

PATRONS EXTRAORDINARY

THE UNPRETTY PREVIEW

Let me be honest — I had to get this in front of you.

Layout and art takes time to get right, but I am burning to get PATRONS EXTRAORDINARY out into your hands. So this is the compromise: The layout and art is not complete for any of the Patrons, but the text is done. Hence this “unpretty” preview of a larger work that will have Patrons filling your DCC RPG campaign like screams from ye olde Tomb of Horrors.

Later this year, there will be — fully art-ified! — Patrons like:

- The defeated but raging diabolist queen, ready to resume her conquest of the world...
- A silicon mind that sits alone, cut off, calculating and predicting and planning and revising – and forcing his minions to sabotage governments big and small...
- A trans-temporal being, who strives to deny other beings any sort of Patronage of their own...
- An asteroid-dwelling demon who eats Law and spits Chaos, seeding the world’s destruction...

But first — let me introduce you to...

THE MAN IN THE GREEN VELVET COAT



This product is compatible with the Dungeon Crawl Classics Role Playing Game.

This product is based on the Dungeon Crawl Classics Role Playing Game,

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THE DARK SIDE OF FAERIE

A petite, jolly figure, full of good humor and mirth, The Man in The Green Velvet Coat (or for simplicity, merely “The Man”) is looking for a new pet. Any mortal will suit him, but he prefers Wizards since they make play more fun.

The Man can offer the Wizard access to the strangeness and power of The Faerie Realm. In exchange, he expects his pet to be obedient and loyal, and accompany him every night to events and on travels in the bizarre Faerie Realm. But these events are punishing upon the mortal pet, threatening death by persistent physical exhaustion.

The Man In The Green Velvet Coat at first seems to be whimsical and flighty, and continues to seem that way to those who catch glimpses of him or cross paths with him for brief encounters. But for those who are attached to him, The Man quickly becomes a most wicked and twisted form of cruel and unusual punishment suffered in exchange for personal power.

FAERIE... ELVES...

THE FAERIE REALM AND ELFLAND

There is a marked difference between Faerie and Elves. Faerie men and women may look mostly like petite adult humans, but they have the endless energy and enthusiasm of an excited child. The contours of their faces and bodies seem to be those of elderly humans, but their skin is as smooth and blushing and glowing as that of a baby.

Being immortal, they have no sense of time nor exhaustion, and often engage in days-long parties and revels. Dragging their human pets as captives into these events, they seem completely unaware of the harm the humans are compelled to suffer from endless hours (or days!) of dancing and running strange races. What at first seems fun and spirited to the humans, becomes the equivalent of a forced death march, without rest and without food and drink (the Faerie food has taste but no substance for mortals).

Similarly, there is a distinction to be made between The Faerie Realm and Elfland (or Fey, if you prefer). They are conceived of within this work as being separate planes or realms altogether, though some Judges may wish to have them exist as distinct territories on the same plane. Whichever suits your campaign better is what you should do, and neither option will interfere with running this Patron.

A further note: Faerie has nothing to do with Fairies nor Fairy-lands.

ADDED CAMPAIGN DIMENSIONS

Including The Man In The Green Velvet Coat in your campaign can add the following elements to your adventures:

As a Patron of a Player Character

- Get the Party increasingly involved with the Faerie Realm, eventually blending the dream-like Faerie Realm with the real world to the point where the characters can't always be sure which is which.
- Get the Party searching for restoratives for the PC with the Patron, since the exposure is clearly destroying them.
- Move the PCs into realms/dimensions/worlds they otherwise wouldn't have means to access.

As a Force in the Campaign World in a Campaign Where The Man is Not a Patron of a PC

- By his nature, The Man doesn't care to get involved in the concerns of mortals, so if he is not directly tied to one of the PCs there may not be much chance of their crossing paths, except...
- He could still attempt to adopt one of them.
- He could adopt a close friend or family member of the PCs. They then may wish to try to 'rescue' this person from whatever is invisibly depleting them.

ACQUISITION

Faerie are very fond of humans as pets, and often 'adopt' one, secretly taking it from the mortal realm each night when others are asleep or away and returning them to the mortal realm completely spent the next dawn. Such captives have no ability to tell anyone of their plight, spouting only gibberish or useless, ancient trivia in place of the words that could alert someone to their captivity. Such adoption by a Faerie Person usually ends with a premature death.

