

Porphyra



Races of Porphyra: Erkunae
Perry Fehr



COMPATIBLE WITH
**DCC
RPG**

Erkunaae

You are of an ancient, corrupted humanoid race with pointed features and pale skin, somewhere between elf and man. You have the taint of creatures from other dimensions in your blood. You hail from a bizarre city that covers most of a large island that was the center of a grand empire in ages past, but is now slowly sliding into decadence. You seek to prove yourself to the ancient powers of pure Chaos, which gave boons to your ancestors in the dawn of time. You are able to call on the primal forces of nature and Chaos, to achieve magical and military domination.

Erkunaae lifespans are roughly the same length as humans, though weird quirks of their trans-dimensional bloodlines often result in erkunaae dying far too young, or living for untold centuries. Most never leave their vast, decaying city of G'sho'laa'n'rr, which consists of bizarre towers controlled by various aristocrats of the Seven Houses, and of multistory halls above and below ground mastered by guilds and weird sorcerous orders. The Precepts of the Purity of Chaos state that all can master the sorcerous boons of the Elder Times, and challenges to the Seven Princes and, indeed, the Opal Emperor, are common.

The constant demand for challenge and new experiences requires that ambitious erkunaae venture off their macabre island home and adventure in the world that their kind once dominated, to gain experience, treasure, and glory. Some may wish to change the inward-seeking views of the current Houses to rekindle the fire of Empire, while others may wish to carve a kingdom of their own out of the barbarous people of the mainland.

Certain exceptional members of their race develop very powerful magical skills, while the rest wheedle and cajole various Powers that they deal with for aid and power, giving themselves over to the seductive vortex of Ultimate Chaos!

O-level Erkunaae: The society of erkunaae has commoners, as do most cultures, those who serve the aristocracy and fill the ranks of their armies. If a roll on Table 1-3: Occupation indicates a 34 (Elven Forester), 38 (Elven Sage), 69 (Hunter) or 90 (Squire), the player may choose to play an erkunaae commoner.



Hit Points: An erkunae gains 1d7 hit points at first level.

Weapon Training: In anticipation of their military service, all erkunae are trained in the use of these melee weapons: battleaxe, dagger, handaxe, longsword, short sword, and two-handed sword. The only missile weapons the erkunae deem honorable for use are javelins and spears. Although they may throw a dagger or handaxe, if necessary, they would not be considered trained.

Alignment: The erkunae race has long ago pledged the souls of their people to the Powers of Chaos, who have granted them many eldritch powers. Note that this is equivalent to a formal religion, not just random, chaotic behavior like that of a degenerate humanoid or human. It is a strict rule that erkunae must maintain a chaotic alignment, or lose the abilities of *summoning magic* and *erkunae scholar*. An erkunae who uses the spells *invoke patron* or *patron bond*, or forges any kind of eldritch pact with a defined patron, god, or power also loses those abilities.

Summoning Magic: The ancient pacts that the ancestors of the erkunae made with the Powers of Chaos allow all members of that race to be recognized by powerful beings of primordial nature. All leveled erkunae are able to cast the spell *animal summoning*, to call upon the iconic rulers of each species for aid (see **Realms of Summoning** below). 1st level and higher erkunae are able to cast the spell *pledge to chaos* (see below). 3rd level and higher erkunae are able to cast the spell *monster summoning* to call for aid from beings from other dimensions (see **Realms of Summoning** below.) 5th level and higher erkunae are able to cast the spell *eternal champion*.

Erkunae Scholar: An erkunae of 1st level or higher, with an Int score of 13 or better may use the spell *read magic* to decipher scrolls and ancient writings. Reading from the ancient texts is a traditional requirement for aristocratic ranks of Count or higher; those aristocrats are able to use the spell *write magic*, to encode their sorcerous power. Erkunae of 7th level or higher are true sorcerers of the Empire, and learn a new spell at that level, and each subsequent level, using a d4 for level of spell, and determining the specific spell randomly, from Table 5-8. Only Princes of the Seven Houses and the Opal Throne Emperor may learn spells of fifth level.

Immunities and Restrictions: Erkunae are immune to magical *charm* spells and cannot be magically forced into servitude by non-Chaotic supernatural

beings. They cannot touch items dedicated to the powers of Law, or enter locations dedicated to that belief system- unless under some geas from the Powers of Chaos that allow him to do so, in opposition of that power.

