

ANGELS, DAEMONS AND BEINGS BETWEEN

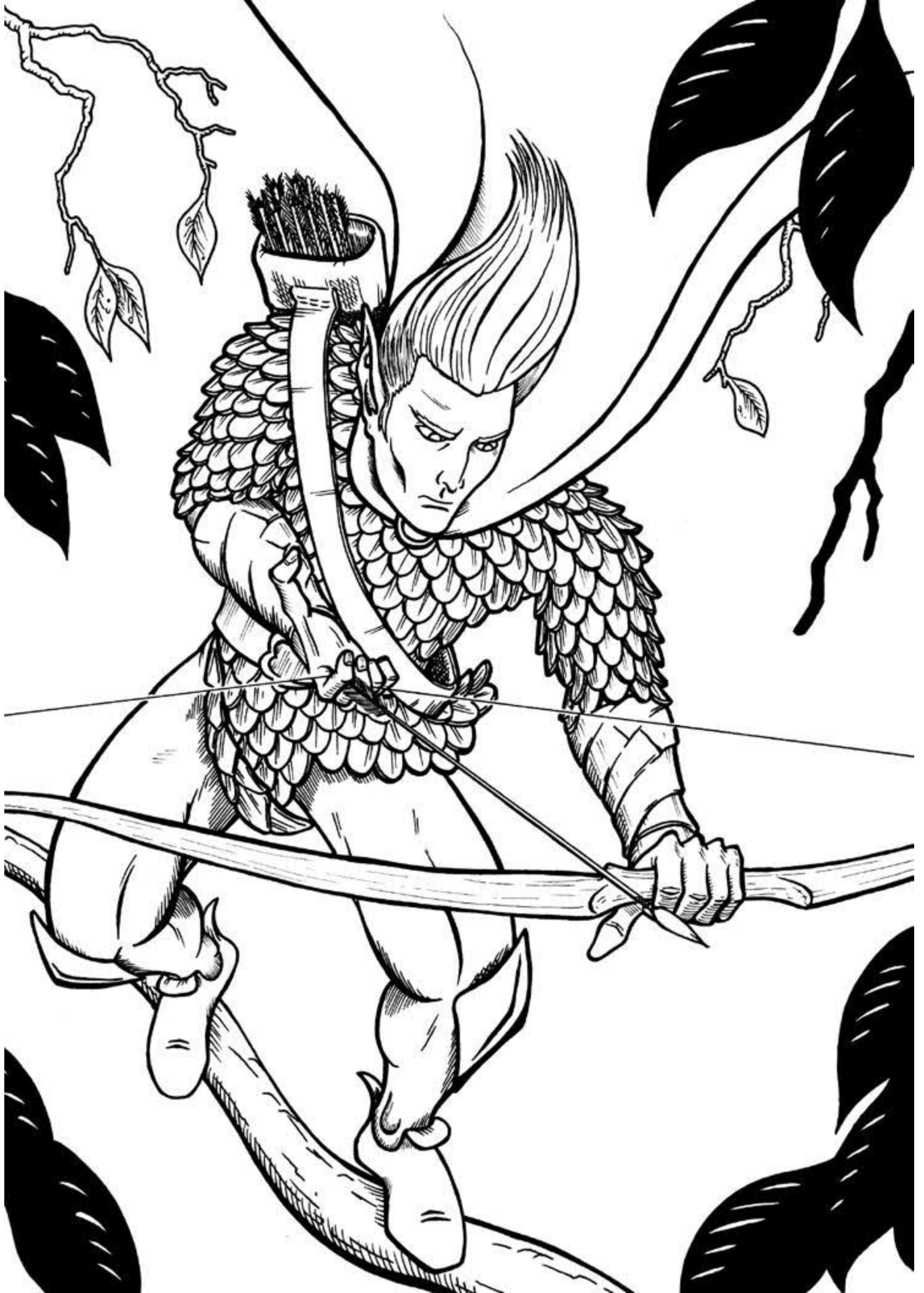
VOLUME II: ELFLAND EDITION



COMPATIBLE WITH
**DCC
RPG**

James A. Pozenel, Jr.
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VOLUME II: ELFLAND EDITION



Angels, Daemons and Beings Between Volume II: Elfland Edition is a patrons supplement for the *Dungeon Crawl Classics Role Playing Game* by Goodman Games.

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Dedication: To Ophelia and Tristan

Acknowledgements: Special thanks to my wife Melissa

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Foreword

What a long journey it has been! The first volume of *Angels, Daemons, & Beings Between* was conceived of in 2012. The original version of the first volume saw a limited print run in 2013. **Shinobi 27 Games** brought it back, in an expanded version, in 2016. What had started as a sprint for me and co-writer Paul Wolfe turned out to be a marathon, but the end of the racecourse was sweet indeed!

Now **Shinobi 27 Games** is releasing a second volume, written by James Pozenel, featuring a whole new host of patrons and demi-patrons, this time with a focus on elves and the Fey Realms! Of course, patrons which are designed for elves are not necessarily unwilling to take human wizards as clients. Judges and players should also remember that any class can benefit, to some degree, from being bonded to a patron.

It gives me great pride to be introducing this volume to you, the reader. Some of you may recognize the author from his excellent work in *The Gong Farmer's Almanac* 2016. Others I get to introduce James to for the first time.

I can't speak for Paul, but for me, seeing James craft a second volume is a little bit like watching one's children growing up, and forging new relationships of their own. In this case, a relationship that I am confident of. James has done very good work here, drawing from Appendix N, Medieval lore, and a fantastic imagination. New patrons are always needed, and are perhaps the most work that may be required of the Judge/RPG designer for *Dungeon Crawl Classics*. Whether he likes it or not, James is now a part of the family!

I should mention the art of David Fisher as well. When we did the first volume, David, Paul, and I did the writing and art, and pulled it all together. David stepped up to make the expanded first volume a reality, and stepped up again to pull this second volume together. Again, you see David's great artwork on the cover and throughout the volume.

Let's look inside.

Daniel J. Bishop
2017



Preface

What you have in your hands is, in no small way, indebted to the work of others. Without Paul Wolfe and Daniel Bishop, I probably wouldn't have begun my journey as an author. The Google+ groups, **DCC RPG** and **Gongfarmer's Almanac** fuelled the flame that was ignited by their blog posts on patrons and demi-patrons. The DIY enthusiasm in those groups emboldened me to submit four articles and edit several others for the 2016 edition of **The Gongfarmer's Almanac**. A demi-patron for **Portal Under the Stars** was the beginning of what was to come.

David Fisher rescued **Angels, Daemons & Beings Between** from its unfortunate ending. Without David picking up the pieces, forging ahead, and producing a print version of the first volume, the **AD&BB** brand would probably disappear. This second volume would not exist without his openness to listening to some guy he's never met tell him he should do another, and he'd write it, and it would be focused on elves.

I started writing what would become **Angels, Daemons & Beings Between: Elfland Edition** on August 1st, 2016. I started on an elven patron as part of my sandbox campaign. At the same time I was playing **DCC RPG** with my kids and they wanted to play elves (and faeries), but I couldn't sell them on the one I was working on. Furthermore, they each wanted something different. Once you have created three distinct patrons, what's 10 more?

During the process of writing this book, I began to read and re-read various books for inspiration. I expanded my Appendix N reading. I pulled out all my university Medieval literature books. I canvassed my friends for additional scholarly source materials. I dedicated myself to plumbing the depths of the **Core Rulebook, Angels, Daemons & Beings Between: Extended Otherworldly Edition**, and whatever other **DCC RPG** materials I could get my hands on.

While all the research broadened my horizons, it was some of Daniel Bishop's words in a blog post about patrons that ended up informing my work the most.

"I would contend that the best purpose of patron taint is to strengthen the thematic bond between wizard and patron." - **Ravencrow King's Nest** (December 11, 2015), Some **Thoughts About Patrons** in **Dungeon Crawl Classics** [Blog post]

To my reckoning, this allowed me to straddle the line between **DCC RPG's** race as class and some of the fan created race classes. Elves are pretty unique; they have access to magic, their race is their class, and they have a patron at 1st level. These restrictions and mechanics together give you a sea of possibilities when you consider Daniel's thoughts on patrons.

