes capable of acting as a single weapon - as directed by the caster. They can form together a single huge Shape capable of causing 8d8 points of damage against a single target, or 1d8 points of damage each round against all targets in a 60' radius. Roll 1d6: (1-3) The Scions are of mixed types; (4) pyramids; (5) spheres; (6) cubes. When released from service, they begin the formation of a colony, which will be manifest in 1d10 months.
- 32+ A colony of the Scions of Logos forms on the spot. It consists of 3d100 tiny Scions, 3d30 small Scions, 3d24 average Scions, 3d16 large Scions, and 3d3 huge Scions. The colony is formed of buildings, pathways, and other structures, all created from the bodies of the Scions themselves. The colony seeks to aid the caster and his allies, but does so under control of the huge scions rather than the caster. The caster, but not his allies, can communicate freely with the Scions of the colony, which are all considered to be helpful to the caster. A colony is always of mixed pyramids, spheres, and cubes. The colony becomes a permanent feature of the campaign milieu, and is always friendly to the caster, and to whatever allies are currently in the company of the caster. Other living things, however, are vermin to be wiped out. Unless something interferes, the established colony will grow, to the great detriment of all other things within its reach.

PATRON TAIN: LOGOS

Logos's interest in mortal spell casters remains a mystery. Some say that it is through their invocation of the Perfect Form that Logos gains a foothold on the various worlds his Scions have colonized in his name. In any case, those mortals who associate with Logos eventually become little more than the Scions he commands. When patron taint is indicated, roll 1d6 and consult the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

Roll	Result
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- | | |
|---|--|
| 1 | Hollow on the Inside: The caster takes on his patron's indifference toward human life, becoming ever more calm and unconcerned about the mortal affairs going on around him. Each time this taint is rolled, the caster's Personality is reduced by -1. |
|---|--|

When this taint is acquired a third time, the caster withdraws from the world, and can only become concerned with events that involve himself or his patron.

- 2 **Metal on the Outside:** When this taint is first acquired, the caster's hair takes on a silver or gold metallic sheen. When gained a second time, the caster's eyes become metallic orbs. When gained a third time, the caster's skin becomes metallic, increasing his Armor Class by +2, but reducing his Agility by 1.
- 3 **Magnetic Influence:** The first time this is rolled, the caster's hair moves as though by a wind even when the air is calm, being gently wafted by lines of magnetic force. The second time this is rolled, the caster's eyes reflect a myriad of tiny whirling sparks like miniature galaxies. The third time this patron taint is rolled, the caster gains the ability to manipulate objects magnetically at a range of up to 10', as though he were actually handling them. This is exhausting to the caster, and he takes 1 point of temporary Stamina damage each round he does so.
- 4 **Perfection of Form:** When this taint is first acquired, all blemishes and irregularities in the caster's physical form are smoothed away. Although the caster becomes unearthly in his beauty, he becomes obviously alien in his perfection, and his Personality is not increased. If this taint is acquired a second time, the caster becomes clearly inhuman as every irregularity in his form is smoothed away, becoming instead a collection of cylindrical, spherical, and pyramidal Shapes brought together into a single body. The caster effectively appears like a rough mannequin in humanoid form. If this taint is rolled a third time, the caster takes the form of an average Scion (including its ability to strike for 1d6 damage, its Armor Class of 18, its directional magnetism, ½ damage from non-magical weapons, infravision, size, and weight. The caster's form is a (1) pyramid, (2) sphere, or (3) cube.
- 5 **Submission to the Communal Mind:** Once this patron taint is acquired, the caster becomes aware of the communal mind of the Scions of Logos, and is in turns bullied and cajoled to surrender himself to it. The first time this taint is rolled, the caster must succeed in a DC 10 Will save, or Logos will control his actions for 1d6 hours, leaving only vague impressions of what was done during that time. The second time it is rolled, the caster must succeed in a DC 15 Will save, or Logos will control his actions for 2d6 months, and the caster will have no idea what was done during that time. The third and final time this is rolled, the caster must succeed in a DC 20 Will save, or Logos will control his actions forever.
- 6 **Colonial Expansion:** Once Logos has taken root in a world, he seeks to establish colonies of his Scions: first in lonely areas far from mortal habitation, then in more populated regions. When this taint is rolled, Logos demands that the caster seed a nascent colony for him at the site of his choosing. When this taint is first rolled, the caster must travel for 4d4 weeks to reach the place of Logos' choosing, and it is in a dangerous wilderness. This colony will not become truly active for 1d100 years. The next time this taint is rolled, the caster must travel only 4d4 days to a borderland region chosen by Logos between civilization and the wilderness. This colony will become active in 1d10 years. The final time Logos makes this demand, the caster must travel only 4d4 hours, and the colony will become active in 1d12 months. These active colonies are friendly to the caster and his immediate allies (when they are in his presence), but a danger to everything else.

PATRON SPELLS: LOGOS

Logos, the Perfect Form grants three unique spells, as follows:

Level 1: Directional Magnetism

Level 2: Energy Play

Level 3: Solar Vampirism

SPELLBURN: LOGOS

The inhuman intelligence of the Perfect Form has no regard for suffering, but his hatred of the grotesque human form is most clearly evident in spellburn. When a caster utilizes spellburn, roll 1d4 and consult the following table or build off the suggestions to create an event specific to your home campaign.

Roll	Spellburn Result
1	Through the mind of Logos, the caster can see the true horror of his physical form. The caster cuts his flesh in an unsuccessful attempt to remove the irregular lumps and protruding grotesqueness of his body. The damage inflicted is expressed in Strength, Stamina, or Agility loss.
2	The great disgust Logos feels for the human form is fully manifest. The caster gains only 1 point of spellburn for every 2 ability points spent.
3	Logos is disinterested in the changes to the caster's body. The mutilations are no better than what he was before. Logos grants 2 points of spellburn for every point of Strength, Stamina, or Agility lost....but the caster cannot spellburn again today.
4	Coruscating waves of electrical power wash through the caster as his mind makes contact with the Perfect Form. The searing pain of these waves manifests as Strength, Agility, or Stamina loss.

Directional Magnetism

Level: 1	Range: Varies	Duration: 2d4+CL rounds	Casting time: 1 action	Save: Varies (see text)
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General The caster creates waves of directional "magnetism" of the same type that the Scions of Logos use, which can affect even organic and non-ferrous materials. Each round that the spell remains in effect, the caster may select any effect equal to his spell check or below.

Manifestation Roll 1d3: (1) The caster's hair waves in a non-existent breeze and miniature galaxies whirl in his eyes as the spell effect occurs; (2) Nearly-visible waves of force coruscate from the caster, like heat shimmering off of pavement; (3) The caster's eyes glow with a bright light while the spell take effect, and the hair of every creature within 30' stands on end from the waves of magnetism.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 **Summon Object:** The caster may summon any one object within 30', which is drawn instantly to his hand via directional magnetism. The object cannot weigh more than 50 lbs. If the object is in another creature's possession, it is allowed a Strength check (DC 10) to retain possession of the object.

16-17 **Hold:** Directional magnetism roots the feet of one creature to the ground for 1d3 rounds, requiring a Strength check (DC 15) to break free. The target may attempt a Strength check with any of its Action Dice. While stuck, its Armor Class and attack rolls are reduced by -2 and its Reflex saves are reduced by -4.

18-21	Shield: Directional magnetism creates a shield around the caster, deflecting missile weapons and melee attacks. The caster gains a +4 bonus to Armor Class vs. ranged weapons and a +2 bonus to Armor Class vs. melee attacks.
22-23	Buffet: The caster uses directional magnetism to make one strike per CL with small objects, such as stones, each strike having a 100' range and doing 1d6 damage (Reflex save DC 15 half).
24-26	Draw: The caster draws another creature or object weighing up to 500 lb towards himself, dragging it 10' per round with waves of directional magnetism. A creature can resist being pulled each round with a DC 20 Strength check. Range is 100'.
27-31	Push: The caster can pull or push a creature or object weighing up to 1,000 lb in any direction at a rate of 10' per round. A creature can resist moving each round with a DC 25 Strength check. Range is 100'.
32+	Fine Manipulation: The caster can manipulate objects up to 30' away as though he were actually manipulating them with his hands. This allows the caster to potentially open doors, pick locks, untie ropes, etc. If a skill check is involved, the caster is treated as though he were actually there, unless it is beneficial to the check that he is not (for example, in an attempt to pick a pocket). In cases where being there is normally a hindrance, the caster gains a +4 bonus.

Energy Play

Level: 2	Range: 100'	Duration: Instantaneous	Casting time: 1 action	Save: Fort or Reflex vs. spell check (see text)
General	The greatest Scions of Logos create and throw balls and bolts of electromagnetic energy around as play. This electromagnetic energy is also part of the thought processes of the communal mind. Any creature who is reduced to 0 hit points by this spell and survives may make a DC 20 Luck check. If the creature survives, it gains insight into Logos and his creatures, and gains a +2 bonus to attack rolls, skill checks, and spell checks against them for a period of 1d5 days.			
Manifestation	Arcing rays of electromagnetic force, balls or electricity, or sheets of lightning, as per the descriptions below. Roll 1d5 to determine color: (1) blue-white; (2) golden; (3) silver-white; (4) greenish-yellow; (5) sizzling yellow-red.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-15	Failure, but the spell is not lost.			
16-17	An arc of electromagnetic force leaps from the caster to one target, which takes 1d8+CL damage. The target must also make a Fort save vs. the spell check result or be stunned and unable to act for 1d3 rounds.			
18-21	The caster creates 2 balls of electricity, which he may send to one or two targets. Each ball causes 2d8+CL damage (Reflex save for half damage).			

- 22-23 The caster creates a sheet of lightning in a 45-degree arc in front of him out to a range of 100'. Every creature in the area suffers 1+CL points of damage and must make a Fort save or fall prone and be stunned for 1d5 rounds. There is a 50% chance that stunned creatures drop any object held.
- 24-26 Three arcs of electromagnetic force leap from the caster to up to three targets, each bolt causing 1d12+CL damage. Each bolt causes the target to make a Fort save vs. the spell check or be stunned and unable to act for 1d5 rounds. A creature so stunned has a 50% chance to drop any held item.
- 27-31 Electrostatic shock travels through the ground to strike all foes within 100' of the caster. Each enemy within range takes 2d8 points of damage as arcing rays erupt from the ground around it, and is automatically stunned and unable to act for 1 round. Enemies who fail a Fort save vs. the spell check are stunned an additional 1d5 rounds, and have a 50% chance of dropping any held items. Foes that are not touching the ground (such as flying enemies) are not affected.
- 32-33 The caster creates 2d4 balls of electricity, which he may send against the same or separate targets. Each ball causes 3d8+CL damage (Reflex save for half). If the target fails its save, it has a 50% chance of dropping any held item as searing electrical pain races through its body.
- 34+ Six arcs of electromagnetic force leap from the caster to up to six targets, each bolt causing 1d16+CL damage. Each bolt stuns its target for one round (so a creature struck by six bolts is automatically stunned for six rounds). A Fort save vs. the spell check must be made for each bolt, or the target will be stunned and unable to act for an additional 1d7 rounds per failed save. A creature stunned for additional time has a 50% chance to drop any held item.

Solar Vampirism

Level: 3 Range: Self Duration: Varies Casting time: 1 turn Save: None

General As Logos and his Scions gain energy from the sun, the caster can too with this spell. Depending upon the spell check result, the caster may gain nourishment, regain lost spells, heal himself, or even use solar energy to power his spells. This spell must be cast only under a bright sun, and thus cannot be used when the sky is overcast, at night, indoors, or underground. Solar vampirism requires a minimum of 1 point of spellburn, which affects the spell check normally.

Manifestation The manifestation is visible only to those observing the casting or in the immediate vicinity. Roll 1d6: (1) A green ray shoots forth from the caster and strikes the sun. A golden ray rebounds back to the caster, making the sun seem momentarily darker where the first ray struck; (2) The sun flickers for a moment after the spell is cast; (3) Dark clouds roll across the actual surface of the sun; (4) a wave of heat, followed by a wave of cold, emanates from the caster; (5) The caster's colors are momentarily inverted like a photographic negative; (6) The caster is bathed in golden light, while the sun seems to go temporarily dimmer.

1 Lost, failure, and patron taint

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

- 16-17 The caster gains nourishment from the sun and does not need to eat or drink for the next 1d4+CL days. The sun's overall lifespan is reduced by 1d5 days, but as stars measure their lives in eons, this probably has little impact on the campaign world.
- 18-21 As above, plus the caster has the ability to restore one lost spell. If he does so, the sun's overall lifespan is reduced by 1d3 x spell level years. This probably has little impact on the campaign world.
- 22-23 As above, plus the caster may heal 1d4 x CL hit points of damage to himself. Doing so reduces the sun's overall lifespan by 1d6 decades, but this probably has little impact on the campaign world.
- 24-26 As above, plus the caster may purge himself of all diseases and poisons, and heal 1d8 points of ability score damage. Doing so reduces the sun's overall lifespan by 2d10 decades.
- 27-31 As above, plus the caster may heal himself of all damage (hit point, ability score, or otherwise), broken bones, and other damage that would normally heal over time. Doing so reduces the sun's overall lifespan by 1d6 centuries, an amount that might be noticeable on worlds with old suns.
- 32-33 As above, plus the caster may regenerate lost limbs, eyes, etc.. Doing so reduces the sun's overall lifespan by 1d6 x 10 centuries, an amount that will probably be noticeable on worlds with old suns. On a dying world, where the star is near the end of its lifespan, this may be enough to make the sun go dark.
- 34-35 As above, plus the caster may store solar energy to fuel spells. The caster may gain up to 8 points to use in this manner, and they may be retained until used. These points act exactly like spellburn, except that the character suffers no ability score loss, and need not roll to determine the nature of the spellburn. Doing so reduces the sun's overall lifespan by 1,000 years per point attained. On a dying world, where the star is near the end of its lifespan, this may be enough to make the sun go dark.
- 36+ The caster gains all of the benefits listed above, but the sun is not appreciably damaged by his theft of solar radiation.

PTAH-UNGURATH, OPENER OF THE WAY

Known by many names, Ptah-Ungurath has always heralded the approach of Chaos. Some know him as The Black Goat, and others call him Father and Mother of Monsters. He appears as a man standing only 4 feet tall, slender and swarthy, with eyes that reflect the swirling stars of the cosmos. Any who views him can sense his sinister majesty, and few can do aught but throw themselves on their knees and prostrate before him.

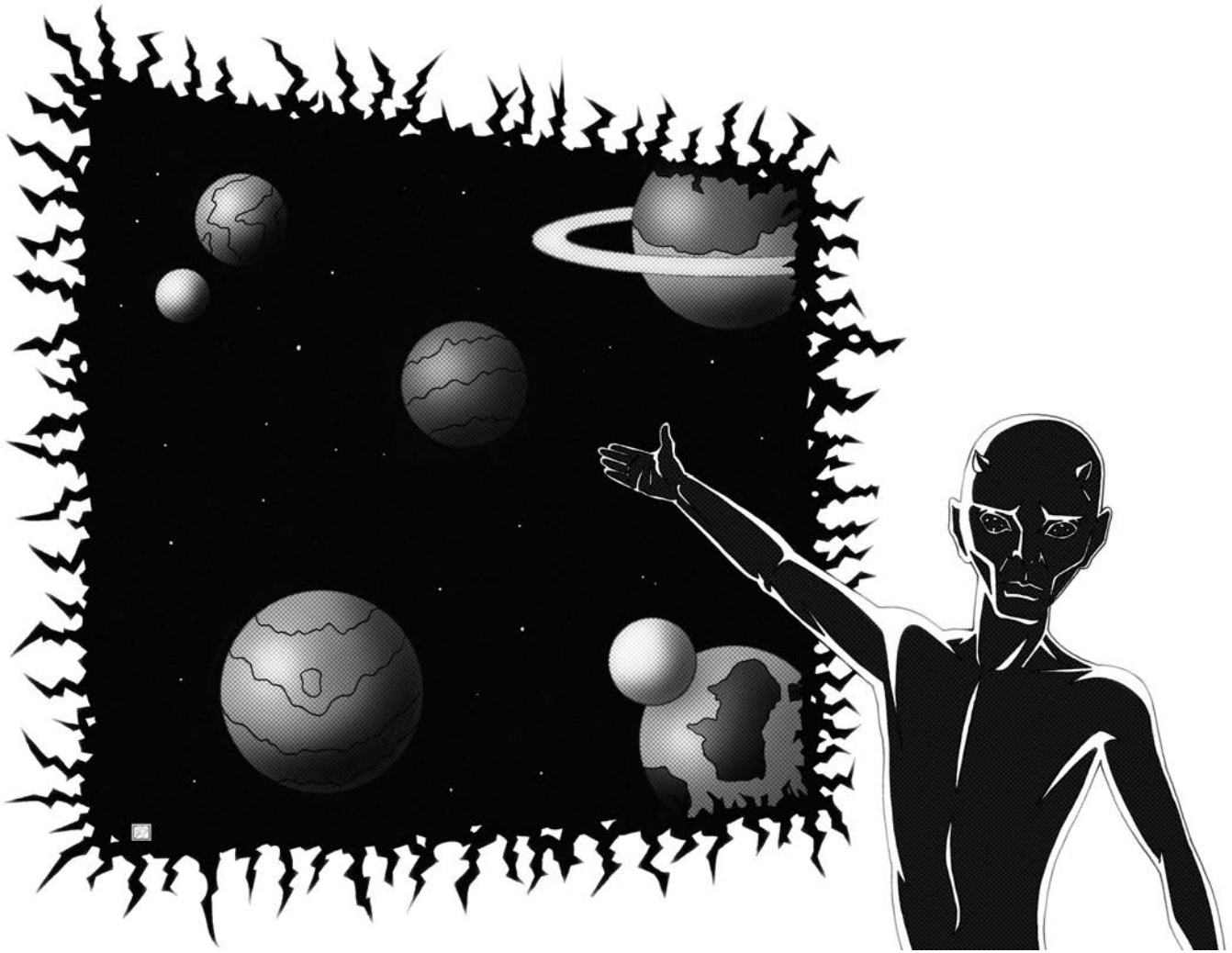
Ptah-Ungurath knows much about electricity, building glass and metal machines that create gates to the far places of the universe. He is the Opener of the Way beyond space and time, where the titanic temples of tenebrous gods hold sway with strange piping and slow dances like the plod of time itself. Beyond even these, Ptah-Ungurath knows the way to the end of all things, the stinking graveyard of the universe, where worlds lie like putrid corpses and cities are no more than malodorous pustules on their decaying masses.