This transport does however provide the benefits of mortal rest upon the Wizard as actual rest would, such as the return of spells, and a modicum of hit points. But even when the revels of the Faerie-land are *not* expressed as reduction in Abilities, it should always be understood that the pet of a Faerie person such as the Man In The Green Velvet Coat is bone-tired every day from the previous night's journey.

So, in a reversal of the usual method of a Wizard calling upon a Patron to bond with, the Man In The Green Velvet Coat will choose whomever he wants as a Pet. As a practical matter, this should not be sprung upon the player, but rather set up in response to a player's interest in his character having a Faerie Patron.

QUID PRO QUO

So what does The Man want in return for providing power to the Wizard? The Faerie are perfectly uninterested in the mortal world, not caring for the politics, the history, nor the welfare of anyone there. Their extreme longevity and self-centeredness means such things hold their attention not at all.

The Man requires obedience. A pet that resists the lead of The Man will incur his wrath. Defiance may cause The Man to inflict a Patron Taint roll as retribution, and as a reminder of who is superior to whom. Persistent defiance constitutes forsaking The Man, which is discussed further on.

Essentially, the only "demand" The Man makes is merely that his pet survive his patronage as long as he is able. This is no easy task, as the constant, enforced celebrations and sport of the Faerie beings are destructive to mortals. So, Judges are encouraged to call for a special Stamina test for the character at regular intervals of in-game time. Depending on the pace of your game, this could be weekly, monthly or at longer intervals. It should be frequent enough to maintain the idea that



the pet is being worn steadily down, but not so frequent as to kill the fun of playing the character who is being worn down. Upon the interval, the player must roll below the character's current Stamina on a d20 to avoid developing an additional Patron Taint, e.g. if their health can take it, they suffer no detriment. But if it can't, their body breaks down further, as described by the Patron Taint result.

This is the price of having a Faerie Patron.

INVOKE PATRON

The caster may request and receive a particular result – so long as he rolls equal to or greater than the requested result.

12–13 The Man honors the Bond by bestowing a 5 point bonus to the caster's next spellcasting check.

14–17 The Man opens a door in the Mortal Realm (usually through a mirror or other reflective surface, if available), through a Faerie path, and back again, shortening travel time

by a factor of 6. The Faerie path available may or may not be safer than the Mortal Realm.

18–19 A known spell, lost by casting, returns to the caster's repertoire for the day.

20–23 A weapon of the caster's choice is imbued with the ancient magic of Faerie. For 1d3+CL rounds, anyone struck by the weapon suffers instant corruption (along with the weapon's usual effect), somewhat as a wizard would on a failed spell check (but instantly), as follows: roll 1d4 on the corruption charts, using 1d6 to determine the chart used: (1) greater corruption, (2-4) major corruption, (5-6) minor corruption. Re-roll duplicate results.

24–27 Protected by Faerie Magic, the caster is 'immune' to rolling a 1 for the next 1d24 hours. Re-roll all dice that come up as a natural 1. In some cases, a natural 1 might be a desirable result ("recovering the body" rolls, for example), but the Faerie are capricious.

28–29 The caster gains 4+CL points of temporary Luck, which fade at a rate of 1 point per 1d3 hours, if unused. Invoking this result again, means the new total replaces the previous gain (they are not added together).

30–31 1d3+CL targets of the caster's choosing turn to paper cut-outs of themselves at his whim within the next hour. Tears become wounds – shredding becomes death, but folding and rolling do no harm. But watch out for water. And fire. The cutouts resume their natural form in 1d5 hours.

32+ The caster gains a wish of the classic or "Advanced" sort. The Judge will have final say on what is achievable with this result, but should bear in mind the typical wonders of a maximal Invoke Patron result.

PATRON TAIN

The Taint of a Faerie Patron reflects contact with the energies of the Faerie Realm, and the sort of fatigue and degradation a mortal body suffers being the favorite pet of The Man In The Green Velvet Coat. Once a caster has suffered all six Taints to the full degree, there is no need to roll further on this chart.