As stated above, my kids wanted their own patrons. My son Tristan wanted to play a kick-ass elven fighter my daughter wanted an herbalist witch. The **rules** do not explicitly outline these archetypes like **D&D** and other systems do. It occurred to me that patrons can alter their followers in any way you choose. All the **Core Rulebook** mechanics were laid bare for me to twist, and alter, and graft onto any caster as I saw fit. I didn't have to entertain classes for race because the patron, with their spells and taints, could provide enough mechanic changes to create a kick-ass fighter or a herbalist witch. This is why the lack of dogma and rules inherent in **Dungeon Crawl Classics Role Playing Game** is so wondrously powerful!

So my last thanks is to Joseph Goodman and the fine people at **Goodman Games**. Without them neither I, nor anyone else in the **DCC RPG** family, would have any giant sized shoulders to stand on.

James A Pozenel, Jr.

INTRODUCTION

Elves are an ancient and long lived race - some contend that they are immortal. They can be nomadic, near-eternal wanderers seeking lost occult lore. They may create and maintain kingdoms within the ken of mortal men, yet no matter how long these strongholds are maintained, they are but passing fancies within the long history of elvenkind.

Certain planar locations are favored by the elves and are referred to by such euphemisms as the *Otherworld*, *Elfland*, *Undying Lands* or the *Fey Realms*... and, for mortals, it is not always easy to differentiate between passage into a terrestrial elf kingdom and transit to another plane where the Faerie Court holds sway. The Fey Realms are often primeval wonderlands that are sublime exemplars of great natural beauty or awe, but then, so too are the places where elves choose to gather in the Lands We Know..

The Faerie Court

The Faerie Court is not so much a place but a diaspora of extremely powerful elves in the multiverse. They are nigh immortal and are sometimes referred to as *High Elves*, *Star Elves* or *Elder Kindred* by their mortal relatives. The members of the Faerie Court have influenced the multiverse for millennia, embroiled in the universal struggle between Law and Chaos.

Many in the Court pay homage to the King of Elfland, and indeed his power is great. He is a gravitational centre of the Faerie Court. The King of Elfland has been part of the multiverse for as long as anyone can remember. He is sometimes called upon to render judgement, but he usually maintains a detachment from most matters that do not directly involve him or his interests. Some elves of the court see him as too absorbed in the perfect stillness and timelessness of his own realm.

The Faerie Court is political; members of the court are often jealous and suspicious of each other. Relationships are frequently uneasy political alliances. There are many powerful beings in the court of Elfland and allegiances tend to shift over the eons. The immortality of the Elder Kindred allows and indeed requires the most subtle of intrigues, resulting in infinitesimal shifts of power and influence.

The actions of mortals are sometimes significant to the Faerie Court, as though the actions of humankind have some special meaning. Whether this is despite the fleeting nature of mortal lives, or because of that nature, is a matter of speculation among sages. The Faerie Court does not tell. Elves may sometimes be tasked to live for a time among mortals, harnessing the energy of their firefly lives, and mortals are sometimes welcomed into the Elflands. It is well known that some faeries will kidnap human babes, replacing them with fey changelings to be raised among mortals. Conversely, beings from the Otherworld sometimes offer remarkable aid (or punishment) to mortals. Some knowledgeable folk divide the Faerie Court into the *Seelie Court* of benevolent faeries and the *Unseelie Court* of evil fey and spirits of the dead. Other experts say there is no difference, save the mood of the Court when you find them... Or they find you.

Faerie Mounds

A *Faerie Mound* is a catchall term for any variety of faerie or elf hills, barrows, forts or mounds. They are mystical locations of power regarded as haunted or cursed by the common folk. While elves might use them more as focal points for rituals, faeries typically live inside of them and use them as gathering places for feasts and revelry.

Faeries love carousing and entertainment and engage in the activities nightly. All the singing, dancing, drinking, and eating can be quite alluring to mortal visitors to faerie mounds. Some mortals go in and are never seen again. Avoiding taboos, performing rituals, or using sympathetic magic may be required if the visitor intends to return from a faerie mound. If a person fails to insure their ability to leave or breaks a taboo of the faerie mound, the ruling Faerie King or Queen may mete out swift judgement. Often, the punishment for such violations is slavery. Victims are forced to perform menial tasks like cleaning or artisanal roles.



Table 1-1: Faerie Mound Taboos

Use this table to randomly determine the taboos for visitors entering a faerie mound.

d24	Result
1	The visitor must not consume any food or drink during the celebration.
2	The visitor must place a piece of steel or iron on the top of the door.
3	The visitor must not fall asleep during the revelry.
4	The visitor must not unsheathe a blade or brandish a weapon.
5	The visitor must dance for hours without succumbing to exhaustion.
6	The visitor must present a gift to the Lord or Lady of the mound.
7	The visitor is trapped until they insult someone. After the insulting behavior occurs they are ejected from the mound and forced to roll on <i>Table 1-2: Faerie Mound Ejection</i> below.
8	The visitor must discover the host's name and must then formally address the host to ask permission to leave.
9	The visitor is trapped until they trick someone to take their place at the feast hall.
10	The visitor must duel the host in some agreed upon manner.
11	The visitor must agree to serve the patron of the mound's host. The visitor must submit to being the subject of a <i>patron bond</i> spell before leaving. If the spell check results in failure, the visitor must provide the <i>spellburn</i> until a success is possible.
12	The visitor may leave at any time but doing so invokes the wrath of the mound's host. The host will continually work against the deserter of the feast whenever the opportunity presents itself.
13	The visitor stays for an evening of revelry. When he exits he finds that 1d100 years of his time has passed.
14	The visitor must place an item of iron or steel manufacture at the door. Failing to do so allows faeries to come after him as he leaves, dragging him back for more forced revelry.
15	The host is quite busy with various activities of the feast, if approached and addressed by the visitor, the host will ask "By what eyes can ye see me?" Whichever eye(s) that are indicated by the visitor will be struck blind and the visitor will be transported outside the elf mound entrance.
16	The visitor must not get drunk.
17	The visitor must steal an item from the host (i.e. - hat, coat, handkerchief, etc.) and use it as a disguise in order to leave.
18	The visitor must walk or dance along a traced pattern that is set into the floor of the feasting hall. Failing to do so correctly forces the visitor to roll on <i>Table 1-2: Faerie Mound Ejection</i> below.

19	The visitor must gamble with the revellers until all their money and valuables are gone. Failing to be a good sport forces the visitor to roll on <i>Table 1-2: Faerie Mound Ejection</i> below.
20	The visitor must succeed at a boasting contest.
21	The visitor must marry a denizen of the mound. Refusing to do so forces the visitor to roll on <i>Table 1-2: Faerie Mound Ejection</i> below. If the visitor agrees to the marriage, they receive 4d20 gold pieces as a wedding gift. The visitor must keep their spouse well and they may not reveal their spouse's true nature to any mortal. If the marriage fails for any reason, their faerie spouse curses them.
22	The visitor must go ranging with the faeries. Roll 1d5 for the evening's mission: (1) steal a cow from a local farmer; (2) throw disease laden faerie darts at a mortal; (3) throw disease laden darts at a farm animal; (4) replace a baby with a changeling; (5) find some wayfarers to take back into the faerie mound.
23	The visitor must masquerade as a faerie. Failing to keep their mortal nature a secret forces the visitor to roll on <i>Table 1-2: Faerie Mound Ejection</i> below.
24	The visitor must recite some poetry or sing a song.