From these far distant times and places, Ptah-Ungurath vomits forth blind, mindless gargoyles and other monstrous creatures from the spaces between stars and the end of time. Perhaps it is better to have Ptah-Ungurath on your side than on the side of your enemies. Those who dare deal with the Opener of the Way may gain great power but risk paying a terrible price for it.

The *patron bond* ceremony for Ptah-Ungurath must take place in a city or similar large urban area, although it may be ruined or inhabited.

Invoke Patron check results:

- 12-13 A strange apprehension of danger sweeps over the area, and every enemy within 100' of the caster has a -2 penalty to all attack rolls, saves, skill, and ability checks due to a brooding sense of doom. This penalty lasts for 2d6+CL rounds, but even afterwards those affected may experience bouts of melancholy and a sense of despair from the experience (this has no game effect).
- 14-17 When the caster calls upon Ptah-Ungurath, the light turns sickly. Any water in the area takes on a nauseating green hue, as does the moon, if it is visible. A chill wind sweeps the area, and a sense of foreboding and monstrous guilt oppresses all creatures. So horrible and invasive is this feeling of guilt that all creatures within 100' of the caster must make a DC 10 Will save or lose their next action due to pangs of overwhelming remorse and sorrow. Foes of the caster within this range who fail their saves take CL hp in damage as they rend themselves in self-loathing. The caster can increase this damage by sacrificing the Personality of allies to do so. The caster determines how much Personality is to be lost, and all allies within range must pay the forfeiture. For each point of Personality lost (the total among all allies), the caster inflicts 1 hp damage to each enemy in range (no save). The caster has no opportunity to discuss this with his allies; attempting to do so removes the opportunity. This Personality damage is healed normally.
- 18-19 The air grows warm and full of sparks, but even bright daylight is dimmed so that all things seem obscure. Fur and hair stand on end due to static electricity. In this unclear light, grotesque shadows squat atop the heads of all creatures within 100' of the caster. These uncertain shadows hint at monstrous truths. All within this range except the caster are stunned for one round and lose any actions they might have. Enemies of the caster are also stunned until they can succeed in a DC 15 Will save; one attempt may be made each round after the first. Finally, all enemies of the caster take 1d5+CL damage as the surreal tenebrous obscurities seep into their bodies; this damage occurs as soon as they succeed in their Will saves.



- 20-23 Blind, mute gargoyles emerge from the deepest shadows within 150' of the caster. One gargoyle appears for each CL the caster has attained. (See p. 419 of the core rulebook, but note that these variations are mindless, attacking whatever enemy of the caster is closest until that foe is dead, and then moving on to the next.) They do 2d8 damage with their claws from sheer unconstrained ferocity. They remain on the field until slain, or until CL minutes pass, or until there are no longer any opponents in sight. The caster must then roll 1d20 under his Luck; if he succeeds, the gargoyles fly away. If the caster fails, the gargoyles turn on the caster and his allies.
- 24-27 The ravages of time wrack the surrounding area. Within 500' of the caster, weeds grow through cracks in roads, walls crumble, and wood rots, as though a number of years equal to the caster's CL had passed. It begins to snow heavily, reducing speed and visibility by 50%. It snows for CL rounds. In the first round, it snows 1'; in the second round, it snows 2'; in the third round 3', and so on. Creatures which are not careful may soon find themselves buried in the snow, taking 1d3 temporary Stamina damage per round and requiring a Strength check to move even at half speed (DC 10 + the number of rounds it has snowed). Any creature that fails to move each round runs the risk of becoming trapped, and the caster is not immune to these effects. Each round it snows, though, the caster can select one or more targets within 200', which is engulfed in a ball of static electricity, taking CLd6 damage (Fort DC 20 half) – the caster need not be able to see the target, although each target uses one of the caster's Action Dice for that round.

- 28-29 Enemies within 50' of the caster find themselves drifting into involuntary marching lines only to disappear with frightened howls and shocking moans as soon as they are out of sight. Creatures affected can avoid joining a marching line by making a DC 15 Will save and have another chance to reel back before disappearing with a DC 20 Will save. Creatures that make this save still take 1d4 points of damage per CL and 1d6 points of Personality damage. They age 1d10 years, and their hair turns white. They cannot remember what it was they saw; remembering it would surely result in madness or death. The caster can raise the DC of these saves by +1 for each allied creature he also chooses to be affected. Thus, if 5 allies run the risk of being lost, the save to avoid marching away is DC 20, and the save to avoid disappearing is DC 25.
- 30-31 A glittering green fog arises to cover a 100' radius area from the caster. Once evoked, it is stationary and does not move with the caster. The fog is rent by the beating of blasphemous drums and the thin wailing of tuneless flutes. Movement within the fog is difficult for any but the caster and those bound to Ptah-Ungurath; all others discover that their movements are random. Worse, the fog generates a fog monster each round, which appear next to a random foe of the caster. Once that enemy falls, the fog monster targets the nearest foe until all are slain. Fog monsters continue appearing for the duration of the spell, though, attacking allies and even the caster when no more enemies remain! These monsters are never seen, save in terrifying glimpses of massive bulk through the fog. Although they may appear differently, they use the same statistics. When the fog dissipates, in 4d6+CL rounds, the monsters dissipate with it, unseen and unknown.
- Fog Monsters:** Init +4; Atk claw +6 melee (dmg 2d4) or bite +4 melee (dmg 2d6); AC 14; HD 4d8; HP 20; MV 20'; Act 1d20; SP Hidden in fog (25% miss chance on any successful attack); SV Fort +8, Ref +4, Will +0; AL C.
- 32+ Ptah-Ungurath teleports the caster and his chosen allies to the corpse of a dead world. There they may meet with the Father and Mother of Monsters. A DC 30 Will save is required to do anything more than kneel and scrape before the patron, but if the caster succeeds, he may ask a specific boon of Ptah-Ungurath. The boon may be granted (per the Judge's discretion)...although not always in the way the caster expects. The boons of Ptah-Ungurath always serve Chaos somehow. There is a 10% chance that Ptah-Ungurath will want one or more of the caster's allies as a sacrifice whether a boon is granted or not. Only allies that make a DC 20 Will save may resist, and they must slay the caster to do so. The patron then returns the caster and remaining allies to the material world – either to an area of the caster's choosing, or (if the caster is dead or could not speak before great Ptah-Ungurath) to some random location of the judge's choosing.

PATRON TAINT: PTAH-UNGURATH

Followers of Ptah-Ungurath believe they will gain power, and the chance for that gain is real. Yet so too are the sacrifices that must be made to Ptah-Ungurath and the vile changes that the caster undergoes with the Black Goat as his patron. When patron taint is indicated, roll 1d6 and consult the table below. There is no end to the potential taint Ptah-Ungurath can bring; casters never gain a respite from rolling.

Roll Result

- 1 **Nightmares:** The caster's sleep is wracked with nightmarish visions preventing full rest and causing waking screams. Any night in which he has nightmares, the caster heals only if he has had a full day's rest; otherwise he heals nothing. Spells are recovered normally. When this patron taint is first rolled, there is a 1 in 7 chance of nightmares each night. Each time this taint is subsequently rolled, the chance increased by 1 in 7, until the caster has nightmares every night. After that, ignore further rolls with this result.

- 2 **Madness:** No sane mind could long endure contact with Ptah-Ungurath. Ptah-Ungurath therefore grants the caster some respite in the form of madness. The caster sees invisible things boiling out of the ether, creatures in forms other than their own, and formless shapes at the very edge of vision. When this is first rolled, the caster takes a -1 penalty to all skill checks, attack rolls, and Reflex saves, as it is difficult to determine what is real and what is not. The second time this is rolled, the penalty is increased to -2. The third time this taint is rolled, the penalty increases to -4. In either event, the penalty never increases beyond -4, and further rolls of this taint may be ignored.
- 3 **Strange and Evil Faces:** When this taint is first rolled, the caster loses control of his expressions. The inappropriate and repulsive faces he makes permanently reduce his Personality by 1. When this is rolled again, his skin turns sallow, and his face takes on a wrinkled and evil cast, further permanently reducing his Personality by 1. Finally, when this taint is rolled a third time, the caster begins to hide his body in hooded robes in shame and anger. His personality is permanently reduced by a further 2 points. Even severing the relationship with Ptah-Ungurath does not reverse these taints. Once all three levels are reached, further rolls of this taint are ignored.
- 4 **Instruments of the Black Goat:** In his dreams and nightmares, the caster gains a vision of a complex instrument made of metal and glass, which he feels compelled to create. Each instrument takes 1d7 weeks of work to build and costs 1d7x10 gp per week of work. The caster suffers a cumulative -1 penalty to Luck for each week he does not actively pursue the creation of this device. When the device is created and activated, roll 1d6: (1-2) the device does nothing and can be scrapped to recover 1/10th of the cost; (3-4) the device disappears (50% of the time quietly, and 50% of the time with a loud explosion that has a 1 in 6 chance of causing CLd6 damage to all within 50' when activated); (5-6) what this device does, if anything, is left to the judge's discretion, but about half the time it will be for good, and half the time it will be for evil. The judge is encouraged to use it as an adventure hook. There is no limit to the number of times this patron taint may be experienced.
- 5 **Swell the Congregation:** The caster must bring others into the service of Ptah-Ungurath. Each time this is rolled, the caster must seek out and convert beings whose levels or Hit Dice equal the caster's own level (with 0-level characters counting as 1st level characters for this purpose). There is a 50% chance that the caster must use the *patron bond* spell to bind the recruits to Ptah-Ungurath. There is additionally a 50% chance that the caster must then sacrifice these new recruits (and this chance is rolled only *after* the recruits are converted). The caster has a year and a day from the time the patron taint is rolled to achieve this, or he is blasted by the Ptah-Ungurath, taking CLd6 damage instantly (no save). Ptah-Ungurath may wait to blast the caster at a suitably dramatic moment. If the caster survives, he gains another year and a day to fulfil the mandate; the original demand is *not* removed. This taint may be rolled any number of times, and a caster may have multiple deadlines to fulfil for Ptah-Ungurath.
- 6 **Revelations of Power:** This is the taint that all of Ptah-Ungurath's followers long for. When this is rolled the first time, the caster gains access to a random first-level wizard spell that does not count against his spells known. When this taint is rolled a second time, the caster gains access to a random second-level Wizard spell that does not count against his spells known. This taint can be rolled a total of five times, with each taint granted access to a progressively more powerful spell. Note that the caster's actual level, and normal maximum spell level, does not apply to this special access - it amuses the Seeing Face to watch his minions blast themselves with magic they do not truly understand. If the relationship with Ptah-Ungurath is ever severed, so is access to these extra spells. Once the caster has been granted an extra spell at each level, ignore future rolls of this taint.

PATRON SPELLS: PTAH-UNGURATH

Ptah-Ungurath grants three unique spells, as follows:

Level 1: *Rend the Veil*

Level 2: *Devour the Spark*

Level 3: *Open the Way from Beyond Time*

SPELLBURN: PTAH-UNGURATH

Ptah-Ungurath cares nothing for his minions or their allies. His soul is that of Chaos. When a caster utilizes spellburn, roll 1d4 on the table below, or use the ideas below to develop unique events for your home campaign.

Roll Spellburn Result

- 1 Roll 1d10. That is the amount of spellburn gained, regardless of what is asked for. It is taken randomly from the caster and his allies within 50', and it is taken randomly from (1d3) (1) Strength; (2) Agility; (3) Stamina. Roll for each point. All who contribute can feel small parts of their souls being taken away by Ptah-Ungurath.
- 2 A conduit is opened to Ptah-Ungurath, who supplies magical power in exchange for part of the caster's soul (expressed in Strength, Agility, or Stamina loss). There is a 50% chance that Ptah-Ungurath wants more than the caster is willing to give, and takes 2 points for every 1 point of spellburn gained. Determine this *after* the spell is cast. If it kills the caster, so be it.
- 3 For some reason, Ptah-Ungurath relents. Perhaps he is amused by the caster. He grants 1d5 points of spellburn freely. There is no later price. There is no catch. If the caster needs more than what Ptah-Ungurath is willing to offer, he must tempt fate and roll on this chart again.
- 4 For one brief moment, the caster sees all things as they really are. Although he cannot hold the vision, his soul is blasted by its perception (expressed as Strength, Agility, or Stamina loss). He is disoriented for the next 12 hours, and has a -2 penalty to all attack rolls, skill checks, spell checks (not including the spell check for which this spellburn was requested), and saves for this period.

Rend the Veil

Level: 1	Range: Caster	Duration: 1 turn	Casting time: Action	Save: None
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General	This spell allows the caster to rend the veil, and see all things as they truly are. Unfortunately, seeing all things as they truly are is seldom a comforting experience - the caster may suffer bouts of insanity as the result of his heightened insight.
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Manifestation	As per spell check result.
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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- 12-15 The caster can notice hidden things like secret or concealed doors, false bottoms, concealed traps, and hidden monsters.
- The caster can also notice any hidden treasures, or spaces where such things might be hidden, as though they were plainly visible. The range of this vision is 60' or the limitations of the caster's light source (whichever is less). Unfortunately for the caster, shadowy creatures lurk unseen in the periphery. The caster now sees these tall, shaggy-furred, grey bipeds with leech-like faces, and they do not like it. Unless the caster can roll 1d30 under his Personality, 1d3 of the creatures attack him. No one else can see them or affect them in any way, even after they are slain. The caster's wounds from the creatures leave no visible signs, even if the caster is slain by them.
- Shadow creatures:** Init +2; Atk bite +2 melee (dmg 1d3); AC 10; HD 1d8; MV 30'; Act 1d20; SP drain blood (1d3 per round after successful hit until killed), undetectable by others; SV Fort +2, Ref +6, Will +2; AL C.
- 16-17 As 12-15 above, but the caster can also see in absolute darkness to a range of 60'.
- 18-21 As 16-17 above, but the caster can also see all invisible creatures and objects within 60'. He does not see the shadow creatures, and is not attacked by them. Instead, he sees 1d6 three-foot long transparent bony eels "swimming" through the air. There is a 1 in 10 chance that one of them will attack him each round, striking quickly with a bite at +4 to hit that does 1 point of Intelligence damage. Each creature will only attack until they have made a successful strike and then will not attack further.
- The creatures cannot be harmed by the caster, and cannot be seen or interacted with by anyone else. The Intelligence damage heals normally. The caster can avoid these attacks in any given round by closing his eyes, but he cannot see or gain the benefits of the spell while his eyes are closed.
- 22-23 The caster gains all of the special vision advantages as in 18-21 above without seeing any of the creatures. He can also detect tell the alignment of any creature within 60'; however, the caster must make a Will save (DC 10) each round, or the hidden nature of the closest creature to him is revealed in its most repulsive form. The caster must attack it with the intent to kill, using his best available weapon (not spell). The wave of revulsion grants the caster a +2 to hit, and +2 damage for this attack. The caster *cannot* avoid this chance by keeping his eyes closed; at this level of the spell, he can see through his eyelids!
- 24-26 The caster gains all of the special vision advantages, as above, without any of the listed drawbacks. The caster can also see through 1 foot of organic material (including wood), 6 inches of stone, or 1 inch of metal. As a consequence, he can see the stress points of any creature or material, and does one extra die of damage on any successful physical attack. The caster must make a Will save (DC 15) each round to resist the temptation to look at himself. If he fails, he is aghast at what he sees, and spends the remaining spell duration frozen with fear at his own frailty.
- 27-31 The caster may choose any of the results listed above but suffers only the drawbacks of the previous check result. Thus, the caster could gain the special vision benefits of 24-26, while encountering the revulsion of the nearest creature from 22-23. If the caster chooses the effects of 12-15, there is no drawback.