- 1 The caster shrinks in height by 1d24 inches (maintaining his proportions) over the next month. The second time this result is rolled, his limbs grow leaner and appear to have little-to-no muscle tone. The third time this result is rolled, the caster loses 2 points from each of two random physical Attributes (roll for two random Attributes, potentially the same one twice); however, he gains 5 points of Luck on the spot.

- 2 The caster becomes prone to nodding off, and sometimes thereby misses important events and information. The second time this result is rolled, he must at least take short naps regularly, or else suffers from some temporary diminution of his physical capacity (Judge's determination). The third time this result is rolled, the caster has trouble remembering recent events due to incessant tiredness, and must succeed on a Fort Save vs. DC 12 to correctly recall important information (practically, if the player cannot recall the information, do not simply supply it – make them roll first and then hold some info back if called for).
- 3 The caster steps down the Dice Chain to resolve physical actions (skills), such as climbing, throwing objects, or sneaking. The second time this result is rolled, he uses a die another step down the chain (for a total of two steps). The third time, he uses a die another step down the chain (for a total of three steps). If they are rolling under an Ability instead of rolling against a DC, move up the Dice Chain (using a d30+2 for three steps above a d20).
- 4 The caster's resistances are strained by exhaustion. The first time this result is rolled, he takes double effect from poisons, as if he were dosed twice; two Saves are made to avoid both 'doses' individually. The second time this result is rolled, he now also takes double effect from cold, unless an extra Save is successful. The third time, he now also takes double effect from heat/fire, unless an extra Save is successful.
- 5 The casters's hair turns white (if it has already changed color from some other effect, it falls out instead). The second time this result is rolled, the caster ages 2d20 years over the same number of days. The third time this result is rolled, the caster's movement rate drops by 5'.
- 6 The caster's hearing becomes imperfect; there may be mundane or magical means to compensate. The second time this result is rolled, the caster's vision becomes imperfect; there may be mundane or magical means to compensate. The third time this result is rolled, the caster's movement rate drops by 5'.

PATRON SPELLS

Level 1: Hunt The Thimble

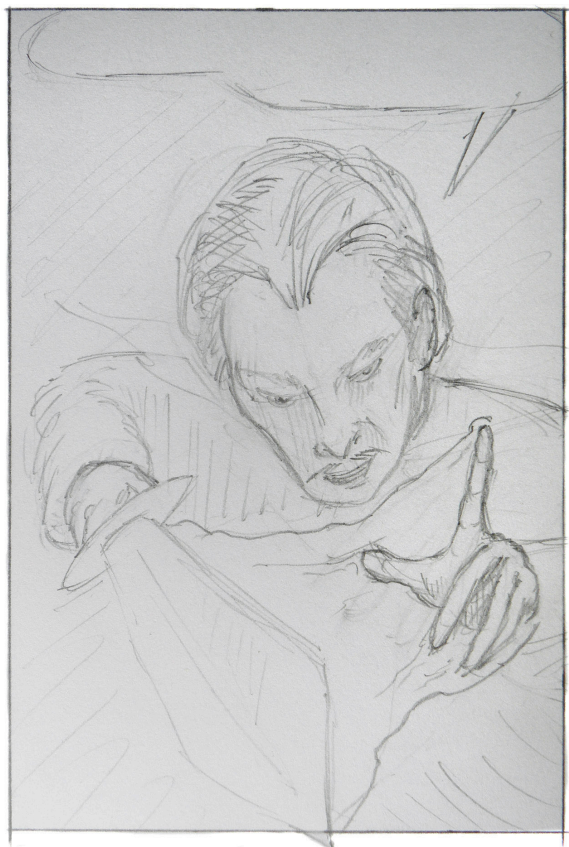
Level 2: Swings And Roundabouts

Level 3: Faerie Fury

SPELLBURN

These effects remove the caster from wherever he is at the instant of the spellburn, whereupon he spends an extended period of time with The Man. The caster is returned to exactly where he was a half-second after he left, generally looking much worse for wear. The Judge is free to invent variations on these activities if they become too repetitive.

1 Skiing – The Man In The Green Velvet Coat whisks the Wizard off to a steep, snow-covered mountain, where together they climb to the top, with the Wizard lugging cumbersome skiing equipment, then they ski back down, and climb again – all night long. Str/Agi/Stm affected equally.