Table 1-2: Faerie Mound Ejection

Whenever a visitor to a faerie mound is ejected from it, roll 1d8:

d8	Result
1	The visitor finds himself on a wooded hill 3d100 miles away from the original entry point.
2	The visitor finds himself at the original entry point but is unable to remember most of what had occurred while inside the Faerie Mound.
3	The visitor finds himself at the original entry point, but has no money or valuables.
4	The visitor finds himself at the original entry point and is cursed in some way (see <i>Appendix C</i> of the <i>DCC RPG Core Rulebook</i>).
5	The visitor finds himself on a foreign plane or planet.
6	The visitor finds himself at the original entry point and loses 1d3 points of Luck.
7	The visitor rolls 3d20 for the number of years toward the future and another 3d20 for the past. The larger of the two sums is the direction (future or past) of time travel. The visitor travels a number of years equal to the difference of the two sums.
8	The visitor disappears completely and utterly from known existence.



Elves, Patrons and Religion

Elves live their long lifespans knowing there is more to the universe than that reflected by the typical concerns of the younger races. Armed with a philosophy that prizes their magical advancements as the key to their society's future, they do not typically subscribe to a belief in gods. Thus elves do not have the concept of a professional clergy.

Typical elves regard the Faerie Court as a great camarilla of mage/gods who live in the *Otherworld*, the *Undying Lands* or the *Fey Realms*. These elven entities deign to engage their mortal elven devotees in their affairs. Like many patrons, they often regard their followers as pawns in their larger schemes.

Elves often traffic with demonic powers, but they also seek bonds with powers of the natural world. Elven mages often make contact with elemental and natural forces such as *Yddgrrl*, the *World Root*; *Ithha*, *Prince of Elemental Wind*; and *Grom*, *King of the Earth*. Lords of faeries or animals are also sought after for greater enlightenment or to curry favor of local powers.

Community and Religion

At celebratory times, elven communities perform *Openings*. Openings are great festivals where musicians play their horns and harps whilst the celebrants eat, sing, and dance around sacred mounds. Elves use their Hills or Barrows as a focus for their magic, permitting them to open portals to the Fey Realms. The purpose of many Openings is to honor or commune with others who have passed beyond. Lays are composed and sung to those on the other side in the hope that a loved one may hear them and know that they are still in the hearts of the ones they left.

A blood sacrifice is often called for as part of the Opening. Traditionally a domesticated beast is ritualistically bled on the Elf Mound. The sacrifice is slaughtered and cooked for all participants (terrestrial and otherwise) to eat. Darker rites may be observed where the dead, extraplanar entities, or alien beings are consulted or appeased for the community's greater good. The darker nature of these Openings usually call for similarly dark forms of sacrifice.

Generally, entering into an Elf Mound during an Opening is considered dangerous. However, there are times and rites that call for such actions. There are tales of non-elves being played false, invited as guests of honor only to find out too late they have been tricked into an Elf Hill never to be seen again.

Rades

Groups of the Faerie Court will sometimes gather together in a *Faerie Rade* - a ride across country following ancient paths or ley lines. Rades are ritualistic, occurring when the boundaries between planes are weaker (such as during solstices), or when the Court's influence is leaving a particular site forever... or at least, *forever* from the limited understanding of mortal men.

Those of mortal race who come across - or even see - a Faerie Rade have an equal chance of gaining or losing 1d3 points of Luck as a result. Bold mortals who dare to speak to the riders may discover that they are swept up in the Rade, or may be told something of value. A few lucky souls are given parting gifts, either of great value or subtle magic. The Judge should determine what is possible when introducing a Faerie Rade into the campaign, but the result should never be the same twice.

There is one exception to this: *The Wild Hunt*. Any that encounter the Wild Hunt must take part, either as hunters or hunted. Those who hear the wild horns blowing are well advised to take shelter and remain inside.

Healing

The relationship between the elves and their patrons is different from that which mortals have to their gods. Among the elves, miracles come with a price, and that price is never merely worship. The arcane healing used by elves comes from a different sphere of understanding. Elves use runes and ancient, arcane words to heal living creatures.

Fey Rune of Healing

The *Fey Rune of Healing* is a conduit for Hollura. Most elven communities possess at least one such rune, typically housed in a temple dedicated to Hollura. Using the rune confers access to the *mend living* patron spell (see below) and grants a +2 to spell checks.

The *Fey Rune of Healing* is extremely difficult to make and its secret is not known to all devotees of Hollura. If Hollura has shared the secrets of the rune, a caster may attempt to create a permanent *Rune of Healing* by following the instructions outlined in the General section of the *runic alphabet*, *fey* spell description.

When the *Rune of Healing* is used by casters that are not followers of Hollura, the access granted has consequences -- as does most magic. Alter *mend living* as follows if used by a caster without a *patron bond* to Hollura:

Corruption	Roll 1d8: (1) caster becomes the opposite sex; (2) caster is rendered disabled in some way (blind, deaf, lame, crippled, unable to smell/taste, etc.); (3) a large scar develops on the caster and depending on location it could affect some aspect of the character; (4-6) minor corruption; (7-8) major corruption.
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Misfire	Roll 1d4: (1) caster is stunned for 1 round and wounded for 1d6 damage as the spell goes awry; (2) caster is weakened and suffers 1d4 temporary Stamina damage; (3) a flash of energy blinds all within 10 feet for 2 rounds; (4) caster suffers a minor but aggravating wound, such as a stubbed toe or bad hangnail, which causes no damage but inflicts a -1 penalty to all rolls for 1 hour.
---------	--

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (1 or less) corruption + <i>patron taint</i> + misfire; (2-3) corruption; (4) <i>patron taint</i> (or corruption if no patron); (5+) misfire.
---	--

Old Age and Death

When elves pass into old age, many do not believe that the weakening body is that of its owner. Rather, they believe, that an imperfect changeling body has been placed in the old elf's stead and their loved one now dwells happily and in good health with the faerie folk. Death is a happy time and those left behind look forward to communicating with their loved-ones at a future Opening.

When death is sudden, it is said that faeries come for the spirit of the dead, escorting them to the Underworld where the spirit can reside without a body. During Openings, the living beseech elves who have passed into the Fey Realms with their bodies intact to relay messages to those elves who have not. Perhaps, instead, their spirits live on with the Unseelie Court in some other part of the Otherworld.





PATRONS

BALANCYRS

THE CHANGELING PRINCE



Balancrys is a changeling, the result of the union between an elf and a troll. When a changeling is born, magic is used to give the infant a form. Sometimes they appear as a human, others an elf -- the possibilities are virtually limitless and governed by the spellcaster's aims and whims. Most changelings are swapped with another child and stay in the form given them at their birth. In the unknown millennia of his existence, Balancrys has fully mastered his half-blood legacy and is able to freely alter his shape and appearance.

Balancrys was fathered by a vassal of the King of Elfland, who kept his son's origins a secret, using Balancrys as a pawn in his subterfuges. When he eventually discovered that he was a changeling, Balancrys felt betrayed and ashamed. The embarrassment soon turned to rage and he killed his father, his family, and many other nobles and retainers. In reprisal for his atrocities, the King of Elfland and the Faerie Court exiled Balancrys and all those loyal to him.

The mental abuse and hardships Balancrys experienced causes fits of extreme emotion. These feelings are frequently anger and hate. His troll heritage comes to the fore at these moments; he becomes wild and violent. At other times he is deeply morose and full of anguish. The stew of conflicting emotions has pushed him to the brink of sanity. Some posit that he is insane and that he is just very good at using it to his advantage. Manipulating emotions and fostering dark thoughts have become Balancrys' chief means of controlling others.

Eventually, The Changeling Prince turned his abilities to manipulate flesh onto his exiled followers. In Balancrys' troubled and turbulent mind, he felt he'd be better assisted by a new race of servitors. He transformed them into powerful half-elf, half-troll beasts - the trow were born. Now more creatures of Balancrys than anything else, the trow have been used as pawns in wars with elf kind ever since their creation. Balancrys still employs the mutagenic magics on his elven disciples, creating new trow.

Despite the official excommunication by the King of Elfland, others in the Faerie Court ensnare Balancrys in their plots. His solution to these imprecations is to be duplicitous in his dealings with everyone. He revels at playing sides against each other and seeks to destroy the Faerie Court and its King.

Balancrys usually appears as a muscular elf or human with long hair. His eyes and hair are wild; he prefers to keep his teeth and nails sharpened reflecting his troll heritage. He wields a battleaxe and wears elven brigandine or chainmail.