The veil is well and truly torn, and the caster gains all of the benefits of the special vision advantages above, with no immediate disadvantage. However, a creature with Hit Dice equal to the casters level +1d3 is released from beyond the veil.

It looks like the caster when viewed by anyone but the caster – only the caster can see its sharp teeth, evil eyes like pools of darkness, and strangely shifting appearance. It shares the caster's AC at the time of the casting, has 2d20 Action Dice, and knows every spell known to the caster at the time of the casting, although it can only *seem* to cast them, and the effects are illusory. This creature can make a melee attack that does 1d8 damage, or a ranged attack up to 60' for 1d6 damage (the forms of these attacks vary), using the caster's level at the time of casting as its attack bonus. All of its saves have a +7 bonus. This creature seeks to ruin the caster's reputation and relationships, and then to slay and replace the caster, over a period of several weeks or months.

Devour the Spark

Level: 2	Range: 100'	Duration: Instantaneous	Casting time: Action	Save: Will vs Spell Check result
General	This spell allows the caster to devour some or all of the animating spark of a living target within range. If the target has more levels or Hit Dice than the caster, the caster may be partially or totally subsumed by the target creature's animus for some period of time. This spell has no effect against plants, constructs, undead, or other soulless creatures.			
Manifestation	Roll 1d3: (1) a visible spark flies from the target into the caster's mouth; (2) all normal plants in a line from the target to the caster blossom as the target's energy passes invisibly to the caster, and similar new plants grow; (3) all plants wither in a line from the caster to the target as the caster's call to the target's life energy leeches theirs as well.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-15	Failure, but the spell is not lost.			
16-17	The target takes 3d6 hit points damage, and the caster gains half of these hit points (rounded up) as temporary hit points. All damage goes to these temporary hit points first, and they cannot be healed, but they otherwise last until used. If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), the target takes twice the listed damage.			
18-21	The target takes 6d6 hit points damage, and the caster gains half of these hit points (rounded up) as temporary hit points. All damage goes to these temporary hit points first, and they cannot be healed, but they otherwise last until used. If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), the target takes twice the listed damage.			
22-23	The target loses 1d5 points of Strength and 1d3 points of Stamina (which heal normally for the target). The caster gains half of these points (rounded down), losing one extra ability point each day (the same as that which is healed by the target, if the target is alive).			

If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), the target must succeed in a DC 15 Will save or be *charmed* by the caster (as per *charm person*, pp. 131-132 of the core rulebook; use the same spell check result.)

- 24-26 The target loses 1d8 points of Strength and 1d5 points of Stamina (which heal normally for the target). The caster gains half of these points (rounded down), losing one extra ability point each day (that same as that which is healed by the target, if the target is alive). If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), the target must succeed in a DC 15 Fort save or half the damage (rounded up) is permanent, although the bonus points gained by the caster fade normally.
- 27-31 The target must save successfully or take 1d8 points of Strength, 1d5 points of Stamina, 1d3 points of Personality, and 1d2 points of Intelligence damage (which heal normally for the target). If the target fails its save, the caster must make a DC 15 Will save or take on the target's alignment for as long as he benefits from the spell. The caster gains half of these points (rounded down), losing one extra ability point each day (that same as that which is healed by the target, if the target is alive). If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), half the damage is permanent (rounded up), although the bonus points gained by the caster fade normally.
- 32-33 The target must make its saving throw or die. If the target fails, the caster gains 3d6 temporary hit points (as described above) and each of his ability scores is increased by 2, with a reduction of 1 point in a random statistic each day until normal statistics are reached. If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), it simply dies, and the caster gains the listed benefits. If the target fails its save, the caster must make a DC 20 Will save or take on the target's alignment and overt mannerisms for as long as he benefits from the spell.
- 34+ If the target fails its save, its soul enters the caster, where it either takes over the caster, or the caster completely subsumes it. Run a one-on-one combat between the caster and the target, where the caster gains a +CL bonus to all d20 rolls, and where no consequences of the battle (except its final outcome) affects the caster. I.e., hit points are not lost, and even "lost" spells, corruption, and patron taint is illusory within the mind of the caster, fading as soon as the battle is complete. The battle may take several rounds subjectively, but is nearly instantaneous so far as the external world is concerned. If the target wins, the target's original body dies, and the target takes over the caster's body. If the caster wins, the target dies, and the caster gains all of the target's hit points as temporary hit points (as described above). Further, the caster's new base hit point total is equal to either the caster's original total or the target's, whichever is higher. Finally, the caster gains a permanent +1 bonus to any one ability score of the target which is higher than the caster's own (as determined by the judge). If the target willingly allows the caster to devour the spark (a decision that must be made before the spell check result is determined), it simply dies, and the caster gains the listed benefits. No battle occurs.

Open the Way from Beyond Time

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: None

General This spell opens a gate to strange planes beyond space and time. The gate always appears as a 5' circle torn from the fabric of the universe. A creature that passes through the gate from the material plane for whatever reason is either permanently lost or must deal with the strange planar conditions of the distant realm to return home, per the judge's discretion.

Manifestation As per spell check result.

1 Lost, failure, and patron taint.

2-11 Lost, failure.

12-15 Failure, but the spell is not lost.

16-17 The gate opens 1d3 x 5 feet from the caster in a direction chosen by the caster and remains open for 1 round. Through the gate, A single 20' tentacle appears and attacks the closest creature with a +4 attack bonus (1d8 damage). The tentacle then makes an opposed Strength check (with a +4 bonus for the tentacle) to pull its victim through the gate before it closes. Note that the caster is not immune to this attack.

18-21 The gate opens 1d3 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d3 rounds. Through the gate, 1d3+CL tentacles, as in 16-17 above, each attempt to grapple and draw a victim into the gate before the gate closes. If a creature is targeted by multiple tentacles, it must beat all of their Strength checks to avoid being pulled through the gate.

22-23 The gate opens 1d4 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d5 rounds. Each round 1d5 featureless grey humanoids leap through and attack the closest creatures. Like the tentacles, the caster is not immune to these attacks. When the gate closes, or if slain, the humanoids collapse into stinking grey masses of jelly that rapidly evaporate.

Grey humanoids: Init +0; Atk slam +3 melee (2d4); AC 16; HD 2d8; MV 30'; Act 2d20; SP infravision 100'; SV Fort +8, Ref +4, Will +2; AL C.

24-26 The gate opens 1d5 x 10 feet from the caster in a direction chosen by the caster and remains open for 1 turn. A thick mist spreads out of the gate at a rate of 10' per round. The mist reduces visibility to 10' for each creature within it (50% miss chance vs. creatures in the mist). After three rounds, unseen creatures attack all in the mist, including the caster, with a +1 attack bonus for 1d3 damage each round. After the third round, the attack bonus increases to +4 and the damage to 1d8. After the sixth round, the attack bonus increases to +8 and the damage to 1d12. The creatures are not affected by spells or attacks, and their exact nature cannot be determined. When the gate closes, the creature's attacks go back to +1 to hit for 1d3 damage, and the creatures are gone when the mist dissipates 1d6 rounds later.

27-31 The gate opens 1d7 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d3 turns. When the gate opens, CLd6 ghouls leap out (core rulebook, p. 416). There is a 1 in 20 chance each subsequent round for 1d6 more ghouls to arrive. This chance rises by 1 in 20 for each round that no new ghouls arrive, and resets to 1 in 20 once ghouls have crossed the gate.

These ghouls never attack the caster but otherwise do not discriminate. They remain after the gate is closed but disperse to seek places within the material plane that they can feed. While the gate is open, the caster gains a bite attack that does 1d4 points of damage and paralyzes foes for 1d6 hours unless a Will save (DC 14) succeeds. If the caster has the opportunity to eat raw human flesh during this period, he must succeed in a DC 10 Will save to avoid doing so.

32-33

The gate opens 1d8 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d3 hours. A thick amorphous column of mauve flesh erupts from the gate. The flesh is covered with eyes, mouths, and abortive faces, and can reach as far as 100' from the gate. With a natural attack roll of 19-20 on its bite attack, it swallows opponents whole. Each round the victim is swallowed, it must make a DC 15 Will save or be transformed into a featureless grey humanoid (as in 22-23, above), which is vomited back out 1d3 rounds later. The column can otherwise be attacked from within normally, and if the column is slain, each swallowed creature may roll 1d20; if the result is equal to or less than the creature's Luck, it is vomited into the material world. If not, it appears in the strange realm far beyond space and time.

A slain column collapses into foul-smelling goo, which hardens in 1d6 rounds, trapping creatures until they make a DC 20 Strength check. There is a 1 in 6 chance every ten minutes that a new column replaces any slain column. The column ignores the caster and his allies, but these can be affected by the goo created when a column is slain.

Column of flesh: Init -4; Atk slam +10 melee (2d12) or bite +5 melee (2d6); AC 18; HD 8d8+10; MV 20'; Act 2d20; SP swallow whole, half damage from bludgeoning weapons, infravision 100'; SV Fort +12, Ref -2, Will +0; AL C.

34-35

The gate opens 1d10 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d12 hours. When the gate opens, semi-humanoid horse-headed demons with bat wings emerge (quantity equal to the caster's caster level). These demons can carry a man-sized creature and obey the caster implicitly. They serve while the gate remains open and disappear when it closes. If any of these demons is slain, the caster can summon a replacement from the gate in one round while the gate is open and the caster is within 100' of it when the command is made. Every 30 minutes, there is a 1 in 6 chance that one or more creatures creep out of the gate unless the caster is monitoring it, and these creatures are not under the caster's control. Roll 1d5: (1) 1d4 deep ones (core rulebook p. 400); (2) 1d3 gargoyles (core rulebook pp. 411-412); (3) 2d3 ghouls (core rulebook, p. 416); (4) 2d5 grey humanoids (as 22-23, above); (5) 1 horse-headed demon. These creatures seek to wreak the most havoc or greatest evil possible within the material plane.

Horse-headed demons (Type III): Init +4; Atk bite +12 melee (1d5+6 plus 1d4 against lawful creatures) or claw +10 melee (1d8+4); AC 20; HD 8d12; MV 40' or fly 50'; Act 2d20; SP detect good (+8 spell check), demon traits, induce sleep 30' radius (Will DC 12 negates); SV Fort +8, Ref +10, Will +8; AL C.

36+

The gate opens 1d12 x 10 feet from the caster in a direction chosen by the caster and remains open for 1d3 days. The caster may choose which of the above effects the gate has when opened and may further change the effect once during every six-hour period that the gate is open if he is within 100' of it. In any case, the caster and his allies are immune to all ill effects and are never targeted by the creatures that pass through the gate. No creature can pass through the gate unless the caster wills that it can.

RADU, KING OF RABBITS

From ancient times, every creature had a lord or lady as patron of their kind. The King of Rabbits is not powerful, but he is cunning and swift, and his ears can pick up the first hint of danger when its source is yet miles away. He appears as a large rabbit, which can walk as a man at will, occasionally smoking a mixture of lavender and tobacco in a briarwood pipe.

Radu demands that his followers oppose the traditional enemies of rabbits – creatures such as eagles, foxes, and stoats – but that opposition doesn't preclude using such creatures. Like Radu, the supplicant who removes a threat to rabbit-kind through trickery is more worthy than one who would do the same through martial prowess. The *patron bond* ceremony with Radu must take place where there is an active rabbit warren, or in some other area where rabbits tend to gather.



Invoke Patron check results: When this spell is cast, the judge chooses either the rolled result, or, if that makes no sense within the context of the aid requested, the first *lower* result that is applicable.

- 12-13 Radu hears the petitioner's plea, and his quick mind offers some stratagem that grants a +6 bonus that can be used for the caster's next saving throw, skill check, or spell check, but *not* for an attack. Alternatively, the caster may choose to gain a +4 bonus to Armor Class for an entire round.
- 14-17 Radu sends a wise rabbit to act as a helper for 1d4+CL rounds. The caster can speak with the wise rabbit, and it can offer him aid that grants a +4 bonus on any skill checks or spell checks made during this time. The caster may make a Luck check; if successful, the wise rabbit can provide any specific information needed. The judge may give a bonus or penalty to this check depending upon what information is sought.
- 18-19 Radu lends strength and speed to the caster's legs, allowing him to move at +10' per round and make leaps of up to 15' for a period of 1d6+CL rounds.
- 20-23 A giant rabbit appears with a saddle and other accoutrements to allow the caster to ride it. While it remains for 1d6+CL hours, the caster may use it as a steed. It will not fight except to defend itself and will not willingly charge into battle.
- 24-27 As above, except the giant rabbit remains in the caster's service for 1d4+CL days.
- 28-29 Radu sends a swarm of rabbits to confound the caster's enemies. The rabbit swarm digs up through whatever surface the caster's strongest enemies currently occupy and bedevils them until dispersed, slain, or 2d6+CL rounds have passed. The swarm is not under the caster's control.
- 30-31 Radu favors the caster, and sends 2d3 rabbit swarms to his aid, as above, and allows the caster to control them for 2d6+CL rounds. A giant rabbit also arrives beside the caster, ready to be ridden or to fight as the caster requires for a similar period of time.

32+ The King of Rabbits creates a conduit to Radu himself and will answer truthfully whatever questions the caster asks of him. Time seems to stand still, even in combat, as Radu answers a number of questions equal to the caster's CL. These questions must be answerable in a dozen words or less, although Radu may speak more and loves a cunning turn of phrase. There is only a 1 in 20 chance that Radu doesn't know the answer to any given question, and even then, there is a 5 in 6 chance that Radu can acquire the answer and whisper it to the caster within 1d5 hours. Once Radu has answered or undertaken to discover the answer to these questions, normal time resumes. The King of Rabbits is not altogether patient and does not suspend time so that the caster can cast other spells, heal wounds, or the like. Only the caster and Radu are within the suspended time bubble; all others are frozen in place as time is stopped.

PATRON TAINT: RADU, KING OF RABBITS

When patron taint is indicated for Radu, 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	Ears of the Rabbit: The caster's ears grow noticeably larger. If this result is rolled a second time, they are also longer, like a rabbit's ears, and move upward on the caster's head to further resemble a rabbit's ears. If this result is rolled a third time, the caster has a full set of rabbit's ears. These make wearing a helmet (or even an unmodified hat) difficult, but can grant a bonus to avoid surprise at the judge's discretion.
2	Teeth of the Rabbit: The caster's front teeth grow longer, resembling buck teeth. If this result is rolled a second time, many of the caster's other teeth fall out, and the incisors are lengthened to fully resemble a rabbit's teeth. If this result is rolled a third time, the caster also becomes nauseated by meat and can subsist on a vegetarian diet.
3	Feet of the Rabbit: The caster's feet grow larger. If rolled a second time, the caster's feet become too large for standard footwear but are not yet strong enough to go barefoot easily. The third time this is rolled, the caster's feet become large and tough, and the caster can go barefoot. The fourth time this is rolled, the caster gains the ability to leap 5 feet forward or upward from a stand, or 15 feet with a running start. The fifth time this result is rolled, the caster's hands and feet become clawed, and the caster can dig through sand or loose soil at a rate of 5 feet per minute.
4	Coat of the Rabbit: The caster grows fur. At first, this is a soft and barely discernible coat, but if this result is rolled a second time, the fur becomes apparent. If this result is rolled a third time, the caster gains whiskers and a fuzzy tail.
5	Size of the Rabbit: The caster becomes smaller. The first time this is rolled, he is noticeably (but not abnormally) shorter. Each subsequent time this result is rolled, the caster loses approximately one foot in height, until he reaches roughly 3 feet, approximately halfling size. The caster's base movement becomes 20'.
6	Soul of the Rabbit: The caster becomes more nervous and susceptible to fear. When this is first rolled, the caster gains a -2 penalty to all fear-based effects. This penalty increases by -2 each time this result, to a maximum penalty of -8. When the penalty reaches -8, the caster must make a DC 10 Will save each time he is damaged in combat, or flee on his next action. The penalty applies to this save.