Caster Level: Caster level is a measurement of an erkunae's power in channeling a spell's energy. An erkunae's caster level is his level as an erkunae. For example, a 2nd level erkunae has a caster level of 2. The spells of the erkunae are modified by their Personality Modifiers.

Chaos Magic: The Powers of the Chaos Lords are not given lightly, and their entropic influence colors the powers that the erkunae race are given. When an erkunae learns a spell (including their racial spell at 0 level) they assign a mercurial magic manifestation (Table 5-2: Mercurial Magic) normally. Erkunae only gain a +5% x Luck modifier bonus on their Table 5-2 roll. Every time the erkunae casts a spell, racial or otherwise, they must make a Luck check. If they roll higher than their luck, the mercurial magic manifestation changes! They cannot "deliberately fail" this check, but may "burn" points of Personality to reduce the check by 2 as if by Spellburn, if they, for example, wanted to "keep" that particular mercurial magic manifestation. He may also accept a Chaos-powered form of corruption to maintain a desired mercurial magic manifestation; a minor corruption for 1 week's maintenance, a major corruption for 1 month, and a greater corruption for 1 year's maintenance of mercurial magic manifestation!

"The Opal Emperor of the erkunae, it is said, has beautiful gold-and-silver tentacles instead of ears, and an iridescent opaline eye in the palm of his left hand- a spellcaster without peer..."

-The Armadian Ambassador to G'sho'laa'n'rr

Luck and the Chaos Lords: In the ancient days when the ancestors of the erkunae made dire pacts exchanging their patronage for the souls of that race, they promised to grant a boon of Luck to all members of that race. When a Luck point is expended by an erkunae player, he calls out a number from 1 to 7 and rolls a d7: if that number comes up, the Luck point is not expended, though the bonus is received normally.

Languages: At 1st level, an erkunae automatically knows Common, Dragon, and the alignment tongue of Chaos. An erkunae knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in Appendix L using the Elf column.

Action Dice: An erkunae's action dice can be used for attacks or spell checks at any level. The rituals involved in erkunae magic are such, however, that only one permitted spell may be cast in a single round.

Table 1: Erkunae

Level	Attack (Chaos Bonus)*	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+1d2	1d6/I	1d20	+1	+1	+1
2	+1d2	1d8/II	1d20	+1	+1	+1
3	+1d3	1d8/II	1d20	+1	+1	+2
4	+1d3	1d10/III	1d20	+2	+2	+2
5	+1d4	1d10/III	1d20+1d14	+2	+2	+3
6	+1d4	1d12/III	1d20+1d16	+2	+2	+3
7	+1d5	1d12/III	1d20+1d20	+3	+2	+4
8	+1d5	1d14/IV	1d20+1d20	+3	+3	+4
9	+1d6	1d14/IV	1d20+1d20	+3	+3	+5
10	+1d6	1d16/IV	1d20+1d20+1d20	+4	+3	+6

* Erkunae who maintain their Chaotic Alignment are blessed by the Chaotic gods with a variable attack bonus.

Spell Availability Summary: Erkunae

- 1—*animal summoning, pledge to chaos, read magic**
- 2—*animal summoning, pledge to chaos, read magic**
- 3—*animal summoning, monster summoning, pledge to chaos, read magic**
- 4—*animal summoning, monster summoning, pledge to chaos, read magic**
- 5—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic**
- 6—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic**
- 7—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic*, 1 random level 1-4 spell*
- 8—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic*, 1 random level 1-4 spell*
- 9—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic*, 1 random level 1-5 spell*
- 10—*animal summoning, eternal champion, monster summoning, pledge to chaos, read magic*, write magic*, 1 random level 1-5 spell*

* Available only to characters with Int 13 or better.

Table 2: Erkunae Titles

Level	Title
1	Esquire
2	Baronet
3	Baron
4	Viscount
5	Count
6	Margrave
7	Duke
8	Archduke
9	Prince*
10	Emperor*

* These titles are only granted through Challenge by Combat with one of the Princes of the Seven Houses or the Opal Throne Emperor himself. The price of failure in such a challenge is always death.