A *patron bond* with Balancrys can be performed at any time or place, but if the seeker has recently suffered a traumatic experience such as: the death of a loved one, betrayal, a near death experience, witnessed a horrific scene, etc., add 2 to the spell check.

Invoke Patron check results:

- 12-13 Balancyrs is obsessed with his own affairs. He grants the caster a +4 on his next attack or saving throw.
- 14-17 The caster is able to confuse a single creature. The target must make a Will save or become confused for a number of rounds equal to the caster's level. Roll 1d6 each round to determine what action the target takes: (1) stands still, dumbstruck; (2) acts as normal; (3) attacks nearest living thing; (4) runs at full movement in a random direction; (5) attacks the caster or moves to close with the caster; (6) cowers in fright.
- 18-19 The caster flies into a berserk rage. He gains +2 to attack and damage rolls, +2 hp per level, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The rage lasts for a number of rounds equal to 1d5+CL. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, cannot run or charge) for a number of rounds equal to the length of the rage.
- 20-23 The morale of the caster and his allies increases; those within 60' of the caster gain +2 to hit and damage for 2d6+CL rounds.
- 24-27 The caster receives the gift of troll's blood for 1 turn. The caster heals at a prodigious rate, regenerating 1d6 points of damage at the end of each round, including any round where their hit points drop below 0. The caster can only be truly put down when the final regenerative burst does not raise their hit points above 0.
- 28-29 The caster designates up to CL number of targets to confuse. The targets must make a Will save or become confused for a number of rounds equal to the caster's level. Roll 1d6 each round to determine what action each target takes: (1) stands still, dumbstruck; (2) acts as normal; (3) attacks nearest living thing; (4) runs at full movement in a random direction; (5) attacks the caster or moves to close with the caster; (6) cowers in fright.
- 30-31 Balancyrs sends 1d3 trow warriors wielding bronze axes and dressed in copper ringmail to assist the caster.
- Trow warrior:** Init +0; Atk bronze axe +3 melee (1d10+3); AC 14; HD 2d8+4; MV 30'; Act 1d20; SP infravision, iron vulnerability; SV Fort +3, Ref +0, Will +0; AL C.
- 32+ The caster is polymorphed into a troll - mind, body and soul. The change lasts 1 round per caster level. After the change is over the caster remembers nothing. There is a 1% cumulative chance he never changes back into his original form.



PATRON TAINT: BALANCYRS

When *patron taint* is indicated for Balancyr's roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster begins losing grip on his sense of self. Whenever he uses a spell to alter his shape or visage, he suffers a cumulative -1 to his Personality (patron spells, <i>enlarge</i> , <i>polymorph</i> , etc.). The ability loss is temporary and heals normally or with the aid of magic. The second time this result is rolled, the caster has a psychotic break with reality. For 1d100 turns he: is unable to tell friend from foe; experiences hallucinations; has delusional thoughts; and has no moral compass to guide any of his actions. He retains his abilities and spells while affected by the bout of madness. The third time this result is rolled, the psychotic break is permanent. The character is stark raving mad and a danger to all. He cannot process reality and doesn't remember who he really is; he can still use his abilities to alter himself in accordance to his insane whims.
2	The caster becomes troll-like. His nose lengthens and becomes pointy and rubbery; his eyes become black in color and beady. The second time this result is achieved, the caster grows about a foot in height, his mouth enlarges, and his teeth become pointed and sharp. The caster gains a bite attack that deal 1d6 points of damage. The caster also suffers a permanent -1 to Personality. The third time this result is rolled, the caster is permanently mutated into a troll and serves at Balancyr's pleasure alone.
3	Balancyr has discovered a relative of his father in or near the caster's realm of existence. He demands they seek them out and capture them (Balancyr prefers that the target be taken alive so he can mete out his own <i>punishment</i>). The member of his family has 1d3 Hit Dice below the caster and is relatively easy to find. The second time this result is rolled, the relative is powerful and has Hit Dice equal to the caster. The target may not be located on the same plane as the caster. The third time this result is rolled, the target is a scion of the house and may or may not be on the character's home plane and has 1d4+CL Hit Dice. If the scion escapes or is killed, Balancyr becomes so enraged that there is a 50% chance he slays the spellcaster outright for incompetence. If they survive Balancyr's wrath, they must take a dangerous mission involving posing as an influential member of another community on a plane of the Judge's choosing. They must achieve some sort of subterfuge that furthers the plans of Balancyr.
4	The caster begins to lose control of himself in battle. After casting any spell, feelings of anger well up in the caster, preventing them from casting a spell until a number of rounds equal to the spell level. The second time this result is rolled, if the caster successfully casts a spell, he gains a +1 to attack and damage during the moment of wrath. The third time this result is rolled, the caster can focus the anger into a momentary burst of fury. Once per day, the caster can fly into a rage after casting a spell. The rage lasts for a number of rounds equal to the spell level cast. The caster gains +2 to attack and damage rolls, +2 hp per spell level cast, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The caster may not cast spells until the rage abates. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, cannot run or charge) for a number of rounds equal to the length of the rage.
5	One part of the caster's body is temporarily stuck and can no longer be transformed by <i>polymorph</i> or <i>gift of the changeling</i> for 1d3 months. The appearance of the stuck portion of the caster's body will be determined by whatever form the caster was in at the time this <i>patron taint</i> was rolled. Roll 1d12 to determine the stuck body part: (1) head; (2) hands; (3) feet; (4) eyes; (5) nose; (6) one arm; (7) one leg; (8) hair; (9) skin color; (10) ears; (11) mouth/teeth; (12) facial hair.

The second time this result is rolled, the caster's *natural* appearance is permanently changed. Roll 1d12 and consult the above result table. If the *patron taint* is gained while in their natural state, the Judge may alter the indicated body part as he sees fit. The third time this result is rolled, the caster's body experiences a *wild* transformation to their *natural* form. Roll 1d12 and consult the results above to determine the random body part that is mutated. Roll 1d12 to determine the nature of the mutation: (1) cat; (2) horse; (3) bear; (4) dog; (5) eagle; (6) lion; (7) serpent; (8) elephant; (9) pig; (10) goat; (11) humanoid; (12) Lovecraftian (tentacled, multiple hideous body parts, etc.).

- 6 The caster becomes increasingly impetuous and impatient of those who would sit and contemplate actions rather than take them. The second time this result is rolled, the caster must make a Will DC 11 save to pause and consider plans and options. If they fail the save, the caster takes action on the first thing that comes to mind for any given situation. The third time this result is rolled, the caster must make a DC 13 to resist acting hastily. Now if the caster fails the save, he opts to take a violent course of action over any other ideas if feasible. He also gains a +1 to attack and damage while his judgement is impaired as he is particularly vicious.

PATRON SPELLS: BALANCYRS

Balancyr's grants access to the following unique spells, as follows:

Level 1: *Gift of the changeling*

Level 2: *Emotional manipulation*

Level 3: *Polymorph self*

SPELLBURN: BALANCYRS

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	After the spell is cast, wrothful feelings well up in the caster and he flies into a rage for a number of rounds equal to the ability score points sacrificed. The caster gains +2 to attack and damage rolls, +2 hp per spell level cast, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The caster may not cast spells until the rage abates. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, cannot run or charge) for a number of rounds equal to the length of the rage.
2	After the spell is cast, deep sorrow overtakes the caster expressed as Strength, Agility and Stamina loss. Additionally, he is -2 on initiative checks until the ability damage is healed.
3	Balancyr's, ever seeking to sow discord, offers the caster double the amount sacrificed if he spills the blood of his friends or family instead of his own. The victim need not be informed or complicit in the sacrifice of ability scores. Balancyr's takes the ability score points the caster extracts from the victim as the Judge sees fit. If the caster rejects the offer, he receives half the aid from his sacrificed ability score points.
4	After the spell is completed and the ability scores are sacrificed, the character suffers from acute amnesia as a burst of psychological trauma from Balancyr's' mind washes over the caster. Until the ability score damage is healed, the caster doesn't have any knowledge of his identity, location or acquaintances; however the caster is aware of all of their abilities.