PATRON SPELLS: RADU, KING OF RABBITS

Radu, King of Rabbits, grants three unique spells, as follows:

Level 1: *Alertness of the Hare*

Level 2: *Lucky Rabbit's Foot*

Level 3: *Warren Walk*

SPELLBURN: RADU, KING OF RABBITS

The King of Rabbits cares for rabbits, hares, and similar creatures. He has no particular desire for blood or sacrifices for himself, but he does know how to use those sacrifices to aid his charges. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made, or use the ideas below to develop unique events for your home campaign.

Roll Spellburn Result

- 1 Radu apportions part of the caster's vitality to a warren of his charges. The caster gains visions of a flood of rabbits fleeing some predator or disaster in their warren, fuelled by the caster's own essence (expressed as Stamina, Strength, or Agility loss).
- 2 Radu offers the caster twice the spellburn he has requested at no cost, so long as the caster undertakes a small task for him. Roll 1d6: (1) slay or drive off a fox lairing near a large warren; (2) bring choice garden herbs to a specific site for Radu's consumption; (3) undertake to thwart or slay a caster favored by Mulferret, Queen of Weasels; (4) free specific domesticated rabbits from a farmer's hutch; (5) escort a troupe of rabbit diplomats or unmated female rabbits from one warren to another; (6) prevent humans or other creatures from digging up a warren to build an inn or other structure. If the task is completed successfully within a given time frame, all is well. If not, Radu takes the spellburn from where he chooses at a time of his choosing.
- 3 The caster gains a vision of fighting a fox, dog, cat, or other predator while in a rabbit's body. Immediately afterwards, the wounds from the fight appear on his own body (expressed as Stamina, Strength, or Agility loss).
- 4 For a moment, the caster becomes attuned to Radu, and hears, sees, and feels the lives of all rabbits and rabbit-like creatures in the world. This is too much for a mortal mind to bear, and the caster is blasted by the experience (expressed as Stamina, Strength, or Agility loss). At the judge's discretion, the caster may recall something of interest out of this mental maelstrom of sensations.

Alertness of the Hare

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 minute	Save: None
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General	Radu and his kith listen and watch. When threatened, the strong hind foot thumps the warren-hollow ground and alerts those below. The caster and nearby allies – gain the ability to sense danger, as rabbits in a warren do.
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Manifestation	Roll 1d3: (1) Those affected hear the thump of a rabbit's foot whenever danger is present; (2) Those affected feel a cold shiver and see a shadow, as though a hawk had passed before the sun, indicating dangers; (3) Those affected hear a whispering voice, alerting them to danger.
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1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	The caster gains a bonus to Armor Class and all saving throws equal to his caster level, lasting for 1d6+CL rounds.
16-17	The caster and up to one ally per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +1 for 1d6+CL turns. The caster may also roll two 20-sided dice for any Reflex saves and use the better of the two rolls.
18-21	The caster and up to two allies per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +2 for 1d6+CL hours. The caster may also roll two 20-sided dice for any Reflex saves and use the better of the two rolls.
22-23	The caster and up to two allies per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +2 for 1d6+CL hours. The caster's affected allies may roll two 20-sided dice for any Reflex saves and use the better of the two rolls. The caster may roll two 24-sided dice for any Reflex saves during this period and use the better of the two rolls.
24-26	The caster and up to two allies per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +3 for 2d6+CL hours. The caster and his affected allies may roll two 24-sided dice for any Reflex saves and use the better of the two rolls. The caster may also spend a Luck point to avoid the special effects of any critical hit or fumble he is subjected to.
27-31	The caster and up to two allies per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +3 for 4d6+CL hours. The caster's affected allies may roll two 24-sided dice for any Reflex saves and use the better of the two rolls. The caster may roll two 30-sided dice for any Reflex saves during this period and use the better of the two rolls. The caster may also spend a Luck point to avoid the special effects of any critical hits or fumbles he is subjected to for 1d6+CL rounds.
32+	The caster and up to three allies per caster level gain a bonus to Armor Class and all saving throws equal to his caster level +4 for 4d6+CL hours. The caster and affected allies may roll two 30-sided dice for any Reflex saves and use the better of the two rolls. The caster is also immune to the special effects of any critical hits or fumbles he would otherwise be subjected to.

Lucky Rabbit's Foot

Level: 2	Range: 1 rabbit's hind foot	Duration: Varies	Casting time: 1 day	Save: None
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General The caster instils luck into the right hind foot of a rabbit. This luck utilizes a static bonus and a luck pool. The static bonus applies while there is any luck remaining in the luck pool. The luck pool can be used like normal Luck by the bearer of the *lucky rabbit's foot*, but does not normally replenish once used (even if kept by a halfling or thief). If the luck pool empties, the rabbit's foot loses all magical properties. Each casting of this spell requires a rabbit to die. The caster owes Radu a favor, as if the caster had cast *invoke patron*, each time the spell is used.

Manifestation	One magical rabbit's foot. There is a 50% chance that the appearance of the foot does not change; otherwise roll 1d4: (1) the foot changes color, with an equal chance of becoming green, blue, orange, pink, and violet; (2) the foot glows softly like a firefly; (3) the foot is semi-animate and tends to twitch and move on its own; (4) the foot transforms into colored glass, which is as strong as stone when still magical but shatters when its luck pool is reduced to 0.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster creates a <i>lucky rabbit's foot</i> , but the foot contains only a luck pool with 1d3 points of luck in it.
18-21	The caster creates a <i>lucky rabbit's foot</i> that grants a +1 bonus to a single type of roll. The caster cannot control what type of roll is affected; roll on Table 1-2 in the core rulebook (page 19) to determine it. The foot has a luck pool with 1d3 points of luck in it.
22-23	The caster creates a <i>lucky rabbit's foot</i> that grants a +2 bonus to a single type of roll. The caster cannot control what type of roll is affected; roll on Table 1-2 in the core rulebook (page 19) to determine it. The foot has a luck pool with 1d6 points of luck in it.
24-26	As above, or the caster creates a <i>lucky rabbit's foot</i> that grants a +1 bonus to a single type of roll that he determines from those listed on Table 1-2 (page 19 in the core rulebook), and the foot has a luck pool with only 1d3 points of luck in it.
27-31	The caster creates a <i>lucky rabbit's foot</i> that grants a +2 bonus to a single type of roll which the caster may choose. Table 1-2 (page 19 in the core rulebook) may be used for ideas, but the caster may choose something different but comparable with the judge's discretion. The foot has a luck pool with 7 points of luck in it.
32-33	The caster creates a <i>lucky rabbit's foot</i> that grants a +3 bonus to a single type of roll or a +2 bonus to two types of rolls. The caster can control only one type of roll affected; if the lucky rabbit's foot gives two bonuses, the other is determined by rolling on Table 1-2 (page 19 in the core rulebook) after the first type of roll is determined. It is possible by chance that these will stack, granting a +4 bonus to a single type of roll. The foot has a luck pool with 7 points of luck in it.
34+	The caster creates a <i>lucky rabbit's foot</i> that grants a +3 bonus to a single type of roll that the caster may determine. It also grants a +2 bonus to a random type of roll determined by rolling on Table 1-2 (page 19 in the core rulebook), and a +1 bonus to another random type of roll, with the determination also made by rolling on Table 1-2. The random rolls must be made <i>after</i> the first bonus is chosen, and two of three of these bonuses may stack by chance. The foot has a luck pool with 7 points of luck in it, and regenerates 1 point of luck each week so long as the pool is never reduced to 0.

Warren Walk

Level: 3 Range: Varies Duration: Varies Casting time: 1 Minute Save: None

General The caster and possibly one or more allies passes through one rabbit warren, exiting through another rabbit warren one minute later. Depending upon the spell check, the second warren may be very far away. The caster must begin at the site of a rabbit warren and must exit through another rabbit warren (although either warren may be abandoned). The caster may choose to exit through a rabbit warren that he is aware of if within range or may choose to exit through any random warren within range (rolled randomly from known warrens, or chosen by the judge). The travellers need not worry about food or water while travelling because this appears in the tunnels of the warrens. Unwilling creatures cannot be forced to *warren walk* with this spell. Obviously, this spell cannot take the caster to a place where rabbits do not exist or where rabbits create individual burrows rather than warrens.

Manifestation Roll 1d3: (1) the warren mouths seems to stretch to accommodate the travellers, snapping back to its normal size immediately after they pass; (2) the travellers shrink to pass through the warren mouth, regaining their normal sizes once they have exited the far warren; (3) the travellers are transformed into rabbits, with their gear merging into their bodies, becoming their normal selves again only after they have exited the far warren.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 The caster may pass through the warren, reappearing through another warren not more than 10 miles away. It takes the caster 1d3 minutes to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination.

18-21 The caster and up to three other creatures may pass through the warren, reappearing through another warren not more than 25 miles distant. It takes the caster 1d6 minutes to navigate the warrens before he discovers the extra-dimensional exit to his destination.

If any of the other travellers with him do not remain with him during this time, roll 1d6, modifying the result by the straying traveller's Luck modifier: (0 or less) the traveller becomes lost inside the warrens and is never seen again; (1-2) the traveller exits through the same warren that he entered by after 1d6 hours; (3-4) the traveller exits through another warren which is neither the intended target nor the starting point after 1d6 x 10 minutes; (5+) the traveller exits through the same destination warren as the caster 1d6 minutes later.

22-23 The caster and up to six other creatures may pass through the warren, reappearing through another warren not more than 50 miles away. It takes the caster 3d6 minutes to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination.

If any of the other travellers with him do not remain with him during this time, roll 1d6, modifying the result by the straying traveller's Luck modifier: (1 or less) the traveller becomes lost inside the warrens and is never seen again; (2-3) the traveller exits through the same warren that he entered by after 1d6 hours; (4-5) the traveller exits through another warren which is neither the intended target nor the starting point after 1d6 x 10 minutes; (6+) the traveller exits through the same destination warren as the caster, 2d6 minutes later.

- 24-26 The caster and up to nine other creatures may pass through the warren, reappearing through another warren not more than 100 miles away. It takes the caster 3d10 minutes to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination. If any of the other travellers with him do not remain with him during this time, roll 1d6, modifying the result by the straying traveller's Luck modifier: (2 or less) the traveller becomes lost inside the warrens and is never seen again; (3-4) the traveller exits through the same warren that he entered by after 2d6 hours; (5-6) the traveller exits through another warren which is neither the intended target nor the starting point after 2d6 x 10 minutes; (7+) the traveller exits through the same destination warren as the caster 3d6 minutes later.
- 27-31 The caster and up to a dozen other creatures may pass through the warren, reappearing through another warren not more than 500 miles away. It takes the caster 3d14 minutes to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination. If any of the other travellers with him do not remain with him during this time, roll 1d6, modifying the result by the straying traveller's Luck modifier: (3 or less) the traveller becomes lost inside the warrens and is never seen again; (4-5) the traveller exits through the same warren that he entered by after 3d6 hours; (6-7) the traveller exits through another warren which is neither the intended target nor the starting point after 2d12 x 10 minutes; (8+) the traveller exits through the same destination warren as the caster 3d10 minutes later.
- 32-33 The caster and up to fifteen other creatures may pass through the warren, reappearing through another warren not more than 1,000 miles away. It takes the caster 3d16 minutes to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination. If any of the other travellers with him do not remain with him during this time, roll 1d8, modifying the result by the straying traveller's Luck modifier: (4 or less) the traveller becomes lost inside the warrens and is never seen again; (5-6) the traveller exits through the same warren that he entered by after 3d8 hours; (7-8) the traveller exits through another warren which is neither the intended target nor the starting point after 3d12 x 10 minutes; (9+) the traveller exits through the same destination warren as the caster 5d12 minutes later.
- 34-35 The caster and all allied creatures present may pass through the warren, reappearing through another warren anywhere on the same plane. It takes the caster 1d6 hours to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination. If any of the other travellers with him do not remain with him during this time, roll 1d8, modifying the result by the straying traveller's Luck modifier: (4 or less) the traveller becomes lost inside the warrens and is never seen again; (5-6) the traveller exits through a far distant warren at least 10d10 x 100 miles away from where he wishes to be after 2d6 days; (7-8) the traveller exits through the same warren that he entered by after 1d6 days; (9-10) the traveller exits through another warren which is neither the intended target nor the starting point but is no more than 1d10 x 10 miles from the intended target warren after 3d6 hours; (11+) the traveller exits through the same destination warren as the caster 1d6 hours later.

The caster and all allied creatures present may pass through the warren, reappearing through another warren anywhere, even within another plane of existence. It takes the caster 3d6 hours to navigate the winding passages of the warrens before he can discover the extra-dimensional passage that will allow him to arrive at his destination.

If any of the other travellers with him do not remain with him during this time, roll 1d10, modifying the result by the straying traveller's Luck modifier: (6 or less) the traveller becomes lost inside the warrens and is never seen again; (7-8) the traveller exits after 3d8 weeks into the wrong plane where the rabbits may be very strange indeed; for example, a fiendish plane with carnivorous, tiger-sized rabbits, a plane of clouds with winged rabbits, or a sylvan plane where the rabbits can all teleport and have horns like those of unicorns); (9-10) the traveller arrives on the correct plane after 2d6 weeks but is at least 10d10 x 100 miles away from where he wishes to be; (11-12) the traveller exits through the same warren that he entered by after 1d6 weeks; (13-14) the traveller exits after 3d6 days through another warren which is neither the intended target nor the starting point but is no more than 1d10 x 10 miles from the intended target warren; (15+) the traveller exits through the same destination warren as the caster 1d6 days later.

RADU'S MINIONS

Whenever Radu's rabbit minions come into play, use the following stats:

Wise Rabbit: Init +6; Atk none; AC 17; HD 1d8; HP 4; MV 40'; SV Fort -4, Ref +4, Will +6; AL N.

Giant Rabbit: Init +3; Atk kick +0 melee (dmg 1d4); AC 12; HD 2d8; HP 9; MV 50' leap 15'; Act 1d20; SV Fort +0, Ref +4, Will +2; AL N.

Rabbit Swarm: Init +3, Atk bites and kicks (dmg 1d2); AC 9; HD 4d8; HP 18; MV 40'; Act special; SP damages all targets in a 20' x 20' space, half-damage from non-area attacks; SV Fort -2, Ref +2, Will +4; AL N



SET-UTEKH THE DESTROYER

Long before men crawled forth upon the face of the world, Set-Utek and his brothers came to this plane. They sought to tame the great reptiles of the nascent world and to order all things as they desired. They taught men to write hieroglyphics, build monuments to their glory, navigate rivers and shallow seas, and to war. They took wives from the children of men, and their children were worshiped as gods.

Alone among these alien brothers, Set-Utek sought not to build but destroy. So terrible was the destruction he wrought that the green land of the Sons of Osiris were blasted into a desert. The very existence of living beings upon this world was threatened. Even the plane itself came close to becoming nothing more than whirling dust and motes of ash. The Sons of Osiris therefore rose up, and with the aid of their semi-divine parents bound the Destroyer in a moment of Space-Time deep beneath a pyramid in the once-green land. Lest Set-Utek become free, the key to his binding was hidden away on another planet or plane beyond the ken of human beings.

Although bound, the dark god Set-Utek still seeks to free himself and bring destruction upon the cosmos. Should Set-Utek ever be freed, he will eat the life of stars and planets. Until that time, though, he offers much power to those who would do his dark bidding and would gamble against the chance that some minor task their patron sets will release the Destroyer. The Destroyer works ever toward the day that his servants can reach the key to his prison, and release him from the Moment in which he is trapped.

Many of the Sons of Osiris and all of their Fathers before them had the heads of animals. Set-Utek appears as a mortal man with serpentine skin, scales the color of burnt wood, and a jackal's head. His eyes glow with a lambent orange light. Even now, trapped as he is, he can fully think, plan, communicate with those who bond with him, and send them aid when he wants. His *patron bond* ceremony must be performed in the blasted desert lands near the place where he is imprisoned.