2 Light Reading – The Man In The Green Velvet Coat wants to look up something about the architecture of the Resznost Dynasty (“oh, those pinnacles a mile into the sky...!”) at a great library, and compels the Wizard to scurry about the library, collecting hundreds of books from the stacks and delivering them to the desk where The Man has settled. Time is impossible to judge, but this duty seems to go on for days on end. Stamina affected.

3 A Grand Ball – The Man In The Green Velvet Coat takes the caster to a Grand Ball in Faerie where a haggard brass band plays waltzes nonstop for much longer than around the clock. Everybody dances for days. Strength affected.

4 Faerie Chess – The Man In The Green Velvet Coat has been challenged to a game of

chess. The pieces on the board are mortals, each compelled to maintain a strenuous posture for their time in play. The board is 38 squares on a side, so no one will be exiting soon. The ordeal lasts for $1d7+1d4$ days. Agility affected.

FORSAKING THE MAN IN THE GREEN VELVET COAT

Crossing The Man In The Green Velvet Coat is not something to be undertaken lightly. Forsaking the patronage of The Man could be absolutely deadly.

If The Man is angered, he will inflict the first round of actions shown below (perhaps the first two rounds in an extreme case). If the bond between The Man and his pet is broken, the full fury of the Faerie Patron is unleashed upon his pet, and any one else near by, as shown below.

Round One: The normally placid or jovial expression of The Man contorts and twists with rage, turning red and purple and grey. The elements turn against the subject of his fury as black clouds gather, winds blow, small objects are picked up, ice forms and swirls, all in a violent maelstrom that takes shape in seconds. Everyone within 50' of The Man is knocked prone, and takes 2d8 damage from being struck by debris and shards of ice. Characters rolling under their Luck on a d20 cut the damage rolled in half.

Round Two: The maelstrom continues, and gains in intensity. The range increases to 80' and the damage this round is 3d8 for everybody in the effect. Characters rolling under their Luck cut the damage rolled in half.

Round Three: The vortex of fury continues to grow, reaching 140', and dealing 4d8 damage to everyone within that range. Streaks of fire form within the vortex, possibly setting flammable items on fire. The winds do not diminish nor extinguish these fires, but direct the fires to inflict further damage. Beings within the effect are lifted off the ground and buffeted about within the storm, along with larger objects and items. Verbal communication is now impossible, even for characters shouting into each other's ears. Characters rolling under their Luck cut the damage rolled in half.

Round Four: The radius of the vortex expands to 300' and damage this round is 5d8. By this point, the vortex is filled with screaming gusts, shards of ice, gouts of flame, lightening strikes, and pockets of acid. Characters rolling under their Luck cut the damage rolled in half.

Round Five: The vortex abruptly stops. Beings and objects within the storm are 3d6 x 10' in the air (assuming the environment will allow that height) and immediately fall. Characters will take that 3d6 roll in d6 of damage from the fall, unless they can break their fall in some way and take less damage.

Survivors are no longer attached to this Patron.

PATRONAGE OF OTHER CLASSES

The Man In The Green Velvet Coat could adopt a character other than a Wizard or Elf, and thus be the Patron of a Warrior, a Dwarf, a Halfling or Thief. Clerics are unlikely, since even a member of Faerie would be unlikely to wish to cross a god.

Such non-casting pets could employ Invoke Patron once per day per two full Levels by rolling on the following chart. They have a more limited capacity compared to Wizards, and roll a smaller die to generate the results, as follows:

Level	2	3-4	5-6	7-8	9-10
Die	1d10	1d12	1d14	1d16	1d16

These pets add their Luck Modifier to the roll and can add spellburn by rolling on the spellburn chart above and suffering the consequences. They can also combine some or all of a single day's multiple attempts (if they have them) into one more-likely attempt. Each additional attempt folded into the main attempt adds a die of half the normal size for their level. So if a character had two possible attempts in a day (as at 4th and 5th Level), and wished to roll them into one attempt, he would roll 1d12+1d6 (if 4th Level) or 1d14+1d7 (if 5th or 6th Level). To further the example, the 6th Level character would still have one attempt for the day left over. If he had also folded that third use into their one uber-attempt, he would have rolled 1d14+2d7 for the one attempt.