Gift of the Changeling

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 action	Save: None (see text)
General	The caster is able to alter their appearance. This spell is not an illusion but rather a physical transformation.			
Manifestation	Roll 1d4: (1) the caster's body twists and boils like molten clay; (2) a puff of smoke obscures the caster temporarily, revealing his changed form when the smoke disperses; (3) the caster briefly turns into a troll before transforming into his changed form; (4) the caster's skin turns inside out, revealing his internal organs, before twisting back to take on a different shape			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure.			
12-13	The caster is able to alter their appearance slightly. The caster may gain or lose up to CLx10 pounds of weight or change one aspect of their face (nose shape, eye color, facial hair, etc.) or change one aspect of their hair (color, length, etc.). The change lasts for 1d6+CL minutes.			
14-17	The caster is able to alter their appearance moderately. The caster may gain or lose up to CLx10 pounds of weight and change one aspect of their face (nose shape, eye color, facial hair, etc.) and change one aspect of their hair (color, length, etc.). The change lasts for 1d6+CL turns.			
18-19	The caster is able to alter their appearance a good deal. The caster may choose their weight, facial and hair details as well as varying their skin tone within the normal range for their race. The caster's magic is not strong enough to mimic someone exactly; they may need to make successful skill checks or use other means of subterfuge to fool someone who knows the person being portrayed by the caster. The change lasts for 1d6+CL hours or until the caster dismisses the magic.			
20-23	The caster is able to alter appearances a great deal. He can alter himself and up to one other person per caster level. The target is allowed a Will save to negate the transformation if unwilling. The caster may choose their weight, facial details, skin or hair color, and/or sex. The caster's magic is not strong enough to mimic someone exactly; they may need to make successful skill checks or use other means of subterfuge to fool someone who knows the person(s) being portrayed. The change lasts for 1d6+CL days or until the caster dismisses the magic.			
24-27	The caster is able to bend flesh to suit his whims. The caster may alter himself completely. He can specify height, weight, facial details, skin color, hair color, and/or sex. The caster may also choose to be a member of another, roughly human sized, race. The caster's magic is strong enough to mimic someone exactly without knowing them well. While impersonating someone a subject knows, and if the caster acts out of character, the subject must roll a DC 13 Will save to perceive the incongruence. The duration lasts 1d6+CL hours or until the caster dismisses the magic.			
28-29	The caster is able to bend flesh to suit his whims. He can alter himself and up to one other person per caster level. The target is allowed a Will save to negate the transformation if unwilling. The caster may determine the height, weight, facial details, skin color, hair color and sex. The caster may also choose to be a member of another, roughly human sized, race. The caster's magic is strong enough to mimic someone exactly without knowing them well.			

While impersonating someone a subject knows, and if the caster acts out of character, the subject must roll a DC 15 Will save to perceive the incongruence. The duration lasts 1d6+CL hours or until the caster dismisses the magic.

- 30-31 The caster generates strong transformation magic that is flawless. The caster may determine his height, weight, facial details, skin color, hair color and sex. The caster may also choose to make themselves another humanoid race - from kobold to ogre sized. The subject(s) not only look like the creature in question, but they mimic other sensory details such as smell, etc. Additionally if the caster poses as a person with a particular profession, he is treated as skilled in that occupation. The spell lasts 24 hours or until the caster dismisses the magic.
- 32+ The caster generates powerful transformation magic that is flawless. He can alter himself and up to one other person per caster level. The target is allowed a Will save to negate the transformation if unwilling. The caster may determine height, weight, facial details, skin color, hair color and sex. The caster may also choose to make them another humanoid race - from kobold to ogre sized. The subject(s) not only look like the creature in question, but they mimic other sensory details such as smell, etc. Additionally if the caster poses as a person with a particular profession, he may choose to be skilled in that occupation. The spell lasts 24 hours or until the caster dismisses the magic.

Emotional Manipulation

Level: 2 Range: 120' Duration: Varies Casting time: 1 action Save: Will vs. check

General A subject's demeanour (hostility, morale, cooperativeness, etc.) can be adjusted or changed by the caster. The subjects can be animals, humanoids, or other creatures with emotions (demons, intelligent un-dead, etc.). In almost all cases the subject is unaware of the manipulation and believes that they have merely changed their own mind. Even sudden emotional shifts are viewed by the subject as being their prerogative.

Emotions become the plaything of the caster while a subject is under the effects of the spell. If the caster is still within range, they may continue to change the subject's emotions by concentrating with an action. For the spell's duration, each change after the first allows the subject to save against the manipulation. A failed save allows the caster to further alter the subject's emotions. A successful save from additional manipulation does not end the spell, but only denies the caster's desired change. A natural 20 on a save breaks the spell immediately and the subject is aware of the manipulation.

This spell doesn't allow the caster to control the subject's mind. New stimuli or interactions can change the subject's mind in any way the Judge sees fit.

Manifestation Roll 1d6: (1) a ray of sickly green light strikes the forehead of the subject; (2) for an instant a corona of black light appears around the subject's head; (3) the subject's eyes momentarily roll; (4) no obvious effect; (5) the subject's face becomes expressionless for a fleeting moment; (6) the subject shudders and then continues as if nothing happened.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

- 12-13 Failure, but spell is not lost.
- 14-15 The caster can affect the subject's emotional state slightly. At the time of casting, he can either increase or decrease the feelings that the subject has along a spectrum. An angry subject can either be pushed to be furious or merely displeased. A morale check DC can be moved by 1 in either direction. The new emotional state lasts for 1 minute per caster level.
- 16-19 The caster can affect the subject's emotional state greatly. At the time of casting, he can either increase or decrease the feelings that the subject has along a spectrum. Depending on how strongly the emotion is held by the subject, the caster could neutralize the feeling. An angry subject can either be pushed to be enraged or merely annoyed. A morale check DC can be moved by 2 in either direction. The new emotional state lasts for 1 turn per caster level.
- 20-21 The caster manipulates the morale or cooperativeness of the subject. A suspicious guard becomes welcoming. A frightened hireling becomes brave. If desired, the caster can force the subject to roll a morale check with a -4 penalty or re-roll a failed morale check with a +4 bonus. The effect lasts for 1 turn per caster level.
- 22-25 The caster manipulates the morale or cooperativeness of up to caster level number of subjects. Suspicious guards become welcoming. Frightened hirelings become brave. If desired, the caster can force the subject to roll a morale check or re-roll a failed morale check. The effect lasts for 1 turn per caster level.
- 26-29 The caster can insert completely new feelings in the subject. There is a limit on how radical of a change that can be affected. The caster cannot manipulate the subject to have opposing emotions. For example, the caster may turn feelings of joy into jealousy or disinterest, but not into rage. The new emotion may persist in the subject's mind for up to 1 hour per caster level.
- 30-31 The caster can insert completely new feelings in the subject. There is a limit on how radical of a change that can be affected. The caster cannot manipulate the subject to have opposing emotions. For example, the caster may turn feelings of joy into jealousy or disinterest, but not into rage. The new emotion may persist in the subject's mind for up to 1 day per caster level.
- 32-33 The caster can insert completely new feelings in the subject. There is no limit on how radical of a change that can be affected. Opposing emotions seem to wash over the subject. The new emotion may persist in the subject's mind for 1 hour per caster level.
- 34+ The caster can insert completely new feelings in the subject. There is no limit on how radical of a change that can be affected. Opposing emotions seem to wash over the subject. The new emotion may persist in the subject's mind for 1 day per caster level.



Polymorph Self

Level: 3 Range: Self Duration: Varies Casting time: 1 round Save: N/A

General The caster transforms himself into a different creature.

Manifestation Roll 1d4: (1) the caster's body twists and boils like molten clay; (2) a puff of smoke obscures the caster temporarily, revealing his changed form when the smoke disperses; (3) the caster briefly turns into a troll before transforming into a new form; (4) the caster's skin turns inside out, revealing his internal organs, before twisting back into a different shape.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 The caster can transform himself into a creature with Hit Dice less than or equal to his own. He assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 minute per caster level.