Invoke Patron check results:

- 12-13 From his prison in this time, Set-Utek can do but little for the caster. His mind is on other things, yet he grants the caster enough support to grant a +5 bonus to a single skill check, attack roll, saving throw, or spell check. This bonus must be used in the next five minutes, or it is lost.
- 14-17 From his prison in this time, Set-Utek can do little for the caster. His mind is on other things, yet he can prevent one action from having full effect for 1d6 minutes – an arrow from striking its mark, a wound from damaging its victim, a spell effect from taking place, or even a chemical reaction or explosion from taking place. One enemy can even be held in stasis for this period although the enemy gains a DC 10 Will save to resist and cannot be affected by any force or magic while in stasis. Then the event, action, or motion occurs as normal, but it is quite possible that the caster or his allies can deal with the problem before then. The judge determines exactly what Set-Utek does, but if the caster has specific requests, they are usually honoured.

- 18-19 **Face of Set-Utekh.** The caster's face appears as a combination of a serpent and jackal, and it changes to the color of coal. In this guise the caster's merest touch can kill. If he succeeds on any attack, he touches bare skin. The creature touched must make a Fort save (DC 12) or die. Even if the creature survives, it takes 1d4+CL damage. This transformation lasts for 1d5+CL rounds; afterwards, the caster suffers 1 point of Stamina damage for every creature killed by his touch. This is the price for channelling even a small portion of Set-Utekh's destructive energies.
- 20-23 **Minor Servants of Set-Utekh.** The Destroyer sends 2d3 poisonous vipers or 3d4 jackals to aid the caster (equal chance of each) that arrive in 1d3 rounds. They remain in his service for CL minutes or until destroyed and then disappear.
- Poisonous viper:** Init +3; Atk bite +2 melee (1 plus poison); AC 12; HD 1d6; MV 30' or swim 30' or climb 10'; Act 1d20; SP poison (Fort DC 16 or die); SV Fort +0, Ref +5, Will +0; AL C.
- Jackal:** Init +1; Atk bite +2 melee (1d4); AC 12; HD 1d8+2; MV 50'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL C.
- 24-27 **Major Servants of Set-Utekh.** The Destroyer sends 1d5+2 of his greater servants to aid the caster. These creatures appear like strongly-built, cloth-wrapped mummies from the outside, but without the wrappings, they are revealed to be constructs of stone and metal. These mummy constructs can follow simple instructions, and they never tire. They can do labor as a character with a 20 Strength. They arrive in 2d4 rounds, serve the caster for 1d3+CL hours, and then depart.
- Mummy construct:** Init -2; Atk fist +5 melee (2d4+5); AC 10; HD 4d8+12; MV 20'; Act 2d20; SP infravision 60', immune to mind-altering spells, strangle (if both fists hit the same character, 1d3 Stamina per round until an opposed Strength check succeeds, with the construct having a +5 bonus), half damage from slashing and piercing weapons; SV Fort +7, Ref -4, Will +0; AL C.
- 28-29 As 24-27, above, but 2d5+4 constructs are sent, and they serve the caster for 1d3+CL days.
- 30-31 **Form of Set-Utekh!** The caster's face takes on a shape that combines the features of a serpent and a jackal, the colour of coal, and his body becomes elongated and emaciated. Each round the caster can send a bolt of green and black energy to a single target within a range of 100'. The selected target takes 3d4+CL damage and must make a Fort save (DC 15) or die. This transformation lasts for as long as the caster chooses to maintain it up to 1 minute per CL, but, after the transformation, the caster suffers 1 point of Stamina damage for every round it is maintained. If his Stamina is reduced to 0, the caster dies, and even an undead caster may be destroyed by this energy!
- 32+ **Aspect of Set-Utekh!** All creatures within 100' of the caster immediately take CLd6 damage, and all plants within a mile wilt and fade. The caster takes on the appearance and aspect of dread Set-Utekh, and is able to send a bolt of green and black energy to a single target within a range of 200', which takes 3d8+CL damage and must make a Fort save (DC 20) or die. This transformation lasts only CL rounds because no creature can maintain the terrible energies of Set-Utekh's aspect any longer than this. It is also instantly fatal to the caster when this duration expires. All is not lost, though, as the caster rises 2d5 rounds later as a blackened undead corpse with all of its faculties still intact. The undead caster gains the ability to cause 1d7 hp damage by his touch, and 2d5 Stamina damage by his kiss. (A target must usually be held or charmed for this attack to succeed.) The undead caster can no longer heal wounds naturally or by magic but can heal 1d4 hit points or 1 point of ability damage per point of Stamina damage caused by his kiss. The caster also cannot withstand the sun; every minute (or portion thereof) spent in full sunlight causes the caster CLd4 hit points damage. A caster cannot take on the aspect of Set-Utekh more than once; treat all future rolls of 32+ as though they were 30-31. If the caster's relationship with Set-Utekh is severed, he can no longer drain Stamina through his kiss, and any further damage he takes is permanent.

PATRON TAINT: SET-UTEKH THE DESTROYER

Set-Utekh cares not for those casters whose talent he fosters; they are but a means to an end. When patron taint is indicated, roll on the following table. Because there are results that can be obtained without cease, the caster must always roll for patron taint.

Roll	Result
1	When this is first rolled, the caster's flesh becomes ashen with the pallor of a corpse. When it is rolled a second time, his skin becomes cool to the touch. When rolled a third time, his limbs become stiff, causing him one point of permanent Agility loss. Ignore any further rolls of this taint.
2	When this is first rolled, normal plants touched by the caster wilt. When this is rolled a second time, normal plants within a 50' radius of the caster wilt, and any normal plant the caster touches dies. The caster can do 1d8 damage to a plant monster by touch. When this is rolled a third time, normal plants within 100' of the caster wilt, and normal plants within 50' die. Living or dead normal plant material turns to ash when the caster touches it - he can still gain some nourishment from the unappetizing powder that remains. Plant monsters within 50' take 1d8 damage each round, and plant monsters that are touched by the caster take 3d8+CL damage. Ignore any further rolls of this taint.
3	Set-Utekh requires energy from the caster. Each time this taint is rolled, the caster takes 1d6 points of ability score damage, taken randomly from (1d4) (1) Strength; (2) Agility; (3) Stamina; (4) Personality. If this kills the caster, so be it. This taint can be rolled indefinitely.
4	When this patron taint is first rolled, the caster's eyes cease to blink like those of a normal being; this is disconcerting to others and causes the caster to permanently lose 1 point of Personality. When this is rolled a second time, the caster's eyes become serpentine slits each time he attempts a spell check. When this is rolled a third time, the caster's eyes permanently become serpentine, and his tongue becomes forked. These changes cause another permanent point of Personality to be lost. Ignore any further rolls of this taint.
5	Set-Utekh learns of a descendent of the Sons of Osiris still dwelling among men, and he yearns for that being to die. When this is first rolled, the descendent has no extra powers, is within 1d7 days of the caster, and is a 0-level character. When this is rolled a second time, the character is a level 1d3 character with some minor special power related to the god whose blood she carries. She is 1d7 weeks away. When this is rolled a third time, the descendent is 1d7 months away, is level 2d5, and has an important special power that aids him either to attack or withstand attacks, as well as 1d3-1 minor powers. Ignore any further rolls of this taint. If the caster does not take reasonable steps (to the Destroyer, not to the character) to undertake Set-Utekh's revenge, the Evil One will wrack him with pain that causes 1d6 damage. If that does not cause the caster to move with more alacrity, Set-Utekh wracks him with pain causing 3d6 damage, and then 5d6 damage. If these do not motivate the character (and the caster yet lives), Set-Utekh causes the caster 8d6 damage and severs the patron bond.
6	Each time this patron taint is rolled, roll 1d24. If the roll is a natural 1, the actions of the caster are sufficient for Set-Utekh to escape his imprisonment in 3d30 days, utterly consuming the caster in doing so. The Destroyer will then begin the destruction of all worlds in the cosmos, starting with the world the caster dwells on when Set-Utekh is released. Only the actions of a powerful god, or the death of the caster, can prevent the Destroyer's release.

PATRON SPELLS: SET-UTEKH THE DESTROYER

The Destroyer grants three unique spells, as follows:

Level 1: *Spell Eating*

Level 2: *Canopic Jars of Force*

Level 3: *The Imprisoning Spell of Osiris*

SPELLBURN: SET-UTEKH THE DESTROYER

The Evil One cares only about his own freedom, his revenge against the Sons of Osiris, and the destruction of the cosmos. Spellburn taken in his name reflects this. When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll Spellburn Result

- 1 Set-Utekh takes the caster's life-force directly and turns it upon the shackles that bind him. Although the Destroyer is not successful in freeing himself, his binds are weakened by an infinitesimal amount. This expresses itself in game terms as Strength, Agility, or Stamina loss.
- 2 Set-Utekh demands blood (expressed as Strength, Agility, or Stamina loss). As each point is taken, its energy is turned against life. The caster knows that, somewhere in the cosmos, a nascent world's newly budding life is snuffed out for each point of spellburn received.
- 3 The caster's request for spellburn also attracts the attention of some god or goddess of the blood of Osiris. Set-Utekh takes this opportunity to taunt the deity by (roll 1d6, modified by the caster's Luck modifier) (0 or less) instantly destroying the caster; (1-2) taking 2 points of ability damage for every point of spellburn granted; (3-4) granting the spellburn normally while the deity watches on, powerless to aid those targeted by the caster; (5-6) granting the spellburn requested at two points of spellburn for every point of attribute damage by drawing the extra energy from the life force of every normal plant within 10 miles. These plants wither and die (plant monster take 3d8 damage); (7+) for sheer delight in destruction, granting 1d7 points of spellburn at no cost - and further causing the same amount of damage to all other living creatures within 50' of the caster. In this last case, if the caster wants more spellburn, he must roll again on this chart.
- 4 Set-Utekh disdains to aid the caster. After the spellburn damage is done, the caster receives nothing for his efforts.

Spell Eating

Level: 1	Range: Caster	Duration: Varies	Casting time: Varies	Save: None
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General	The caster may attempt to eat a spell scroll, possibly gaining the ability to cast the stored spell more than once. This typically requires 1 round per spell level stored. If the caster does not have wine or some similar beverage to dissolve the scroll in, he takes a -4 penalty to the spell eating spell check. About 1 pint of alcoholic liquid is needed to dissolve a scroll and avoid this penalty, although the judge may allow a reduced penalty for smaller amounts of wine.
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The caster may also attempt to consume a spell being cast at him as part of a spell duel if he is the defender. In this case the spell requires only one action, but there is a -4 penalty to the spell check. This is cumulative with the penalty for consuming a clerical spell, if applicable (see below).

The caster can also consume and store clerical spells too, but this causes a -4 penalty to the spell check, both for spell eating and for the clerical spell when cast. A spell from an opposed source (such as a god opposing the caster or his religion, or of the opposite alignment), imposes an additional -4 penalty to the spell check when the clerical spell is cast. Any failure casting a clerical spell means that the spell is lost, but the caster may spellburn to increase his spell check with either cleric or wizard spells.

Manifestation	The manifestation remains while the caster still has a consumed spell held within him. The caster reverts when all such spells are expended. Roll 1d5: (1) the caster's eyes glow with the eerie power of the spells he has consumed, possibly indicating their nature through the color of the glow; (2) the caster's eyes, lips, and hands turn pitch black; (3) every time the caster opens his mouth, small wisps of spell energy escape like steam and glow like foxfire; (4) the caster develops a terrible thirst and will drink at least one pint of liquid each turn, if anything even faintly potable is available (Will DC 15 to resist specific liquids); (5) the spell energy makes the caster age 1d5 years per spell level consumed, although this has no effect on his statistics.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	The caster consumes the spell, holding its spell energy within him. He may release the spell energy at any time as an action, but doing so uses the spell energy up completely as the spell is cast.
16-17	The caster consumes the spell, holding its spell energy within him. He may release the spell energy at any time as an action, but doing so uses the spell energy up completely as the spell is cast. Alternatively, he can roll his spell check with a stacking -4 penalty, but doing so does not release the spell energy unless the check result indicates that the spell fails. In any event, a clerical spell is always lost once used.
18-21	The caster consumes the spell, holding its spell energy within him. He may release the spell energy at any time as an action, but doing so uses the spell energy up completely if the spell check indicates that the spell fails. Alternatively, he can roll his spell check with a -4 penalty (which stacks with any other penalties), but doing so does not release the spell energy unless the check result indicates that the spell is lost. In any event, a clerical spell is always lost once used.
22-23	The caster consumes the spell, holding its spell energy within him. He may release the spell energy at any time as an action, but doing so uses the spell energy up completely if the spell check indicates that the spell fails. Alternatively, he can use up all of the spell energy of a wizard spell to gain a +4 bonus to the spell check, but the spell is lost. In any event, a clerical spell is always lost once used.
24-26	As 22-23 above, but a clerical spell is only lost if the spell check fails.

- 27-31 The caster consumes the spell, holding its spell energy within him. He may release the spell energy at any time as an action, but doing so uses the spell energy up completely if the spell check indicates that the spell fails. Alternatively, he can use up all of the spell energy of a wizard spell to gain a +8 bonus to the spell check or a clerical spell to gain a +4 bonus on the spell check. In either case the spell is lost. A clerical spell is otherwise only lost if the spell check fails.
- 32-33 As 27-31 above, but the caster can gain a +8 bonus to either a cleric or wizard spell by expending it.
- 34-35 As 32-33 above. In addition, if the spell consumed is a wizard spell of a level that the caster can learn, and if the caster has an available spell slot, he may attempt to learn it by taking a full turn to consider it in his mind; he may do nothing else during this time. At the end of this period, he must succeed on an Intelligence check (DC 10 + spell level) or the spell is lost. The caster must make this decision immediately upon consuming the spell.
- 36+ As 34-35 above, except that the caster can make the decision to learn the spell at any time that he retains it. The caster may also attempt to learn a cleric spell as though it were a wizard spell of the same level by spending one hour contemplating it and succeeding in an Intelligence check (DC 20 + spell level). If the check fails, the spell is lost. A clerical spell learned in this way is lost on a spell check result of 1-10, and has a -4 to the spell check when cast. The caster also suffers patron taint on a natural 1. Finally, depending upon the nature of the cleric spell and the deity whose cleric cast or inscribed it, the judge may rule that the caster has earned the enmity of a god. What this means in campaign terms is up to the judge to decide, although the minimum result may be a permanent -1 penalty to Luck.

Canopic Jars of Force

Level: 2	Range: Touch	Duration: Varies	Casting time: 1 week	Save: None
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General This spell allows the caster to create two canopic jars (burial urns whose lids bear the images of Egyptian gods (or their campaign equivalents) which can generate a force field between them. Two canopic jars normally create a two-dimensional field between them, but if this spell is cast multiple times, the caster may use three to create a triangular area, four to create a rectangle, six to create a hexagon, etc.. When multiple canopic jars are used together, the resultant force field shares the strength of the *weakest* pair.

It may be possible to go over or under the force field created by the canopic jars of force. In addition, if the jars themselves can be located, they have AC 15 and take 5 points of bludgeoning damage to destroy, which will cause the force field to collapse.

The caster requires 15 gp worth of materials for each canopic jar to be created. Half of this cost can be scavenged from the remains of a broken canopic jar. In the event of a spell failure, half of the materials may be salvaged.

Manifestation Two canopic jars.

1 Lost, failure, and patron taint.

2-11 Failure, but the spell is not lost.

- 12-15 The caster creates two canopic jars of force. They can generate a force field between them when set less than 30' apart. The force field can be pushed through by a DC 15 Strength check or collapsed with 20 points of magical damage. It extends in a field 10' high and 5' below the surface on which the jars are set. The force field can last 30 days before burning out.
- 16-17 The caster creates two canopic jars of force. They can generate a force field between them when set less than 60' apart. The force field can be pushed through by a DC 20 Strength check or collapsed with 30 points of magical damage. It extends in a field 10' high and 5' below the surface on which the jars are set. The force field can last 30 days before burning out.
- 18-21 The caster creates two canopic jars of force. They can generate a force field between them when set less than 60' apart. The force field can be pushed through by a DC 25 Strength check or collapsed with 60 points of magical damage. It extends in a field 15' high and 10' below the surface on which the jars are set. The force field can last 60 days before burning out.
- 22-23 The caster creates two canopic jars of force. They can generate a force field between them when set less than 90' apart. The force field can be pushed through by a DC 30 Strength check or collapsed with 120 points of magical damage. It extends in a field 15' high and 10' below the surface on which the jars are set. The force field can last 90 days before burning out.
- 24-26 The caster creates two canopic jars of force. They can generate a force field between them when set less than 120' apart. The force field can be pushed through by a DC 35 Strength check or collapsed with 200 points of magical damage. It extends in a field 20' high and 15' below the surface on which the jars are set. The force field can last 1 year before burning out. The canopic jars that generate the field are partially protected by it and ignore the first 5 points of damage from any attack.
- 27-31 The caster creates two canopic jars of force. They can generate a force field between them when set less than 500' apart. The force field can be pushed through by a DC 40 Strength check or collapsed with 250 points of magical damage. It extends in a field 20' high and 15' below the surface on which the jars are set. The force field can last 2d100 years before burning out. The canopic jars that generate the field are partially protected by it and ignore the first 10 points of damage from any attack.
- 32+ The caster creates two canopic jars of force. They can generate a force field between them when set less than 1,000' apart. The force field can be collapsed with 500 points of magical damage but regenerates 5 hp per night against this total damage. It extends in an indefinite field above and below the surface on which the jars are set. The force field can last indefinitely and never burns out. The canopic jars that generate the field are partially protected by it and ignore the first 25 points of damage from any attack.