Such pets use a modified version of the chart a Wizard would use for Invoke Patron results, as noted here:

1-6 Lost, failure and worse! Roll 1d6 modified by Luck: (3 or less) 2 rolls of patron taint, plus 1d12+1 hp loss; (4-5) patron taint, plus 1d8+1 hp loss; (6+) patron taint.

7-11 Failure

12-13 Add +5 to an Action Die roll of your choice, within a Turn.

14-17 As the main Invoke Patron chart, above.

18-19 For one Action Die roll of your choice within the next 1d6 rounds, roll twice, taking the result you prefer.

20+ From here, the Pet uses the main Invoke Patron chart, above.

The benefits of a Faerie Patron to these other classes are limited. However, they may hold appeal as a "last resort" option for extreme situations.



ENCOUNTERS DURING FAERIE PATH TRAVEL

If you wish to do more than hand-wave travel by Faerie Path as found in Invoke Patron result 14–17, the following charts can be used to inspire the journey. While the Invoke Patron result as written says the path is shorter than travel through the Mortal Realm, obstacles in the Faerie Realm may mean that no time is saved, depending on how things play out.

Roll 1d16: On an even result less than 9, or on a 15 (or simply on a 1–5, if you prefer less 'Faerie' reckoning), The Man In The Green Velvet Coat is either present at the first location or met along the way and accompanies the party for all or part of the remaining journey through Faerie. When present he is the perfect host, pleasant and polite to a fault to everyone in the party.

Terrain: Use the following chart to determine what type of terrain the Faerie Path starts in and what sort of terrain it ends in. As logical a transition as possible occurs somewhere along the way. Judges who prefer illogical transitions are encouraged to rock on.

"The Faerie path starts _____ and finishes _____."

Roll 1d20 Twice:

1. in deep snow
2. in a swampy jungle
3. on high mountains
4. on coastal sands
5. atop coastal cliffs
6. in a redwood forest
7. in open grasslands
8. on a lunar landscape
9. in a carnival in progress
10. in an impossibly huge mansion
11. in an English-style countryside
12. amid a parade with fire crackers and much alcohol
13. at a fireworks display
14. at a royal wedding
15. at a tea party
16. on a large, expensive fishing boat
17. at a poker game
18. in a stadium
19. at a natal day party
20. in a field of hundreds of coaches and wagons, each with a small group gathered around an adjacent brazier, on which poultry or pork is cooking

Obstacles: 1d7 minus 1d4 obstacles dot the path, as determined below. Results may be interpreted as literal or as suggestive of events. Allow your mind to free associate. Multiple obstacles may be woven together. Roll 1d24 to find each result. Add 3 to the roll if The Man is present.

1. the path leads through an arcade of archways leading to various, assorted pocket dimensions
2. a Faerie creature persistently acts as bulwark, like a stubborn goat holding it's ground
3. a lost individual or group, similarly unfamiliar with the Faerie Realm
4. a miles-high, millennia-old tree has fallen across the path
5. a 'seance' summons the mortals to another part of Faerie (or another reality altogether), where they must answer many questions before being sent back
6. a huge sinkhole has subsumed much of the path
7. a Faerie beast-hunt continually crosses the path
8. the path is entirely or in part a toll road. The toll may be riddle-solving, quest-completion, or another obligation

9. the path leads through a hedge maze where it is possible to get lost
10. is it too much to suggest the path runs through a field of poppies that induce sleep?
11. a monstrous Faerie creature takes offense at the mortals and tries to destroy them
12. pelting rain makes the path difficult to traverse
13. a blizzard makes staying on the path nearly impossible
14. strange voices ring in the mortals' ears, begging for food and freedom
15. a tract of land ceded by Faerie to another power (Hell, Flatland, comic book universe, etc.)
16. a deeply tangled forest of towering oak trees
17. 'sun-flowers' dot the Path, directing laser-like beams from their mirrored faces to destroy all in their way
18. a piranha-filled river
19. the Path seems to repeat itself — but does it?
20. a Faerie creature hunts one of the party, for something they carry or something they picked up earlier along the path
21. absolute, unassailable pitch-black darkness
22. a Faerie Elder, needing help to get to his own destination
23. a Faerie creature takes an interest in the possessions of the mortals, and wheedles for them
24. a nearby tower is obliterated by a "falling star"; soon more such objects begin to fall
25. a sprawling faerie, and all are expected to take part
26. the Path leads out of a mirror in a 17th Century English drawing room, and picks up again from another mirror in the same county
27. the man continually meets old friends along the way and stops for lengthy conversations