Appendix: Realms of Summoning

The summoning traditions of the erkunae are ancient and ritual-ridden, and bound by the customs of ages. Few non-erkunae know of the details of their mystic powers, though many would love to be privy to the secrets of the Beloved of Chaos. Multiple listings for a HD option is a choice for the summoner, who must follow the rituals as dictated, but in place of a piece of the animal to summon they must possess a token of the appropriate animal lord.

Subjects of the Animal Lords

In those most ancient of days, the primitive ancestors of the erkunae people made strong pacts of service with the primal rulers of the various Kingdoms of Beasts that existed along with humanoids and their god-avatars. These pacts exchanged promises of non-aggression and tolerance for service to the erkunae race. When erkunae use *animal summoning*, they gain a +1 bonus to the spell check, but they must vow to refrain from harming (or eating) subjects of that Beast Lord. Thus, if one summons a great eagle into service, they cannot consume, say, fried chicken! If one should break their vow, and then subsequently attempt to summon a servant covered under the vow...

Servants of Mrowra, Queen of Cats

- 1 HD **Housecat**: Init +3; Atk bite +0 (1d3) or claw (1d3); AC 14; HD 1d6; MV 30', climb 10'; Act 1d20; SP 1st level thief skills; SV Fort +1, Ref +4, Will +4; AL N) Domestic cats have all thief skills except forge document, read languages and handle poison, at +3.
- 2 HD **Lynx**: Init +2; Atk bite +1 (1d6+1); AC 14; HD 2d6; MV 30', climb 10'; Act 1d20; SP move silently +3; SV Fort +2, Ref +4, Will +1; AL N) Lynx are at home in cold forests.
- 3 HD **Leopard**: Init +2; Atk bite +2 (1d8+1); AC 15; HD 3d6+3; MV 40'; Act 1d20; SP never surprised, move silently at +1; SV Fort +2, Ref +4, Will +1; AL N)
- 4 HD **Panther**: Init +2; Atk bite +4 (1d8+1); AC 16; HD 4d6+4; MV 40'; Act 2d20; SP move silently at +1; SV Fort +4, Ref +3, Will +1; AL N) A powerful hunting cat in many terrains.
- 5 HD **Lion**: Init +1; Atk bite +5 (1d8+2) or claw (1d4+2); AC 16; HD 5d6+5; MV 30'; Act 2d20; SP move silently at +1; SV Fort +5, Ref +2,

Will +2; AL N) A lion's roar may panic mounts or skittish henchmen.

Servants of Kannimorg, King of Bats, Bears, and Wolves

- 1 HD **Wolf** (p 431)
- 2 HD **Dire Wolf** (p 431) or **Giant Vampire Bat** (p 396)
- 3 HD **Black Bear**: Init +1; Atk bite +5 melee (1d6+1) and claw +5 melee (1d4+1); AC 15; HD 3d8; MV 30' or climb 10; Act 1d20; SP bear hug; SV Fort +3, Ref +1, Will +2; AL N) If a bear makes a successful claw attack, its opponent make an opposed Strength check (15, +1) or be squeezed next round for an automatic 1d6+1 damage.
- 4 HD **Vampiric Bat Swarm** (p 396)
- 5 HD **Polar Bear**: Init +2; Atk bite +7 melee (1d10+2) or claw +6 melee (1d5+1); AC 16; HD 5d8+10; MV 30' or swim 20'; Act 2d20; SP bear hug (16, +2; 1d8+2); SV Fort +6, Ref +2, Will +3; AL N) Ultimate predators of the polar regions.

Servants of B'kakaaw, Queen of Birds

- 1 HD **Giant Raven**: Init +2; Atk beak +1 melee (1d3); AC 13; HD 1d6; MV 10', fly 40'; Act 1d20; SP speaks 1 language; SV Fort +1, Ref +2, Will +1; AL N)
- 2 HD **Ostrich**: Init +1; Atk kick +3 melee (1d6+1); AC 13; HD 2d6+2; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will +2; AL N) Large flightless birds of the plains.
- 3 HD **Great Eagle**: Init +2; Atk talons +3 melee (1d4+2); AC 14; HD 3d6; MV fly 50'; Act 1d20; SP dive 100' for +2 damage; SV Fort +2, Ref +3, Will +2; AL N)
- 4 HD **Condor**: Init +0; Atk beak +4 melee (1d8+2); HD 3d6+3; MV fly 50'; Act 2d20; SP can carry a halfling as a rider; SV Fort +5, Ref +1, Will +1; AL N)
- 5 HD **Axebeak**: Init +2; Atk beak +6 (1d10+2); AC 14; HD 5d6+5; MV 40'; Act 1d20; SV Fort +6, Ref +2, Will +1; AL N) A prehistoric birdlike creature that hunted in forests and plains.