- 24-26 The caster targets up to three creatures. Any target that fails its save shrinks to a height of 6 inches and is imprisoned in a cage made of magical force that appears as (roll 1d3) (1) a bottle; (2) a bird cage; (3) a maze. With 10 minutes of work, an intelligent creature outside can easily open the magical cage, releasing the target creature(s). Intelligent creatures can also open the cage to place additional creatures of similar size within it, usually to attack or torture the captured target(s). The force cage otherwise holds the target 1 day per caster level.
- 27-31 The caster targets up to four creatures that must succeed in their saves or become petrified for $1d4+CL$ days. The target creatures can be damaged while petrified by bludgeoning weapons, but they reduce all damage received by 5 points per level or Hit Die possessed. Their weight is increased to 5 times normal while petrified.
- 32-33 The caster targets up to five creatures. The targets must save, or they become held in stasis as with 18-21 above. On the next round, the targets sink $3d10'$ into the ground where they remain so long as are in stasis. Stasis lasts a minimum of $1d6+CL$ days but cannot end until the bodies are somehow recovered.
- 34-35 The caster targets up to six creatures that become frozen in time as in 18-21 above for 1d100 years if they fail their saves. Their bodies are shunted to another but adjacent plane like a faerie land, plane of shadows, or the reflected plane glimpsed within mirrors. They remain there until released from stasis. Even once stasis has ended, they must find some way to re-enter the primary plane if they wish to return to their home.
- 36+ The caster targets up to seven creatures that are immediately sent to a distant plane unless they succeed in their saving throws. Unless some extraordinary means are used to recover them, these targets are lost forever. If a group of PCs is so affected, the judge is encouraged to design adventures that take place on the new and *strange* plane, possibly culminating in their return to the original milieu.



UMWANSH, FATHER OF THE WAVES



The great water elemental Umwansh has servants who gird the oceans. He can bring storms against vessels far at sea or see them safely ashore. He is also the Lord of Many Treasures, who has the pick of those things which have sunken from a thousand ships and a hundred drowned lands into the sea. He appears to mortals as a great blue-green man of whatever size he desires and, often, with a long, wavy beard. Clad in shells and scale, water trickles down his skin, and he smells like brine. Umwansh is attended by lesser elementals of various sizes and abilities.

Umwansh is kin to the other great elemental lords. His relationships with them vary from open animosity, in the case of the Elemental Overlord of Fire, to mutual cooperation with the Lords of the Air. It is said that he has often fallen out with his brother, Moerg, a rather dim-witted Elemental Lord of Earth, over various artifacts they once shared. Those who take Umwansh for their patron must be ever-cautious of the agents of Moerg.

The *patron bond* ceremony to bond with Umwansh must occur near a large body of salt or fresh water.

Invoke Patron check results:

- 12-13 Umwansh grants the caster the ability to breathe salt or fresh water for 2d6+CL minutes. This does not affect the caster's ability to breathe air.
- 14-17 Umwansh grants the caster the ability to breathe salt or fresh water for 2d6+CL hours. This does not affect the caster's ability to breathe air.
- 18-19 Umwansh grants the caster and a number of allies equal to twice the caster's CL the ability to breathe salt or fresh water for 2d6+CL days. This does not affect their ability to breathe air.
- 20-23 Umwansh grants the caster the ability to breathe salt or fresh water for 2d6+CL days. This does not affect the caster's ability to breathe air. If invoked within or adjacent to any large body of water, the Father of Waves will also transport the caster to any point within or adjacent to that body. If the body is less than a mile across, transportation is instantaneous. If the body of water is less than 100 miles across, transportation occurs at a rate of 50 mph. If the body of water is larger, transportation is at 100 mph. The caster must be able to tell Umwansh where he wishes to go, but this can be as vague or precise as the caster desires. The judge interprets vague requests as closely as possible to Umwansh's understanding of the character's desires.
- 24-27 A wave of water sweeps from the caster in a 90-degree arc with the power of a tidal wave. All creatures within 100' of the caster are swept off their feet and washed 2d10 x 10' away, unless they make a DC 30 Strength check. There is a 5 in 6 chance that any creature so swept away will drop any held items. All creatures within 150' along the 90-degree arc take 2d6 damage whether they are swept along or not.

The wave can knock down doors and even small buildings in line with any damage a DC 30 Strength check might be able to do. The wave instantly puts out any flame it touches including magical fires.

- 28-29 As 24-27 above, except that a number of water elementals equal to the caster's CL appear out of the deluge at any affected point or points within 100'. They attack targets as directed by the caster for CL rounds. (See the core rulebook, pages 411-412, for water elemental statistics.)
- 30-31 For a period of CL days, the caster can treat water as though it were another element: earth, fire, or air. The caster can change the element that he is treating a specific source of water as, and he may treat one source of water as one element, while treating another source of water as another. For instance, he may walk on the surface of a lake as though it were made of earth, and then use a puddle to light a torch. He could also walk under a lake without being obstructed by the water more than if it were simply air, but he cannot make other creatures treat water in the same way. For example, he cannot make falling rain act as fire to his enemies or trap swimming creatures by treating a sea as earth himself. Nor can he throw water and make it become as fire for others; however, he could use water to cauterize his own wounds, or to deal with a parasite infecting his own body.
- 32+ The caster is favoured by Umwansh. Umwansh grants use of some specific magical artifact for the span of a single quest or adventure lasting no more than 1 month per CL. The nature of the artifact is determined by the judge, but it should be something useful on the adventure, and the judge is encouraged to allow the caster to ask for some specific item or quality that the item might have. They should also have some connection to oceans or lakes. Examples include a ship that can sail on land as well as the sea, a trident of a forgotten sea god, or a fishing net woven of dead sailor's hair that can hold a demon. Using such an artifact may attract the attention of Moerg, and the caster must make Luck checks at suitably dramatic moments (and at least once per week of use), or the Earth Lord's servants will come and attempt to wrest the item from him. Moerg's default servants are earth elementals, as described on pages 411-412 of the core rulebook, but the judge may devise other servants of Moerg as well.

PATRON TAINT: UMWANSH, FATHER OF THE WAVES

When patron taint is indicated for servants of Umwansh, roll on the following table. When all taints have been gained at all possible levels, it is not necessary to roll any further.

Roll	Result
1	Dripping Moisture: The caster's body becomes moister than is normal for a human to be. When this is first rolled, the caster becomes slightly damp to the touch. When it is rolled a second time, the caster becomes noticeably moist; rivulets of water constantly stream down his skin, and all that he touches is moistened noticeable. When this is rolled a third time, the caster is always drenched as though caught in a heavy downpour, and anything he touches is made damp where it is touched.
2	Salty Brine: When this taint is rolled the first time, the caster takes on a slight sea odor. When rolled a second time, his skin tastes salty, and any effects from <i>dripping moisture</i> above likewise become somewhat salty. When rolled a third time, any water created from <i>dripping water</i> , as above, become salt seawater, and the ocean smell on the caster is easily noted at a distance of 30' or more.

- 3 **Love of Water:** When this patron taint is rolled, the caster finds himself desirous of immersing himself in water on a regular basis. When rolled the first time, each month that the character is not completely immersed in water reduces his Intelligence by 1 until he is immersed, after which the lost Intelligence may be restored as any other ability damage. The second time this is rolled, the character suffers the same penalty but now must be immersed each week to avoid the penalty. The final time this is rolled, the character must be immersed each day.
- 4 **Tidal Pull:** The caster's magic exerts a pull on the tides. Whenever the caster casts a spell near the coast, the tides rise to correspond to his magic use. When this taint is first rolled, the tides rise but an inch per spell level. When this is rolled a second time, the tides rise six inches per spell level. When rolled a third time, the tides rise a foot per spell level.
- 5 **Of the Deep:** The caster gains the ability to withstand the great pressures of the sea's depths. When this taint is rolled a first time, the caster can easily survive at depths of up to 500' so long as he can breathe. When this taint is rolled a second time, the caster can withstand depths of up to 1,000', and his skin turns slightly blue. When rolled a third time, the caster can withstand the pressure and cold of any depth, and his skin turns a deep blue-green.
- 6 **Moerg's Attention:** The caster has gained the jealous attentions of Umwansh's brother-elemental Moerg. When this is first rolled, Moerg sends 1d6 giant ants made of elemental crystals to slay the caster. These ants use the statistics of giant ant workers (core rulebook, page 394), but have an Armour Class of 18 and shatter into infinitesimal mineral shards when destroyed. The second time this is rolled, Moerg sends a primeval slime made of mud and goo, with Hit Dice equal to the caster's CL+2. It has the "sticky" special property and can throw balls of sticky mud at opponents up to 20' away (1d6 damage, Reflex DC 20 or be stuck in place for 1d6 rounds or until a Strength check is made at DC 20). See the core rulebook, pages 423-424 for statistics. The last time this is rolled, Moerg sends 1d5 earth elementals (8 HD each) to slay the caster. See pages 411-412 of the core rulebook for statistics.

PATRON SPELLS: UMWANSH, FATHER OF THE WAVES

Umwansh grants three unique spells, as follows:

Level 1: *Child of the Waves*

Level 2: *Mermaid's Kiss*

Level 3: *Control Water*

SPELLBURN: UMWANSH, FATHER OF THE WAVES

The Father of the Waves is neither cruel nor kind but shifts like water to the necessities he faces. Although he does not seek to cause the caster suffering, he knows well that all things must be paid for to maintain a universal balance. When a caster utilizes spellburn, roll 1d4 and consult the following table or build off the suggestions to create an event specific to your home campaign.

Roll	Spellburn Result
1	The spell is fuelled by the water of the caster's body, leaving him dry and sore. This is expressed in Strength, Agility, or Stamina loss. This cannot be recovered until the caster fully rehydrates.
2	Ocean waters gush from every orifice of the caster's body, lending him occult power but causing great strain to his mortal form. This is expressed as Strength, Agility, or Stamina loss. The caster is also soaked, and all within 10' of the caster are drenched with water.

- 3 Umwansh sustains the caster, granting up to 10 points of spellburn without immediate cost. In return, the caster must sacrifice 10 gp worth of treasure per point of spellburn, by throwing it into the sea or a great lake. The caster has 1 day per caster level to make this sacrifice, or Umwansh will take twice the spellburn, randomly selecting each point from (roll 1d3) (1) Strength, (2) Agility, or (3) Stamina.
- 4 Moerg intercedes, wracking the caster with pain (expressed as Strength, Agility, or Stamina loss), but granting only half the benefit of the spellburn, rounded up.

Child of the Waves

Level: 1 (Umwansh)	Range: Self or more	Duration: 1 turn per caster level	Casting time: Action	Save: None
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General This spell allows the caster and possibly one or more allies to adapt to conditions on and below the water.

Manifestation Roll 1d3: (1) the skin of those affected becomes covered with small silvery scales and gills on their necks (if they gain the ability to breathe water), (2) those affected appear as mermen or mermaids while within the water, gaining a single fish-like tail with wide flukes, or (3) no outward manifestation.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 The caster gains the ability to use 1d20 on any checks to swim, regardless of his occupation, and is able to hold his breath when submerged for up to Constitution x 5 minutes before needing to surface for air. The spell lasts 30 minutes per caster level.

16-17 The caster gains the ability to use 1d20 on any checks to swim, and further gains a 30' swim speed. He is able to breathe salt or fresh water. These effects last 30 minutes per caster level.

18-21 As 16-17, above, but the spell last 1 hour per caster level.

22-23 As 18-21, above, but the spell affects both the caster and all allies within 10' at the time the spell is cast.

24-26 As 22-23, above, but the caster and allies can use 1d24 for swim checks and gain a swim speed of 40', and the spell lasts 2 hours per caster level.

27-31 As 22-26, above, but the caster and allies gain a 50' swim speed, and the spell lasts 3 hours per caster level.

32+ As 27-31 above, but the caster and allies can use 1d30 on checks to swim, and can leap up to 15' out of the water like a dolphin. Further, these effects last a full day per caster level.

Mermaid's Kiss

Level: 2 Range: Touch Duration: Varies Casting time: Action Save: None
(Umwansh)

General By kissing a target, the caster confers upon it the ability to breathe both fresh and salt water, removing all chance of drowning. How long this lasts depends upon the spell check result.

Manifestation Roll 1d8: (1-5) no outward manifestation, (6) eyes turn green or blue (equal chance of each), (7) hair turns green or blue (equal chance of each), (8) skin turns silvery-green.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but the spell is not lost.

16-17 Spell lasts 1d6+CL rounds.

18-21 Spell lasts 3d6+CL rounds.

22-23 Spell lasts 5d10+CL minutes.

24-26 Spell lasts 3d30+CL minutes.

27-31 Spell lasts 3d6+CL hours.

32-33 Spell lasts 3d6+CL days.

34+ Effect is permanent.

Control Water

Level: 3 Range: Varies Duration: Casting time: Save: Fort partial (sometimes)
(Umwansh) Varies Action

General The caster creates or manipulates water to hinder or harm his enemies or to protect himself and his allies from damage. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options, with every successful casting choosing from potentially weaker, but more useful, effects.

Manifestation Roll 1d4: (1) caster's eyes wash with liquid blue and green light, (2) caster's body becomes soaked with warm water that does not harm his equipment and dries when the spell ends, (3) water erupts from the earth to form the caster's creations, or (4) thick condensation appears everywhere within 50' of the caster.

1 Lost, failure, and patron taint.

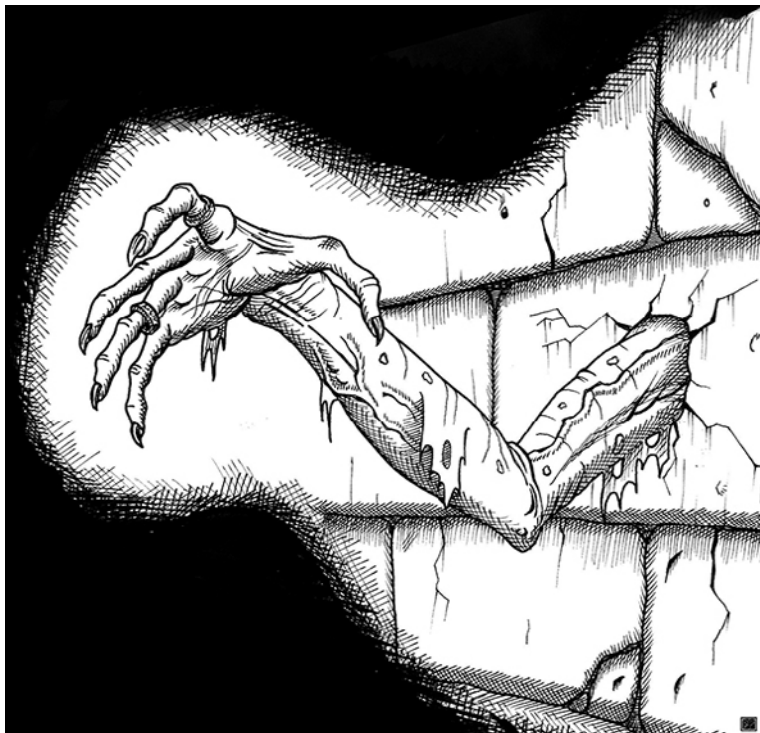
2-11 Lost, failure.

12-15 Failure, but the spell is not lost.