SCHOOL OF PIRANHA

Init +6; Melee Atk Special (see below); AC 18; HD 3d8+3. MV 0, Swim 20; Act 1d20; SP —; Fort +6; Ref +6; Will +6; AL N

Exposed targets roll under their Luck each round or take 1 hp damage. This damage means that the piranha have nipped flesh, and blood is in the water. Once a bite has occurred each target in the area rolls a 1d20 plus their Luck modifier versus a rising DC for each round of exposure: 8 the first round, 10 the next, 13 the third round, 17 the fourth, 22 the fifth, 28 the sixth, etc. The DC rises because the school is gathering and zeroing in on flesh and blood. Each failure incurs 1d6 plus half that round's DC in damage for that target.

It is hinted at that travel on a path through the Faerie Realm may be more dangerous than the mortal path... A few creatures of the Faerie Realm can be found on the Appendix M Blog with which the Judge can add flavor to such travel, should she see fit...

appendixm.blogspot.com
search tag: faerie

The Man in the Green Velvet Coat was inspired by reading Susanna Clarke's absolutely gigantic novel *Jonathan Strange & Mr. Norrell*.

HUNT THE THIMBLE

Range: 60'

Duration: varies

Level: 1 (The Man In The Green Velvet Coat)
Casting Time: 1 action

Save: Will

General The caster causes one or more objects (of a hand-held size or equivalent) to vanish and become hidden nearby. This could be the sword vanishing from a warrior's hands (hidden in nearby shrubs), the crown from a king (hidden beneath his own throne), or the quiver from an elf's back (hidden under the caster's own cloak). Depending on the spellcheck result, the item returns to it's original bearer within rounds. But they can find it sooner, if they search for it and get lucky.

Manifestation Roll 1d4: (1) sparks fly from the caster's hands and strike the object(s) targeted; (2) a bolt of green lightning strikes the object targeted when the caster points at it (no damage involved); (3) the caster blinks and nods their head, or twitches their nose back and forth, and the object vanishes; (4) the object flares into an object of pure light and fades away entirely.

- 1 Lost, failure, and patron taint.
- 2-11 Lost and failure.
- 12-13 One visible object in the target's possession vanishes into thin air. The caster must also designate a location within range, but out of sight, where the object appears. This transposition lasts for 1d3 rounds, and the Save will cut this time in half (no time at all on a success vs. a duration of 1 round). While the object is gone it can be used as normal, if the opportunity arrises.
- 14-17 One visible object is affected, as above - but the transposition lasts for 1d5+1 rounds.
- 18-19 One visible object is affected, as above - but the transposition lasts for 1d7+1 rounds.
- 20-23 Up to two visible objects - two items from one target or one item from each of two targets - are affected, as above. The transposition lasts for 1d8+1 rounds.
- 24-27 Up to four visible objects, from up to four targets, are affected as above. Additionally, objects known to be present and of some familiarity to the caster can be transposed, even if they are not currently visible. The place where the affected objects appear need not be out of sight - such that a magic sword could be stolen from a blackguard and placed in the hands of an ally for a short time. The transposition lasts for 1d8+1 rounds.
- 28-29 Up to ten objects, from up to ten targets, are affected, as above. The transposition lasts for 1d10+1 rounds.
- 30-31 Up to ten objects, from up to ten targets, are affected, as above. The transposition does not reverse itself.
- 32+ Up to twenty objects, from up to twenty targets, are affected, as above. The transposition does not reverse itself.

SWINGS AND ROUNDABOUTS

Level: 2 (The Man In The Green Velvet Coat)

Range: 100' or as noted

Duration: Instantaneous

Casting Time: 1 round

Save: Will

General The caster causes multiple targets to change places. Unwilling targets make a Save to avoid the transposition. In the case of multiple targets, if one or more of the group makes the save but at least two others fail, the caster can still transpose the failing targets, even if the original rearrangement must be altered.