Servants of Sheytherax, Emperor of Reptiles

- 1 HD **Viper**: Init +4; Atk bite (1d2 plus poison DC 11 Fort or 1d3 Stamina); AC 14; HD 1d6; MV 20'; Act 1d20; SP 15% spit 10'; SV Fort +0, Ref +4, Will +0; AL N)
- 2 HD **Crocodile**: Init +0; Atk bite +4 (2d4+1); AC 13; HD 2d8+2; MV 20', swim 20'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N)
- 3 HD **Giant Cobra** (p 428) or **Giant Lizard** (p 420)

- 4 HD **Giant Viper** (p 428)
- 5 HD **Giant Boa Constrictor** (p 428)
- 6 HD **Pterodactyl** (p 424)

Servants of Biloop, King of Sealife

- 1 HD **Barracuda**: Init +2; Atk bite +1 (1d4+1); AC 12; HD 1d8; MV swim 30'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL N) An aggressive fish found in many oceans.
- 2 HD **Cave Octopus** (p 398) or **Colossal Leech** (p 420)
- 3 HD **Basking Shark**: Init +1; Atk bite +3 (1d8); AC 14; MV swim 30'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL N) A typical shark of deep waters.
- 4 HD **Giant Catfish**: Init +1; Atk bite +4 (2d6); AC 14; MV swim 20'; Act 1d20; SP +3 to spot enemies; SV Fort +3, Ref +2, Will +0; AL N) Lives in swamps and streams.
- 5 HD **Great White Shark**: Init +2; Atk Bite +6 (3d6+3); AC 14; MV swim 30'; Act 1d20; SV Fort +4, Ref +2, Will +0; AL N)

Servants of Moolineha, Queen of the Hooved

- 1 HD: **Pony** (p 418)[Cow]
- 2 HD: **Donkey/Mule** (p 418)[Mountain goat]
- 3 HD: **Horse** (p 418)[Bull, add gore +2, 1d6+2]
- 4 HD **Warhorse** (p 418)[Moose, add gore +4, 1d8+2]
- 5 HD **Great Elk**: Init +1; Atk gore +8 melee (1d10+3); AC 18; HD 5d8+5; MV 30'; Act 1d20; SP charge 60' at +2; SV Fort +6, Ref +3, Will +1; AL N)

Servants of Zezzberuiz, Queen of Insects

- 1 HD: **Giant Worker Ant** (p 394)
- 2 HD: **Killer Bee** (p 419) or **Giant Beetle** (p 397)
- 3 HD: **Giant Soldier Ant** (p 394) or **Giant Centipede** (p 398) or **Cave Cricket** (p 398)
- 4 HD: **Insect Swarm** (p 419)
- 5 HD: **Giant Ant Queen** (P 394)

Summoned Monsters from the Myriad Worlds!

The transdimensional journeys and pacts carried out by the erkunae have allowed them to make contact with many strange beings throughout the stream of time, and in many lost places of the mortal sphere. When an erkunae uses *monster summoning*, his personal pacts and promises come into play; he can choose to be loyal to one fragment of the time-space continuum (only using one list to summon from) and gain a +1d bonus on the dice chain to his spell check, or he can keep his options open, choosing from any three of the lists below as he wishes and needs, with no bonus, or have all five lists at his beck and call, and suffer a -1d penalty on the dice chain to his spell check for his lack of loyalty.