- 16-17 The caster blasts an area 40' in diameter with a surge of water, causing 2d6+CL damage (Fort save for half) and requiring creatures to make a Reflex save to keep their footing. Any creature that fails this save is also washed back 1d30 feet by the waves.
- 18-21 The caster is able to create a passage in water, 5' wide per caster level and 30' long per caster level, in water up to 50' deep. The passage stays open for 1d20+CL minutes, or until the caster wills it to close.
- 22-23 The caster produces fist-like manifestations of water that can strike targets up to 25' + 5' away per CL, attacking with a bonus equal to 3+CL, and inflicting 1d8 points of damage on each successful strike. The caster may make two such fists, and the caster can cause each to attack as part of the same action, even if they attack widely separated targets. These fists collapse into normal water after 1d6+CL rounds.
- 24-26 The caster can create a wall of water up to 60' away. The wall is 20' high and 15' long per caster level or ring-shaped with a radius of 10' plus 5' per CL. The rushing waters within the wall stop normal and magical missiles unless they are hurled by a siege engine or similar device. Creatures can attempt to push through the wall of water, but they take 1d6 points of damage per caster level per round of attempt, and each round they must make a Fort save to succeed in pushing through.
- 27-31 The caster can create a membrane of water around a creature within 50' that lasts for 1d8+CL minutes. The creature must succeed in a Fort save or immediately begin to drown; otherwise, the creature can hold its breath for 1 minute per point of Stamina or half this time if it is exerting itself. Once a creature starts to drown, it must make a Fort save each round. If it fails three Fort saves, it passes out, and it dies 1d3 minutes later if no help is forthcoming. (Recovering the body applies as normal.)
- 32-33 The caster can create any *two* of the effects listed above, and any damage is increased by 1 die.
- 34-35 The caster can cause a flood to occur, affecting an area of up to 50' in diameter. The range is any location within sight of the caster (including magical scrying). All creatures caught in the flood suffer 5d10 points of damage from being bashed around by the swirling waters, and creatures that cannot swim suffer the risk of drowning. The flood remains in place for 1 hour per CL, and then the water drains according to the natural drainage patterns in the area where the flood occurred.
- 36+ The caster creates a great wave that ravages the landscape, destroys buildings, floods fields and crops, and otherwise causes havoc. The wave occurs in a region 50 square yards in size per CL and can be made to appear in any location up to 1 mile from the caster. It then moves in a random direction every round for 1 hour per caster level, causing 10d10 points of damage to all creatures and objects caught therein. Living creatures caught in the wave must make a Fort save or drown. At the end of the spell's duration, the water sinks down, quite likely creating a gigantic mud hole or morass, or possibly a new lake, depending upon where the wave ends.
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THE ARM OF VENDEL RE'YUNE

Deep in the Hellraker Mines is a small octagonal room containing a plain stone fountain. Projecting from one of the walls is a rotted, semi-petrified humanoid arm (from the shoulder to skeletal fingertips). Of the information gleaned by scholars from those that have braved Hellraker and returned, the arm is believed to belong to the sorcerer Vendel Re'Yune, a powerful force in the Wars of Chance. Re'Yune is said to have challenged the very gods, who responded by altering the path of his last dimensional sojourn -- unfortunately, being immortal did not save the upstart sorcerer. He is believed to have lived on in a constant state of painful death trapped within a stone wall. Though rumors persist that the arm has appeared in other places under other circumstances, what is known by a very few is that Re'Yune grants highly volatile but puissant powers to those that enter his service.



It is speculated that the only extant *patron bond* spell for the Arm is located in the bowl of the fountain where it is first encountered, and that a gallon of human blood (approximately the volume in a human body) must be emptied into the fountain for the spell to function. It is rumored that, when the Arm of Vendel Re'Yune is invoked, it appears near the location of the caster, but no one knows whether the Arm exists in more than one place or moves to the location of the *patron bond* spell.

Invoke Patron check results:

- 12-13 Vendel Re'Yune's unending pain bubbles to the surface of the caster's psyche. A bolt of pure pain shoots out at the nearest enemy causing the victim such intense pain that he or she collapses for 1 round (Will DC = Spell Check). The caster experience similar pain to a lesser degree (-2 to all d20 rolls for 1d3 rounds).
- 14-17 As above, but the pain bursts out of the caster in a wave stretching to a 30' radius. All caught in this wave must make a Will Save (DC = Spell Check) or collapse in excruciating pain for 1d4 rounds. Once the fit ends, the victims are at -2 to all d20 rolls for 2d3 rounds. The caster experiences the same effects; however, there is no save, and he or she receives a patron taint.
- 18-19 As above, but the wave of pain has a chance to kill. On a natural 1 on the Will save, the victim dies at the end of the initial duration. The wave of pain extends for a 60' radius and the initial collapse duration increases to 2d3 rounds. The caster experiences the same effects without a save and receives a patron taint.
- 20-23 Through pain is power. The caster must let a quart of blood (4 hp damage and 1d4 STR, STA or AGI damage - caster's choice) to receive a +10 on his or her next spell check.

- 24-27 The Arm of Vendel Re'Yune bestows a killing touch. The caster can make up to three touch attacks in the next 2d4 rounds. Each requires a Will Save (DC=Spell check). Those that fail the check collapse in pain and die when the duration expires. Those that pass the check collapse in excruciating pain for 1d3 rounds. The caster receives a patron taint.
- 28-29 The mind heals the body under intense pain. The caster collapses in an all-body pain for 1d3 rounds. At the end of this time, he or she is healed 2d4 hit points. The caster can roll a free save (at the original DC) to cure any lingering effects of diseases or poisons that currently affect him or her. (This means that a disease or poison will not continue to affect the caster; Any effects previous to casting are not healed).
- 30-31 Pain clarifies the body with protection from outside influences. The caster collapses in excruciating pain for 2d4 rounds. Afterwards, he or she is healed 4d4 hit points. Lingering effects of poison and disease effects are cured. Additionally, the caster heals 1 point of temporary ability damage (caster's choice -- cannot be used to heal spellburn damage).
- 32+ As above, but the caster collapses for 2d6 rounds and is healed 8d4 hit points. Poison and disease effects are cured, and the caster is healed of all ability damage except spellburn damage. The caster receives a patron taint.

PATRON TAINT: THE ARM OF VENDEL RE'YUNE

Though Vendel Re'Yune uses his servants to escape from his painful, endless existence, he is also consumed by a vengeful rage that manifests when one of his servants is tainted.

Roll	Result
1	Pain courses through the servant's body. The first time this result is rolled, the caster collapses in intense pain every time a spell is cast. The fit lasts for 1 round. The second time this result occurs, the caster collapses as described above, and then receives phantom pains 1d3 times per day per spell cast with the same effect. The third time this result is rolled, the caster is in a constant state of barely endurable pain. This causes the caster to move at half speed and take -2 to all physical checks. The caster can temporarily ignore the pain by making a Will save (DC 17). This allows the caster 1d3 rounds of painless existence and can be attempted up to 3 times per day.
2	The caster's arm becomes partially paralyzed. The first time this result is rolled, the caster's left arm becomes paralyzed for 1d3 rounds each time a spell is cast. The second time this result is rolled, the caster has 1d3 additional random bouts of paralysis for each spell cast in a day. The third time this result is rolled, the caster's left arm remains paralyzed permanently.
3	The caster becomes displaced momentarily in time and space. The first time this result is rolled, the caster's form flickers in and out of existence for 1d3 rounds. The effect of this is that the caster cannot cast spells or otherwise manipulate the physical world. The second time this result is rolled, the caster's form displaces from reality for 1d4 hours. During this time, the caster has no sense of his or her own existence, though he or she does exist in a semi-dimensional state. The third time this is rolled, in addition to the original effects each time a spell is cast, the caster experiences 1d3 additional incidents of disjunction from reality per day.
4	Madness seizes the caster for a short time. The first time this result is rolled, the caster falls into a fugue state for 1d3 turns each time a spell is cast. In this state, the caster can only take actions if they are described by a compatriot (though anyone can suggest actions by the caster, as per the <i>suggestion</i> spell).

The second time this result is rolled, the caster experiences fugue states as above but only for 1d3 rounds each time a spell is cast. Once the fugue state wears off, the caster remains in a paranoid maniacal state for 1d3 hours in which he or she flees from friends and enemies alike. If the caster cannot flee, he or she fights like a cornered rat. The third time this result is rolled, the caster experiences a fugue state for 1d3 rounds after casting a spell and randomly experiences maniacal states 1d3 times per day. The caster may make a Will save DC 26; otherwise, the state last for 1d5 hours each.

- 5 The caster is seized with the desire to free his or her master. The first time this result is rolled, the caster must make a Will Save (DC 15) each time a spell is cast or spend a full hour thinking of strategies in which Vendel Re'Yune might be freed from his curse. He or she can engage in no other actions besides moving at half speed. The second time this result is rolled, the caster must make a Will save (DC 22) at the beginning of each day. On a failure, the caster spends the day researching possible cures: spending 2d100 gp for rare texts, consultations with sages, etc.. The third time this result is rolled, the caster will engage in no long-term actions that don't directly relate to freeing his master, including spending any amount of gold to see the work done.
- 6 The caster is teleported to a random location. The first time this result is rolled, the caster is teleported to a location 1d6x10 feet from his or her current position. If the caster encounters a solid object, he or she takes 1d4 damage and appears in the closest open area. The second time this result is rolled, the caster is randomly teleported as above 1d3 times per day. The third time this result is rolled, the caster is teleported 1d100 miles from his her current location. On a second 1d100 roll, if the caster rolls a 99-00, he or she appears inside a solid object and is immediately killed. On a roll of 95-98, the caster ends his or her teleport 2d6x10 feet from the ground.

PATRON SPELLS: THE ARM OF VENDEL RE'YUNE

The Arm of Vendel Re'Yune grants three unique spells, as follows:

Level 1: *Touch of the Damned*

Level 2: *Stolen Breath*

Level 3: *Dimensional Push*

SPELLBURN: THE ARM OF VENDEL RE'YUNE

The Arm of Vendel Re'Yune teaches the caster a set of rituals and alchemical mixtures that can increase magical power at the expense of the caster's body.

Roll Spellburn Result

- 1 The caster recites a short ritual and swallows an iron-based powder. He or she immediately begins bleeding from the eyes. This condition lasts for 2d4 rounds and causes 1 hit point of damage due to blood loss. The caster can stop the blood loss by taking a second compound. For every hit point of blood sacrificed, the caster need not sacrifice a point of ability damage. This hit point damage cannot be magically healed.
- 2 The caster summons the Arm of Vendel Re'Yune with a ritual. The Arm appears to jut from the nearest vertical face (e.g., a wall, tree, or even a nearby creature). Strange energies emanate from the skeletal fingers drawing out the caster's Personality instead of physical attributes.

For every point of Personality sacrificed, the caster gains a +2 to his or her next Spell Check. Personality damage cannot be magically healed.

- 3 A short ritual puts the caster into a meditative reverie which causes intense pain in all of his or her extremities for the length of time it takes for ability damage to heal. During this time, the caster moves at half speed and cannot naturally heal hit point damage.
- 4 A short ritual and an injection of a poisonous mixture immobilize the caster's left side. After 1 round, the caster makes a Fortitude save (DC = 10+ability points sacrificed). If passed, the caster can move again, albeit with great concentration (-2 Initiative). If failed, the paralysis lasts until the ability points are healed. Paralyzed casters move at 1/4 speed and always act last in initiative order.

Touch of the Damned

Level: 1	Range: Touch	Duration: 1d4+CL rounds	Casting time: 1 round	Save: Fortitude
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General	The skin of the caster's left arm withers, petrifies and burns with an unholy light. For a time after casting, the caster's touch causes a variety of pain-induced effects.
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Manifestation	As above
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	The touch of the caster causes one man-sized or smaller creature brief and intense pain. The victim suffers brief paralysis and drops anything that's held. This attack disrupts all actions and causes spells to fail. On a failed Fort save, the caster also loses the spell.
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16-17	As above, but for 1d4 rounds, the victim is rigid with pain. He or she can take no other actions other than moving at 1/4 speed.
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18-21	As 12-15, but affects creatures of any size.
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22-23	As 16-17, but affects creatures of any size.
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24-26	As above, but the victim is also drained of 1 Str or Agi (caster's choice). Painful rigidity lasts for 2d4 rounds.
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27-31	As above, but the victim is drained of 1 Str and 1 Agi. Rigidity lasts for 1d4 minutes.
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32-33	As above, but painful rigidity lasts for 1d4 hours.
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34-35	As above, but the victim is drained of 1d3 Str or Agi (caster's choice)
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36+	As above, but the victim is paralyzed until the effect is dispelled.
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Stolen Breath

Level: 2 Range: Touch Duration: Varies Casting time: 3 rounds Save: Fortitude

General The wizard's touch causes painful breathing and may steal breath entirely from an opponent for a short time.

Manifestation Roll 1d6: 1) A boiling red cloud of fog emits from the victim's mouth and nose; 2) A pliable, clear membrane appears over the victim's face, sucking in as the victim attempts to breathe; 3) Bugs, worms and other squirmy creatures pour from the victim's mouth and nose; 4) The victim's eyes and skin weep blood as he or she struggles to breathe; 5) A disconnected semi-corporeal skeletal hand appears and closes on the victim's throat, leaving visible red welts for 1d3 days; 6) An invisible rope tightens around the victim's throat, apparent only by the striations appearing on the victim's neck.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 At the wizard's touch, the victim begins to have trouble breathing (Fort DC=Spell Check). This manifests as debilitation: ½ movement speed, -2 to all physical checks, and loss of 1d3 non-lethal hit points per round. If the victim reaches 0 hp, he or she falls unconscious for 1d3 rounds. This effect lasts for 1d3+CL rounds.

16-19 As above, but the effects are intensified. The victim cannot breathe at all for 1+CL rounds and can take no other actions other than struggling to breathe. Instead of non-lethal hit point damage, the victim loses 1d3 hit points per round.

20-21 As above, but the effects last for 1d3+CL rounds. In addition to the hit point damage, the victim takes 1 Sta damage per round. If the victim's Sta reaches 0, he or she falls unconscious until Sta is healed to 3.

22-25 As above, but the effects last for 1d6+CL rounds.

26-29 As above, but the victim takes 1d4 temporary Sta damage per round but does not take hit point damage. The victim receives a Fort saving throw every round to force air into his or her lungs.

30-31 As above, but the victim takes a -4 to every subsequent saving throw after the first.

32-33 As above, but the victim receives no saving throw after the first.

34+ As above, but if the victim's Sta reaches 0, he or she dies.

Dimensional Push

Level: 3 Range: Touch Duration: Instant Casting time: 3 rounds Save: Reflex

General The wizard unleashes the vengeful power of Vendel Re'Yune to shove his or her enemies through, and sometimes into, solid objects.

Manifestation Roll 1d6: 1) A bright flash of light and crack of thunder; 2) A giant rotting protoplasmic hand grabs the opponent, who briefly disappears; 3) Multiple images of the opponent flash into and out of existence along the path of the push; 4) The opponent disappears in a blast of dust; 5) The image of the opponent being pushed remains for several seconds moving in slow motion; 6) The opponent's skin remains after the push, empty of viscera, blood and organs. It collapses after 1 round into a stinking mess.

1 Lost, failure, and patron taint

2-11 Lost. Failure.

12-15 Failure, but spell is not lost

16-17 The wizard pushes an opponent with the force equal to his or her Str x2. The opponent takes 1d4 non-lethal damage, flies directly away from the touch 5' for every Str point over the opponent's save. If the opponent encounters one or more solid objects in this path, he or she takes 3d6 damage, and it is evident that some of the opponent's skin has merged with the solid object. If the opponent's path ends inside of a large solid object (wall, stone idol, etc.), he or she reappears at the edge of the object.

18-21 As above, but the wizard pushes with a force equal to his or her Str x4. The opponent takes 1d6 non-lethal damage from the push and 3d6 damage for *each* solid object encountered.

22-23 As above, but if the opponent ends the forced movement inside of a large solid object, he or she reappears at the edge of the object with one limb trapped inside the object. This deals an additional 3d6 damage and the opponent cannot move.

24-26 As above, but the wizard may direct the opponent's movement, regardless of where the opponent is touched. This movement must be in a straight line.

27-31 As above, but the wizard may direct the opponent's movement, which may make up to 1 90-degree turn.

32-33 As 24-26, but if the opponent ends his or her movement inside of a solid object, he or she remains inside the object. The opponent loses 1d3 Stamina per round until killed.

34-35 As above, but the opponent remains in a "half-corporeal" state trapped inside of a solid object. This effectively keeps the opponent alive but in unending pain until freed.

36+ As above, but the opponent's semi-corporeal state makes it impossible to be freed by normal means. It requires powerful magic to bring the opponent back to a corporeal state.