18-21 The caster can transform himself into a creature with Hit Dice less than or equal to his own. He assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 turn per caster level.

22-23 The caster can transform himself into a creature with Hit Dice less than or equal to his own. He assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 1 hour per caster level.

24-26 The caster transforms himself into a creature with Hit Dice less than or equal to one and a half times his level. In addition, the caster can use one of the creature's racial powers or abilities. The change lasts 1 hour per level.

27-31 The caster changes himself completely into a new creature, with all of that creature's powers and abilities. This could include class abilities if appropriate. The creature cannot have more Hit Dice than one and a half times his level. The change lasts 1 hour per level.

32-33 The caster changes himself completely into a new creature, with all of that creature's powers and abilities. This could include class abilities if appropriate. The creature cannot have more Hit Dice than one and a half times his level. The transformation lasts until the caster chooses to end the effect or 24 hours have passed.

34-35 The caster changes himself completely into a new creature, with all of that creature's powers and abilities. This could include class abilities if appropriate. The creature cannot have more Hit Dice than twice the caster's level. The transformation lasts until the caster chooses to end the effect or 24 hours have passed.

The caster changes himself completely into a new creature, with all of that creature's powers and abilities. This could include class abilities if appropriate. The creature cannot have more Hit Dice than thrice the caster's level. The change is permanent and no saving throw is allowed.

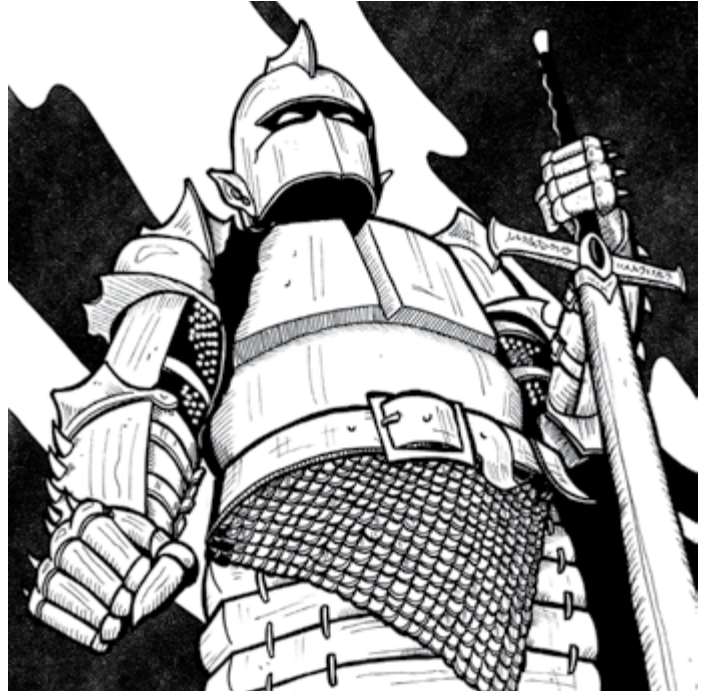


EHAWOL, THE FALLEN

Ehawol was once a powerful elf renowned for his prowess in crafting and enchanting. He hungered for arcane secrets and hidden lore until his obsession led to him being consumed by the influence of demonic powers. The whispered promises of untold power lured him into the single-minded pursuit of foul and demonic knowledge.

Ehawol is seldom mentioned in elven circles. When he is, it is often with his epitaphs *Elraug* (demon elf) or *Dannen* (fallen). His story is most often used as a cautionary tale highlighting the dangers of trafficking with demons for greater power. Ultimately, those who are foolish enough to seek the patronage of Ehawol become playthings in his never-ending lust for ultimate power.

Ehawol is a tall dark brooding figure with long stringy black hair, large black eyes and pale white skin. He usually is dressed in blood-blackened mithril armor and wields his mithril two-handed sword *Magrucil*.



Ehawol demands that his *patron bond* ceremony occur at night with a new moon in the sky. Preferably, the location should be deep within a corrupted or haunted forest.

Invoke Patron check results:

- 12-13 Ehawol is busy with other concerns, but grants the caster a +3 bonus on their next attack, saving throw, skill check or spell check.
- 14-17 The caster's body surges with demonic strength. For 1d4 turns the caster gains +1 to melee attacks and damage.
- 18-19 Ehawol sends one of his **Demonic Elves (type I demon)** to assist his pawn. The lackey stays for 1d4+CL rounds. See *Minions of Ehawol* below for statistics.
- 20-23 The caster receives a poisoned javelin that he may unerringly throw at any target within 50ft. The javelin deals standard damage for its type, but delivers a random demonic poison (consult *Appendix P* of the *Core Rulebook*). The caster may only carry one such javelin at a time. If this result is rolled again while still possessing a javelin from Ehawol, the spell check is considered a failure.
- 24-27 The caster chooses a victim who must make a DC 15 Will save or become a host body for a demonic portal for 1d5+CL rounds. The rift opens somewhere on the subject's torso and 1d4+1 shiny black tentacles emerge from the tear in space and begin attacking as many creatures as possible who are within 10' of the subject.

Demonic Tentacles (1d4+1): Atk tentacle strike +5 melee (1d4+1); AC 16; HD 3d6; MV 0'; Act 1d20; SP grasp; SV Fort +6, Ref +4, Will +4.



After a successful attack, the tentacle attempts to grapple the opponent, receiving +4 to the opposed check. On a success, the tentacle strangles for 1d6+1 damage each round until severed or removed. If there are no creatures within 10', the tentacles will pull the host closer to them. The host may resist the tentacles by making a successful grapple check. If the subject successfully resists and no creatures are within 10', the tentacles attack the host body.

- 28-29 Ewahol conjures a shadow sword for the caster to use for 1d3 hours. The weightless black greatsword is considered a +2 magical weapon but the wielder's Strength modifier is not added to the weapon's damage. The blade is unearthly cold and each stroke deals an additional 1d6 cold damage and slows the victim to one action per round unless they make a DC 13 Fort save.
- 30-31 The air visibly darkens and the cries of a thousand tortured souls howling in unison pierces the brains of the caster's enemies. Shadowy forms leap out of the darkened corners and crevices and rip at the caster's foes dealing 5d6 damage and 2d4 temporary Stamina damage, a Will save reduces the damage and ability score loss by half.
- 32+ The caster's eyes glow red and their countenance darkens and twists into a maleficent grin. His body grows, losing definition and color as he transforms into a black, wraith-like avatar of Ehawol for the next 1d6 turns. While the caster houses a sliver of Ehawol's power, they attack with great clawed hands dealing 1d10+3 damage. The claws are +5 to attack and are treated as magical weapons that can strike incorporeal creatures. The caster's dark form is ideal for concealing themselves in dark places and may hide as a Thief of the same alignment and level. Additionally, the caster can see all invisible objects and creatures within 60'.

PATRON TAINT: EHAWOL

When *patron taint* is indicated for Ehawol, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster's eyes and tongue turn entirely black. The second time this result is rolled, the caster's skin pales and the veins running close to the surface become darker, more prominent and spidery. The overall effect imposes a -1 reaction in social situations. The third time this result is rolled, the caster's lips turn blue, their eyes become sunken and dark, and their hair and scalp become oily. The caster permanently loses a point of Personality.
2	Ehawol requires the character to fulfill a particular mission. 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 requires 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 greatest foe has 1d4 more levels (or Hit Dice) than the caster. Failure at a mission affects the character's relationship with Ehawol.
3	The caster begins to have a preference for darker environments. Bright light impairs them causing them to suffer a -1 to attacks and skill checks. The second time this result is rolled, the penalty while in bright light is extended to spell checks and saves. The third time this result is rolled, the caster must add the nocturnal mercurial effect to all Ehawol's granted patron spells and <i>invoke patron</i> when calling for Ehawol's aid.