Creatures from the Age of Legends

- 1 HD **Mandragora**: (Init +1; Atk branch +0 melee (1d4); AC 10; HD 1d6; MV 20', burrow 10'; Act 1d20; SP immune to spells; SV Fort +0, Ref +0, Will +0; AL N) A small, tuber-like plant monster immune to magic.
- 2 HD **Centaur** (p 398)
- 3 HD **Cockatrice** (p 399)
- 4 HD **4-headed Hydra** (p 418)
- 5 HD **Chimera** (p 399)

Soldiers of the Cold-Blooded Empire

- 1 HD **Serpent-Man** (p 425)
- 2 HD **Troglodyte** (p 429)
- 3 HD **Serpent-Wizard** (3rd level, casts *charm person*, *detect magic*, *magic missile*, *sleep*, *ventriloquism*, *phantasm*)
- 4 HD **Troglodyte Chief** (as Troglodyte, +4 to attack rolls)
- 5 HD **Basilisk** (p 396)

Denizens of the Dark Depths

- 1 HD **Subhuman** (p 429)
- 2 HD **Shrooman** (p 426)
- 3 HD **Underdark Slug** (p 427)
- 4 HD **Primeval Slime** (20' square, p 423)
- 5 HD **Stalactite Hunter**: Init +6 (surprise); ATK 6 tentacles +5 (1d3); AC 18; HD 5d8+10; MV 10', climb 10'; Act 6d20; SP Strength check 13 or be held by tentacle, immune to fire; SV Fort +6, Ref +1, Will +6; AL C)

Soldiers of the Goblin King

- 1 HD **Hobgoblin** or 2 **Goblins** (p 217)
- 2 HD **Hobgoblin Corporal**: (as Hobgoblin, +4 to attack rolls)
- 3 HD **Hobgoblin War-priest**: (3rd level cleric, casts *blessing, darkness, paralysis, protection from good, word of command, curse, restore vitality, stinging stone*)
- 4 HD **Bugbear** (p 397)
- 5 HD **Barghest**: Init +5; Atk bite +5 melee (1d8) or claw +4 melee (1d3); AC 16; HD 5d8+5; MV 40'; Act 2d20; SP shapechange to goblin form, cast *charm person, levitate* +5; Fort +5, Ref +4, Will +5; AL C) A barghest is a demonic goblin-wolf that is the natural ruler of goblin tribes

The Death-Walkers

- 1 HD **Skeleton** (p 426)
- 2 HD **Ghoul** (p 414)
- 3 HD **Zombie** (p 431)
- 4 HD **Deathwight**: Init +0; Atk death touch +4 (1d4+1 point Personality; AC 14; Act 1d20; SP un-dead, those drained of Personality become deathwights; SV Fort +5, Ref +0, Will +4; AL C)
- 5 HD **Dark Wraith**: Init +1; Atk soul touch +5 (1d6+1 plus 1d2 points Personality; AC 15; Act 1d20+1d14; SP un-dead, those drained of Personality become dark wraiths; SV Fort +6; Ref +1, Will +5; AL C)



Pledge to Chaos

The pledge to chaos is the cornerstone of erkunae culture, the regularly renewed ritual that maintains their ancient, but constantly re-enforced pacts. Large numbers of erkunae gather in special rainbow-hued halls in their unnavigable city, and partake in a communal ceremony of invoking their pledge to chaos. Erkunae are quite free to use any methods of augmenting their *pledge to chaos* through donations to the “church” or personal sacrifices of spellburn, often physically demonstrative. Status in their society is then established by the success of the ceremony ie. “My name is Isiladrik the 47th, I am Unchosen.” Or “The Lords of Chaos favor Ytticak the 33rd, for I am within the 3rd Circle of Blessing!” Getting a “Chosen” result [1] marks the caster/celebrant as being specially marked by the Lords of Chaos, and the cumulative corruptions slowly transform the less intelligent and unlucky into monstrous forms, eventually only fit for service as Rainbow Temple guards or contestants in the gladiatorial arena.

The presence of servitors of the Chaos Lords raises no eyebrows in the twisted streets of G’sho’laa’n’rr, and serve primarily as status symbols, with ones servitor mostly screaming imprecations at other servitors and praising their current master. Not all servitors are created equal, to be sure! The example on page 425 is but one of many forms that the Chaos Lords employ, and may be changed in 1d7 of the following ways:

1. Spell is a different 1st level spell, determine randomly d30 (p 127). Results of 15, 19, and 27+ all indicate *pledge to chaos*.
2. Human-sized, HD 2d8+4, uses weapons instead of claw
3. Winged (fly 30’)
4. Claw does 1d3 damage instead of paralysis, 40% bleed one point/turn until healed
5. Can shape change to any 1 HD animal
6. Can answer questions as sage (p. 434) 1d5 times/week
7. Cosmetic changes of radical appearance