YAN OSHOTH, REVERED ANCESTOR

From among your ancestors, the spirit of Yan Oshoth reaches across time and space to bring glory to your family name! In turns poet, statesman, and warrior, Yan Oshoth is the greatest of the honored departed your family still lights candles to in prayer and remembers on the Day of the Dead. He will grant you guidance, wisdom, and knowledge. In your direst need, he may even grant you his warrior's arm.

Yan Oshoth does not care where his ceremony is performed, but he does care that you are a member of his bloodline. No one outside the family, by blood or marriage, can be bonded with Yan Oshoth. Note that this almost certainly excludes elves, unless through marriage or a blood brother spell (see below). While even an orphan may learn that the exalted blood of Yan Oshoth flows in his veins, this is not a patron to select unless the player wishes to deal with family matters.



Invoke Patron check results:

- 12-13 An apparition of Yan Oshoth appears before the caster. The caster may ask one question of the spirit, and it will answer briefly but truthfully. Should the judge desire, the spirit may also prophesy, giving needed information for a current or upcoming adventure. Questions are seldom answered in a cryptic way, but Yan Oshoth often uses poetry and riddle to prophesy.
- 14-17 Yan Oshoth guides the caster's words or actions, giving a total +6 bonus that may be divided between up to six rolls in the next 24 hours.
- 18-19 Roll 1d4. For the next 24 hours, the caster gains the result as a bonus to all skill checks.
- 20-23 Roll 1d5. For the next 24 hours, the caster gains the result as a bonus to all saving throws.
- 24-27 Roll 1d6. For the next 24 hours, the caster gains the result as a bonus to all attack and damage rolls.
- 28-29 The mind of Yan Oshoth opens to the caster, and the caster may ask a number of questions equal to his CL. Yan Oshoth will answer as best he can. Being of the spirit world, Yan Oshoth's knowledge is broad but not infinite.

- 30-31 Roll 1d7. For the next 24 hours, the caster gains the result as a bonus to all skill checks, saving throws, and attack rolls.
- 32+ Yan Oshoth possesses the caster's body, guiding the caster's actions in the way most beneficial to his ends. The caster can fight as a warrior, with a d10+1 Deed Die, using any Action Die to attack. He is treated as though he had a background in diplomacy, history, and poetry for skill checks, and he gains a +3 bonus to checks involving Intelligence or Personality. The caster may maintain this possession for as long as he desires, but at the beginning of every three hours (or portion thereof, including when this result first comes into play), the caster must make a Will save, or Yan Oshoth will put the caster to slumber within his own mind, and walk off with the body for his own purposes. The starting DC for this save is 10, but it goes up by +2 every time it is made, so that it is DC 12 after three hours, DC 14 after six hours, and so on. If Yan Oshoth walks off with the body, he departs it after 1d5 months of possession; the caster awakes to find himself in whatever place and condition Yan Oshoth left him. It need not be a safe place nor a good condition, but the caster's body will at least be alive.

PATRON TAINT: YAN OSHOTH

As a patron Yan Oshoth greatly increases a caster's ties to the spirit world and to the caster's family bloodline. No matter how spectacular the caster, it is the family that Yan Oshoth serves, and it is the family Yan Oshoth wishes to protect. More than one of these taints may allow Yan Oshoth to possess the caster; use the information for a result of 32+ for the effects of such a possession. If the judge has a specific motive for Yan Oshoth, he uses the caster's body as long as necessary to fulfil that motive. Otherwise roll 1d6, modified by the caster's Luck score: (0 or less): possession lasts 1d5 months; (1) possession lasts 1d5 weeks; (2) possession lasts 1d5 days; (3) possession lasts 1d5 x 10 hours; (4) possession lasts 1d5 hours; (5) possession lasts 1d5 x 10 minutes; (6) possession lasts 1d5 minutes; (7+) possession lasts 1d5 rounds. Once all taints at all levels have been gained, there is no need to roll any further. In addition, the spirit of Yan Oshoth intercedes to prevent further minor and major (but not greater) corruption.

Roll Result

- 1 Having so much to do with the dead places the caster partially in the spirit world. When this is first rolled, the caster's complexion pales and gives him an ashen pallor. The second time this is rolled, spirits notice the caster and begin to pay attention to him more than to others. Depending on the spirit, this may be good or bad. When this is rolled a third time, the caster can actually peer into the close portions of the ether and can so discover spirits and ghosts that are otherwise hidden from the sight of men. Undead creatures demonstrate a marked preference for targeting the caster, however, and spirits are not always friendly.
- 2 The caster finds himself compelled to light candles in honor of Yan Oshoth. At first, the demands are small, and the caster must light a candle in a sacred place but once each year. If this taint is rolled again, the caster finds himself compelled to light a candle dedicated to Yan Oshoth in a sacred place once each month. When this taint is rolled a third time, the frequency rises to once each day, but the candle may be lit anywhere. If the caster fails to do this, Yan Oshoth may end the relationship, require some service in compensation, or even possess the caster, depending upon the circumstances.
- 3 As the caster becomes more entwined with the world of the dead, he becomes compelled to sympathize with the newly departed. When this patron taint is rolled, the caster must apologize to those he has slain (whether intelligent or not) as soon as it is convenient. When this taint is rolled a second time, the caster may not speak ill of the dead, even a dead enemy, or he will suffer a permanent -1 penalty to Luck.

The judge determines what qualifies, and the caster is cautioned to watch his words. When this taint is rolled a third time, the caster gains a strong distaste for despoiling the dead and cannot do so without making a successful DC 10 Will save. Even if he could, he must make a penance equal to at least 10% of the wealth so gained. If this is not done within a period of 1 week, he suffers a permanent -1 penalty to Luck.

- 4 As the caster calls upon Yan Oshoth, his voice begins to take on the rich timbre of that revered ancestor. When this is rolled the first time, the caster's voice becomes richer and more melodic. When rolled a second time, the caster's voice becomes even more captivating and pleasant to hear, and his handwriting becomes handsome and graceful calligraphy. He gains a poetic turn of phrase that people like to hear or read. These combine to give the caster a +1 bonus to Personality. If this is rolled a third time, the caster gains another +1 bonus to Personality. These bonuses are not only lost, but reversed, if the caster's relationship to Yan Oshoth is ever severed – his voice becomes as the croaking of a toad, and his penmanship all but unreadable.
- 5 The caster owes something to his family, and Yan Oshoth wants this debt repaid. From attending a sister's wedding to discovering what is killing the pigs on the family farm, nothing is too humbling in the service of one's kin. Perhaps the caster need merely be present on a particular day, to change his great niece's diaper or to prevent a distant cousin from falling off the roof. There might also be sinister forces at work requiring the caster's presence. Such things are shrouded in obscurity and the whims of the judge. When this taint is first rolled, the service takes a day to perform and requires no more than a week's travel. When this taint is next rolled, the service may require up to a month of travelling and up to a week to perform. When this taint is rolled a third and last time, the service may take up to a month to perform and may require up to three months of travel. Failure in any of these tasks severs the relationship to Yan Oshoth, who will seek a more worthy scion of the bloodline.
- 6 The caster owes an even more direct debt to the bloodline of Yan Oshoth. When this patron taint is first rolled, the caster must seek out a suitable mate, woo him or her, and marry. When this is rolled a second time, the caster must bring a child of the bloodline into the world. This taint can be rolled until the caster has seven living children, and each child reduces the time he or she can spend adventuring by one month each year (excluding adventures at the prompting of Yan Oshoth excepted, of course).

PATRON SPELLS: YAN OSHOTH

Yan Oshoth grants three unique spells, as follows:

Level 1: *Blood Brother*

Level 2: *Ancestral Voices*

Level 3: *Strength of the Family*

SPELLBURN: YAN OSHOTH

The individual is not important to Yan Oshoth – only the family matters. This is reflected when the caster utilizes spellburn. Roll 1d4 and consult the table below, or build off the suggestions to create an event unique to your home campaign.

Roll	Spellburn Result
1	Yan Oshoth attempts to possess the character; the effort of fighting this possession attempt off is expressed in Strength, Agility, or Stamina loss. The character can choose to simply accept the possession; there is no direct cost for spellburn in this case, but Yan Oshoth possesses the character for 1 hour per point of spellburn used once the spell is cast. The results of this may be more dire than the cost of spellburn, at the judge's discretion.
2	A conduit is opened between the caster and others of his family. His sacrifice is used to aid and comfort mothers in labor, frightened children, wounded fighting-men, and others beyond the caster's reckoning. This is expressed in Strength, Agility, or Stamina loss.
3	The many make the individual strong. A conduit is opened between the caster and others of his family, and strength pours <i>into</i> the caster from this source. The caster may choose to spend up to 10 points of spellburn at no immediate cost; however, accepting this aid creates a family obligation that the caster must fulfill: a funeral or wedding to attend, a lavish gift to bestow, an apprentice to take, a godchild to accept, or whatever else the judge may determine. Failure to fulfill this obligation within the time set (determined by the judge) causes Yan Oshoth to take twice the spellburn granted at a time of his choosing. If the spellburn is requested as part of a selfless mission to aid family members, the judge may forego this cost.
4	The caster experiences a vision of his bloodline going back through the ages, unto the days of skin-clad savages huddled around a fire in a cave, frightened of the cold and the dark. This vision is profound, causing the caster to lose some sense of self. The spellburn is taken from Intelligence or Personality rather than from physical stats.

Blood Brother

Level: 1	Range: Touch	Duration: Permanent	Casting time: 1 round	Save: None
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General	This spell allows the caster to mingle his blood with another and make that creature a member of his family. This may create an even stronger bond with the caster. The creature need not be of the same species as the caster, but it must be sentient and willing, and it needs to understand what it is doing or the spell automatically fails. Both the caster and the target must cut themselves for 1 point of damage and mix the blood where the wounds come into contact.
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Manifestation	Roll 1d8: (1) the target takes on the caster's eye color; (2) the target takes on the caster's hair color; (3) the target takes on the caster's skin color; (4) the target's features alter to look more like the caster's; (5-8) there is no outward manifestation.
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1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-17	A basic blood bond is achieved. The target is considered a member of the family, and can be the target of a <i>patron bond</i> spell to bond with Yan Oshoth.

- 18-23 A stronger blood bond is achieved. In addition to the effects above, the caster and target can always sense when the other is in trouble and can get some sense of the direction and distance that the other is at. When within sight of each other, they gain a limited ability to sense each other's emotions, and this is strong enough for one to automatically determine whether or not a mind-influencing effect has taken hold of the other.
- 24-31 A strong blood bond is achieved. In addition to the effects above, the target can share spellburn with the caster within a range of 200'. The target need not be consulted and need not agree. Divide the effects of any shared spellburn in half, with the caster taking any remainder. If the caster has more than one *blood brother* in range, he can divide spellburn equally between any or all of them, taking any excess damage himself.
- 32+ A perfect blood bond is achieved. In addition to the effects above, the target and caster can communicate telepathically so long as both are on the same plane. Whenever they are within 5,000' of each other, any damage either takes is divided equally, with any remainder taken by the character who actually took the damage. For example, if the caster takes 5 points of damage from a dagger cut to the hand, the caster would take 3 points and the target 2, and the cut would appear on both characters' hands. Note that this means that spellburn over 1 point *must* be shared with the blood brother. If the caster has more than one *blood brother* in range, he *must* divide damage equally between all of them, taking any excess damage himself.

Ancestral Voices

Level: 2	Range: Caster	Duration: Varies	Casting time: Action	Save: None
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General	The caster creates a link to his ancestors, and hears their voices. Depending upon the spell check result, they may offer advice, answer questions, or aid the caster in his spell casting.
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Manifestation	As per spell check result
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-15	Failure, but spell is not lost.
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16-17	The caster dimly hears ancestral voices prophesying some event or events, as determined by the judge. The judge is encouraged to use this result to foreshadow potential future adventures, or to give important information to the caster.
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18-21	The caster can hear the voices of his ancestors offering aid in some task. The caster gains his CL as a bonus to a number of d20 die rolls equal to his CL, which must be used within 1 minute before the voices fade.
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22-23	Ancestral voices offer advice to the caster. The caster may ask three questions that can be answered with a single word, and the ancestors will answer them correctly. Ancestral advice also grants the caster a +1 bonus to all d20 rolls for 10 minutes or until the last possible question is asked and answered. The spell then ends.
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- 24-26 Ancestral voices offer advice to the caster. The caster may ask three questions that can be answered with a short phrase of up to a dozen words, and the ancestors will answer them correctly. The answers may be cryptic. The ancestors do wish to answer fairly, but differences in modes of speech over the ages or the caster's lack of critical information can make the ancestors' answer obtuse. Ancestral advice also grants the caster a +2 bonus to all d20 rolls for 10 minutes or until the last possible question is asked and answered. Then the spell ends.
- 27-31 Ancestral voices offer advice to the caster. The caster may ask five questions that can be answered with a short phrase of up to a dozen words, and the ancestors will answer them correctly. The answers may be cryptic. The ancestors do wish to answer fairly, but differences in modes of speech over the ages or the caster's lack of critical information can make the ancestors' answer obtuse. Ancestral advice also grants the caster a +4 bonus to all d20 rolls for 10 minutes or until the last possible question is asked and answered. Then the spell ends. If the caster desires, he may choose to forgo one or more questions to gain an additional +2 bonus to a d20 check that stacks with the +4 bonus. More than one question can be sacrificed to increase this bonus.
- 32-33 As above, but the caster may ask 5+CL questions.
- 34+ The ancestors wish to speak a spell through the caster's lips. Roll 1d5: (1-4) the spell is a wizard spell; (5) the spell is a cleric spell. Roll 1d7: (1-4) the spell is 1st level; (5-6) the spell is 2nd level; (7) the spell is 3rd level. Once the spell type and level is determined, determine the actual spell randomly. The caster may hold the spell for as long as he does not speak. As soon as he speaks, he must either cast the spell or let it go. If the spell is cast, roll 1d8 + spell level to determine the spell check modifier...the caster's modifier is *not* used. If the caster chooses to let the spell go, he must roll 1d20 and achieve a result equal to or under his current Luck, or the spell energy causes a backlash doing 1d3 damage per spell level to the caster and all within 10' as the spell dissipates.

Strength of the Family

Level: 3	Range: Caster	Duration: Varies	Casting time: Action	Save: None
General	The caster calls upon his family to gain healing, strength, and other benefits. Although each benefit comes by taking the same bonuses from members of the caster's family, the cost for the benefits is spread out so much that this is usually unnoticed.			
Manifestation	As per spell check.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-15	Failure, but the spell is not lost.			
16-17	The caster immediately gains 1d6 hit points. This can cause his hit point total to exceed his normal hit points, but once lost these extra hit points cannot be healed.			
18-21	The caster immediately gains 2d6 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +1 bonus to all d20 rolls for a period of 1d6 rounds.			

- 22-23 The caster immediately gains 3d6 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +2 bonus to all d20 rolls for a period of 3d6 rounds.
- 24-26 The caster immediately gains 3d8 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +2 bonus to all d20 rolls for a period of 3d6 rounds. Any one disease or poison the caster is suffering from is purged as the family's combined immune systems overpower it.
- 27-31 The caster immediately gains 3d10 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +2 bonus to all d20 rolls for a period of 3d6 rounds. All diseases and poisons the caster is suffering from are purged as the family's combined immune systems overpower it.
- 32-33 The caster immediately gains 3d10 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +2 bonus to all d20 rolls for a period of 3d6 minutes. He recovers 1d4 points of temporary ability score damage *unless* that damage was caused by spellburn when casting this spell. All diseases and poisons the caster is suffering from are purged as the family's combined immune systems overpower it, and the caster becomes immune to diseases and poisons for as long as his bonus to d20 rolls lasts.
- 34-35 The caster immediately gains 3d12 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +3 bonus to all d20 rolls for a period of 5d6 minutes. He recovers all temporary ability score damage *unless* that damage was caused by spellburn when casting this spell. All diseases and poisons the caster is suffering from are purged as the family's combined immune systems overpower it, and the caster becomes immune to diseases and poisons for as long as his bonus to d20 rolls lasts.
- 36+ The caster immediately gains 3d14 hit points. This can cause his hit point total to exceed his normal hit points, but once lost, these extra hit points cannot be healed. The caster also gains a +4 bonus to all d20 rolls for a period of 1d3 hours. He recovers all temporary ability score damage *unless* that damage was caused by spellburn when casting this spell. All diseases and poisons the caster is suffering from are purged as the family's combined immune systems overpower it, and the caster becomes immune to diseases and poisons for as long as his bonus to d20 rolls lasts. Once per caster level during this time period, he may choose to completely ignore one attack (or similar effect), which is instead absorbed by the family, but when the last of these options is used, the immunity to diseases and poisons, and the bonus to d20 rolls, ends with it.

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