- 4 If the caster doesn't already know *Demonic*, it is added to his list of known languages. The second time the result is rolled, the caster must dedicate themselves to attaining the second level Wizard spell *arcane affinity* as a Demonologist and apply the benefits to at least one spell they know. The third time this result is rolled, they must roll 1d4 and consult the Demonologist corruption results from the *arcane affinity* spell.
- 5 After casting a patron spell, the caster cannot escape the feeling that they are being watched. The second time this result is rolled, each time one of Ehawol's granted patron spells is cast, or if Ehawol is the subject of an *invoke patron* attempt, the caster's visage noticeably darkens and takes on an alien expression for one round. During this time the caster appears to be standing still observing the actions around him. The caster's mind has been pushed to the side and he feels the presence of Ehawol. The third time this result is rolled, the caster is no longer in control of his body and his mind has been caged by Ehawol. Ehawol has assumed total control of the caster's body and acts as he sees fit for as long as he sees fit.
- 6 The caster is mutated by demonic energy and must roll once on *Table 9-12: Demon Traits* in the *Core Rulebook*. The second time this result is obtained, roll again on *Table 9-12*. The third time this result is obtained, the caster is taken to serve at Ehawol's abyssal palace forever more.

PATRON SPELLS: EHAWOL

Ehawol, The Fallen grants access to three unique spells, as follow:

Level 1: *Demon fire*

Level 2: *Abyssal fissure*

Level 3: *Ehawol's black mirror*

SPELLBURN: EHAWOL

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn result
1	Horrifying images of torture and death fill the caster's mind and suffuse his magic. The images have a severe physical impact on the character and leave him weakened (expressed as Strength, Agility and Stamina loss). The character also suffers one point of temporary damage to his Personality.
2	A tentacled mass with sharp toothed sucker mouths erupts from the caster's breast and begins strangling and sucking the life-blood out of the caster. The process of extraction takes 1 round for each ability point of <i>spellburn</i> , during which the caster suffers -2 on attacks, saves, spell checks and skill checks. After it has taken the vitality promised to Ehawol, the tentacled parasite disappears.
3	The caster's request is granted but there's a catch. Ehawol demands an elf-blood sacrifice. If the blood of an innocent elf is not spilled ritualistically for Ehawol within 1 week, the caster is drained for double the amount granted.
4	In a moment of uncharacteristic charity, Ehawol freely gives the caster 1d6 points of <i>spellburn</i> at no cost. If the caster desires more, they may re-roll on this table using a d3.

Demon Fire

Level: 1	Range: 60'	Duration: Instantaneous	Casting time: 1 action	Save: None
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General	The caster conjures forth fire from the depths of the abyss. The fire this spell creates is not entirely elemental in nature, but is suffused by the pain and suffering of souls who have been tortured for millennia. Spells, effects or abilities that shield a target from fire energy are only half as effective. Immunity to fire is reduced to absorbing half the damage; half damage to a quarter, and so on.
Manifestation	Roll 1d5: (1) beams of fire come from the caster's eyes; (2) the caster belches forth a ball of flame; (3) the caster throws a smoking ember that explodes when it hits the target; (4) the caster strikes the ground and a line of fire travels along the ground from the caster to the target; (5) a flaming skull erupts from the caster's head and streaks towards the target, emitting the screams of a tortured soul.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-13	A blast of demonic fire strikes a target of the caster's choosing inflicting 1d4+1 points of damage.
14-17	A blast of demonic fire strikes a target of the caster's choosing inflicting 1d6+1 points of damage.
18-19	A blast of demonic fire strikes a target of the caster's choosing inflicting 1d8+CL points of damage.
20-23	A blast of demonic fire divides into three separate bolts of energy inflicting 1d8+CL points of damage to up to three different targets.
24-27	A blast of demonic fire strikes a target of the caster's choosing inflicting 1d10+CL points of damage and shakes their resolve. They must make a morale check at -2 or flee.
28-29	A blast of demonic fire strikes a target of the caster's choosing inflicting 2d10+CL points of damage. The blast shakes their resolve and hurls them backwards. The target is subjected to a <i>Pushback</i> with the caster rolling 1d6+2 on the <i>Mighty Deeds of Arms</i> table in Chapter 4 of the <i>Core Rulebook</i> . They must also make a morale check at -3 or flee.
30-31	A blast of demonic fire divides into three separate bolts of energy inflicting 3d10+CL points of damage to up to three different targets. The blast shakes their resolve and hurls them backwards. The targets are subjected to a <i>Pushback</i> with the caster rolling 1d6+2 on the <i>Mighty Deeds of Arms</i> table in Chapter 4 of the <i>Core Rulebook</i> . They must also make a morale check at -3 or flee.
32+	A tremendous pillar of hell fire strikes a point indicated by the caster. Anyone caught within the 10' radius blast is dealt 6d10+CL points of damage. Demons caught within the blast must make a Will save or be forced back into the abyss. All other creatures must make a DC 13 Will save or also be sucked, body and soul, into the abyss.

Abyssal Fissure

Level: 2 Range: 100' + 10' per caster level Duration: 1 round Casting time: 1 action Save: None

General The caster causes the ground, walls or ceiling to crack open a temporary dimensional rift to Ehawol's realm. The fissure starts from the caster's location and may continue the entire spell range in one direction or the fissure can branch and turn as the caster sees fit, provided the number of linear feet do not exceed the maximum range of the spell and the number of branches in the fissure do not exceed half the caster's level rounding down. A caster may elect to make an *island* around an opponent, but must pay for another instance of branching to close the two branches. The caster may not move or add to the fissure (even if they did not use the entire range available) after it has been cast.

Manifestation Roll 1d4: (1) the fissure grows from the caster's position accompanied by an unearthly roll of thunder; (2) the fissure opens all at once issuing black, sulphurous smoke; (3) the caster emits an ear-splitting scream which cracks the earth; (4) a brief earthquake occurs ripping earth and cracking stone.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

12-13 Failure, but spell is not lost.

14-15 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 10' high along its entire length. Seeing through the emitted darkness is impossible. Anyone passing through the curtain takes 1d4 cold damage + 1d4 damage from abyssal energies.

16-19 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 10' high along its entire length. Seeing through the emitted darkness is impossible. Anyone passing through the curtain takes 1d6 cold damage + 1d6 damage from abyssal energies.

20-21 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 15' high along its entire length. Seeing through the emitted darkness is impossible. Anyone passing through the curtain of darkness takes 1d8 cold damage + 1d8 damage from abyssal energies. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 5 foot area on either side of the fissure. Creatures in the cloud suffer a -1 penalty to all rolls (attacks, damage, skills, and saves) and take 1 point of damage each round they remain within the area of effect.

22-25 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 15' high along its entire length. Seeing through the emitted darkness is impossible. Anyone passing through the curtain of darkness takes 1d10 cold damage + 1d10 damage from abyssal energies. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 5 foot area on either side of the fissure. Creatures in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 1d3 points of damage each round they remain within the area of effect.