Level 1 **Range:** 20’ **Duration:** varies
Casting Time: 1 turn **Save:** None

General

The caster calls upon the ancient Powers of Chaos for help, in recognition of ancient pacts in the dawn of days. Lawful beings cannot cast the spell, and neutral beings suffer a -1d penalty on the dice chain to spell checks. Erkunae gain a racial +1 bonus to spell checks. The spell cannot be cast more than once every 7 days; erkunae *must* cast the spell every 7 days.

Manifestation

Roll 1d7: Result comes in (1) a shower of rainbow light; (2) a hole torn in the time-space continuum; (3) an offer by an indescribable demon; (4) a chorus of angelic voices (5); a puff of smoke; (6) a wave of nausea; (7) a jeweled egg.

Corruption

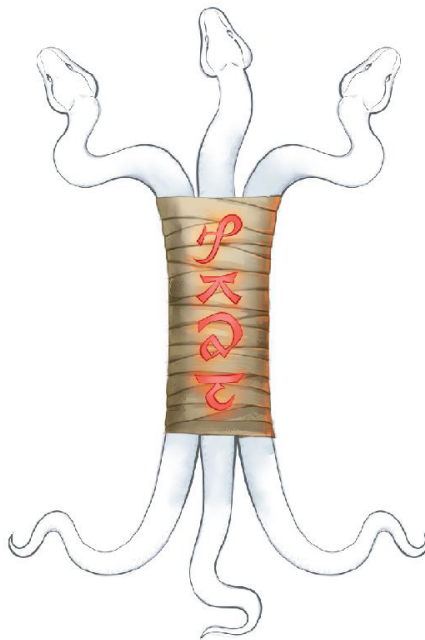
Roll 1d7: (1-2) minor; (3-4) major; (5-6) greater (7) remove 1 corruption, (7+) Roll again.

Misfire

Roll 1d7 on **Table 5-6: Generic Spell Misfire.**

1	Chosen: Lost, failure and worse! Roll 1d7 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3-4) 2 corruptions; (5-6) misfire; (7) failure, but not lost. (7+) Roll again.
2-11	Unchosen: Lost, Failure.
12-13	The Lesser Blessing: The caster is blessed by the Chaos Lords with the power, 1d7 times over the next 7 days, to reroll any dice roll.
14-17	1st Circle of Blessing: The caster gains the services of a servitor (p 425) for 1 day. The servitor will be minimally cooperative and prefer to give advice and use spells rather than engage in combat.
18-19	2nd Circle of Blessing: The caster gains the services of a servitor (p 425) for 1 day. The servitor will be subservient and advise and fight for the caster during this time.
20-23	3rd Circle of Blessing: The caster gains the services of a servitor (p 425) for 7 days. The servitor will be minimally cooperative and prefer to give advice and use spells rather than engage in combat.
24-27	4th Circle of Blessing: The caster gains the services of a servitor (p 425) for 7 days. The servitor will be subservient and advise and fight for the caster during this time

28-29	5th Circle of Blessing: The caster gains the services of a servitor (p 425) for 7 days. The servitor will be subservient and advise and fight for the caster during this time. Additionally, the caster may reroll any dice roll he makes 1d7 times during the next 7 days.
30-31	6th Circle of Blessing: The caster gains the services of 1d7 servitors (p 425) that will explicitly obey all of his commands, and may reroll any of his die rolls 7d7 times over the next 7 days.
32+	7th Circle of Blessing, the Great Blessing: The caster is abducted by the Lords of Chaos for their amusement for 1d7 days. When he returns, roll d7: (1) He whispers a cryptic message, and then dies in a welter of protoplasm, (2) He is unchanged, and remembers nothing, (3) He has caught glimpses of Eternity, and can ask the Judge 1 question (4) Slightly mad, he gains a (d6) minor [1-3], major [4-5] or greater corruption [6] (5) Epiphanized, he loses one corruption, (6) Bathed in radiance, he gains +1 to an attribute of his choice, (7) The Lords of Chaos enjoy his company, and keep him for another 7 days.



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