Manifestation Roll 1d4: (1) the targets are all lit from below theatrically as they vanish and reappear; (2) the targets are superimposed with sparkly flickers of light, accompanied by a rising humming; (3) a harsh, rising-and-falling grinding noise accompanies the transposition; (4) targets are reduced to silhouettes that shrink to nothingness and then reappear in their new places.

1 Lost, failure, and patron taint.

2–11 Lost and failure.

12–13 The caster can cause two persons (or creatures that are near man-sized or smaller) in line of sight to swap places as long as both are within the range of the spell, and both are within 50' of each other.

14–15 The caster can cause two persons (or creatures that are near man-sized or smaller) in line of sight to swap places as long as both are within the range of the spell, and both are within 100' of each other.

16–19 The caster can cause up to three persons (or creatures that are near man-sized or smaller) in line of sight to swap places. The range of the spell increases to 150'. All targets need to be within this range.

20–21 The caster can cause up to five persons (or creatures that are near man-sized or smaller) in line of sight to swap places. The range of the spell increases to 250'. All targets need to be within this range.

22–25 The caster can cause up to five persons (or creatures that are man-sized or smaller) to swap places. The targets do not all need to be in line of sight at the time of casting, but the caster must be reasonably sure of all of their locations (e.g., if a prearranged waiting spot was determined, and an ally target was waiting there, the spell could still work). The range of the spell increases to 300'. All targets need to be within this range.

26–29 The caster can transpose up to seven targets, up to a range of 350'. In other regards, the effect is as described above.

30–31 The caster can transpose up to nine targets, up to a range of 400'. In other regards, the effect is as described above.

32–33 The caster can transpose up to eleven targets, up to a range of 450'. In other regards, the effect is as described above.

34+ The caster can transpose up to fifteen targets, up to a range of 500'. In other regards, the effect is as described above.

FAERIE FURY

Level: 3 (The Man In The Green Velvet Coat)

Range: Centered on caster Duration: 1 round or higher Casting Time: 1 round Save: Will

General The caster calls forth the dark side of Faerie power to wreak havoc with his foes, while he himself is unaffected. A vortex of wind, ice and debris buffets anyone within it. When the spell ends, affected targets (including objects) will have been lifted CL x 5' into the air, and may suffer falling damage. The caster must Spellburn at least 1 point to cast this spell.

Manifestation Roll 1d4: (1) the caster floats 5 inches off the ground as the chaos of the spell swirls out from him; (2) the caster's visage darkens as white fire shoots from his eyes; (3) the caster's head falls back as tendrils of shadow stream from his mouth; (4) the caster seems to disintegrate creating the effect of the spell, coalescing again at the end.

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|-------|---|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | The swirling vortex extends 30' in all directions from the caster. Persons and creatures within will be knocked prone, and take 2d6 damage. Making the Save cuts the damage in half and the target keeps their feet. No one is lifted by this level of effect. |
| 18-21 | The swirling vortex extends 50' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage. Making the Save cuts the damage in half and the target manages to make a 'soft' landing. |
| 22-23 | The swirling vortex extends 80' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d3 rounds. |
| 24-26 | The swirling vortex extends 120' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d5 rounds. |
| 27-31 | The swirling vortex extends 160' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d7 rounds. |
| 32-33 | The swirling vortex extends 200' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d10 rounds. |
| 34-35 | The swirling vortex extends 200' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d10 rounds. It can be moved, along with everything it contains at a rate of 20' per round. |
| 36+ | The swirling vortex extends 200' in all directions from the caster. Persons and creatures within are lifted off the ground, and take 3d6 damage per round. Loose objects are also moved about. Making the Save each round cuts the damage in half. The vortex lasts for 1d12 rounds. It can be moved, along with everything it contains at a rate of 50' per round. |

CLOSING NOTES

I hope this DCC Patron piqued your interest and has you slaving for more. They are on their way.

I blame my pencil for the pace. My pencil blames me. We're in couples counseling as we speak. And now that I mention it, that may be the problem — I have a talking pencil...

If you get the chance and are so moved, let me know what you think. Creative types require neither food nor drink, but they do need meaningful words flung in their general direction once in a while.

...okay, maybe the occasional drink, too.

Best,

bygrinstow

appendixm.blogspot.com & (wilson4681220 at "the mails of g")

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