- 26-29 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 15' high along its entire length. Seeing through the emitted darkness is impossible. Shiny black tentacles lurk within the shadowy rift. Anyone wishing to cross the curtain of darkness must succeed at evading the tentacles by making an opposed grapple check. The tentacles roll a straight d20 to grapple. If a creature succeeds at crossing, it suffers 1d10 cold damage + 1d10 damage from abyssal energies. Those that fail are held fast and suffer the damage each round until the grapple is broken. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 10 foot area on either side of the fissure. Creatures in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 1d3 points of damage each round they remain within the area of effect.
- 30-31 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 15' high along its entire length. Seeing through the emitted darkness is impossible. Shiny black tentacles lurk within the shadowy rift. Anyone wishing to cross the curtain of darkness must succeed at evading the tentacles by making an opposed grapple check. The tentacles receive a +2 to grapple. If a creature succeeds at crossing, it suffers 1d10 cold damage + 1d10 damage from abyssal energies. Those that fail are held fast and suffer the damage each round until the grapple is broken. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 10 foot area on either side of the fissure. Creatures in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 2d3 points of damage each round they remain within the area of effect.
- 32-33 Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 15' high along its entire length. Seeing through the emitted darkness is impossible. Shiny black tentacles lurk within the shadowy rift. Anyone wishing to cross the curtain of darkness must succeed at evading the tentacles by making an opposed grapple check. The tentacles receive a +2 to grapple. If a creature succeeds at crossing, it suffers 1d12 cold damage + 1d12 damage from abyssal energies. Those that fail are held fast and suffer the damage each round until the grapple is broken. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 10 foot area on either side of the fissure. Creatures in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), take 2d3 points of damage each round they remain within the area of effect, and tormented souls flit about the dangerous vapors. The vengeful spirits attack anyone within the 10 foot strip of gas that exists on either side of the abyssal fissure, gaining a +4 on the attack roll and dealing 2d8 damage and 1d4 points of temporary Stamina damage.
- 34+ Dark, shadowy energy streams forth from the cracks in the earth forming a curtain of darkness 20' high along its entire length. Seeing through the emitted darkness is impossible. Shiny black tentacles lurk within the shadowy rift. Anyone wishing to cross the curtain of darkness must succeed at evading the tentacles by making an opposed grapple check. The tentacles receive a +4 to grapple. If a creature succeeds at crossing, it suffers 1d12 cold damage + 1d12 damage from abyssal energies. Those that fail are held fast and suffer the damage each round until the grapple is broken. Inky black clouds of toxic, sulfurous gas billow from the crevasse and covers a 10 foot area on either side of the fissure. Creatures in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 2d5 points of damage each round they remain within the area of effect, and tormented souls flit about the dangerous vapors. The vengeful spirits attack anyone within the 10 foot strip of gas that exists on either side of the abyssal fissure, gaining a +4 on the attack roll and dealing 4d8 damage and 2d4 points of temporary Stamina damage.

Ehawol's Black Mirror

Level: 3 Range: Varies Duration: Varies Casting time: 1 action Save: Will vs. check

General The caster conjures a Black Mirror which is, at its essence, a portal to another dimension. The effects on the caster's environment are unpredictable and often dangerous.

Anyone wishing to destroy a mirror may attempt to do so by hitting AC 18 and dealing a number of hit points equal to the caster's spell check. Spells cast at the mirror ricochet with no effect and can reflect directly back at the opposing caster unless they succeed at a Luck check.

The caster must supply at least one point of *spellburn* to cast this spell.

Manifestation See individual spell check results.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 The caster summons a hand mirror and directs it at one target within 60 feet. Whoever is reflected in the surface of the mirror, whether they see themselves or not, suffers a savage psychic assault that deals 3d6 damage, unless they make a Will saving throw. Whether the target saves or not, the victim has a -2 penalty on actions until the next round. The mirror remains for only 1 round.

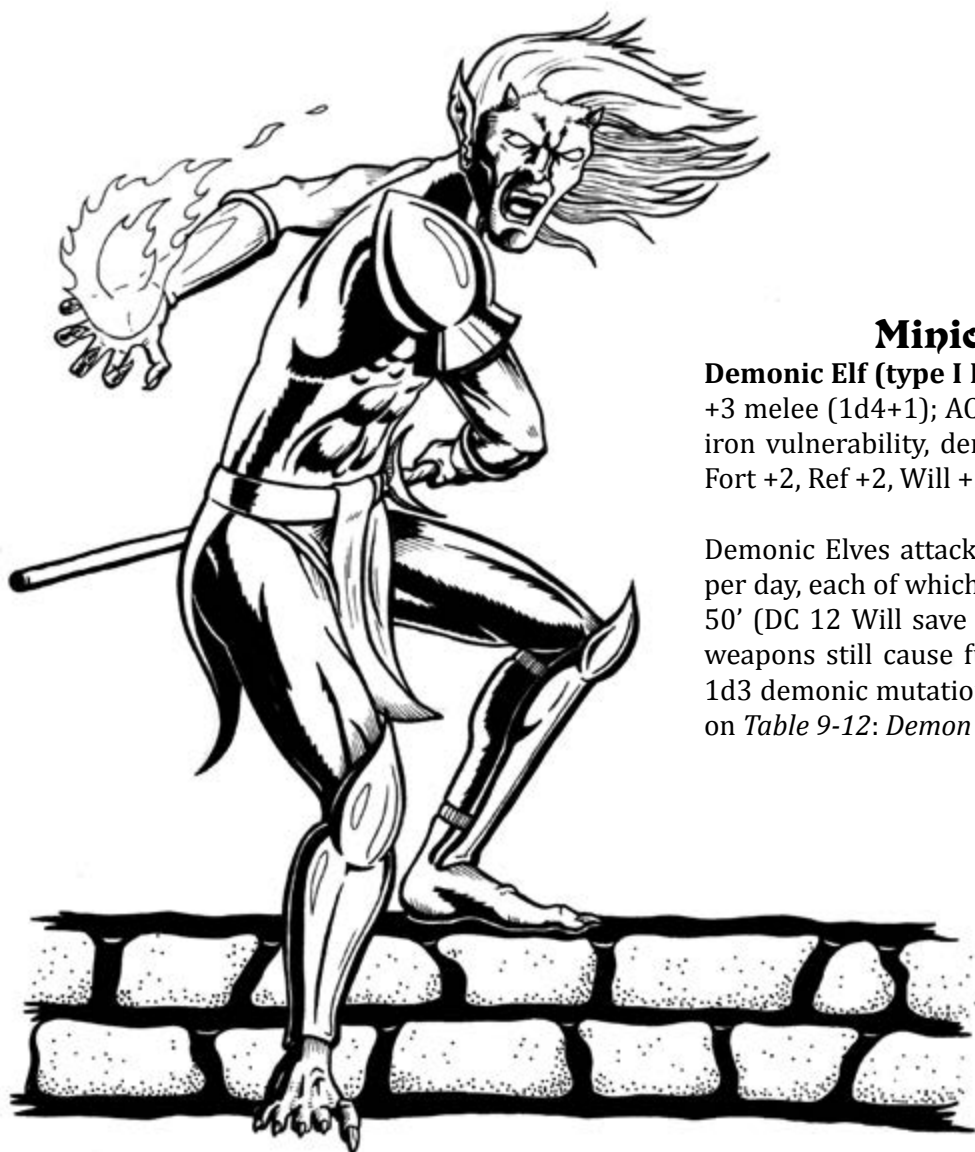
18-21 As above, but the mirror can be utilized for a number of rounds equal to the caster's level.

22-23 The caster conjures a round desk mirror and directs it at a target of their choosing. If the target fails their save, their reflection appears more attractive, likeable and overall superior in every way. The effect is dispiriting to the target and the mirror permanently drains the victim of 1d8 Personality.

24-26 The caster conjures a round desk mirror and directs it at a target of their choosing. If the target fails their save, its reflection appears uglier, ages rapidly and has maggots burrowing through its flesh. At the same moment, the caster becomes more attractive and likeable. The victim is temporarily drained of 3d4 Personality which the caster adds half of to his own Personality score. The caster's temporary boost in Personality fades 1 point per day until all the points are gone.

27-31 The caster conjures a large floor mirror which shows anyone their heart's desire. The mirror lasts for 1d10+CL rounds. Any subjects looking into the mirror (DC 13 Ref save to avoid glimpsing themselves each round they are facing it) must make a DC 18 Will save or become engrossed in the tableau for 1 hour. Those that successfully make the Will save are only distracted for 1 round. A successful save does not mean that the subject is no longer in danger. They must continue to make a Reflex save each round they are facing the mirror.

- 32-33 The caster selects a target for the spell and a perfect simulacrum of the target coalesces from a flat, black, reflective outline into three dimensional, colored form. After the doppelganger appears, it attacks the subject until either it or the target is slain. If the subject is slain, the summoned creature seeks to take his place, kill his comrades, and continue whatever plans Ehawol may have.
- 34-35 A reflective black sphere appears within 100' of the caster. All within a 20' radius of the orb must make a Will save or are compelled to move to it and touch it. As the subjects make physical contact with the sphere their hands pass into it and ripples emanate from the point where they disturb the surface. The sphere starts pulling whomever is in contact with it, initiating a grapple check with the sphere receiving a +4 bonus to the roll. Once a victim has been pulled into the sphere they are subjected to scenes of torture and cruelty beyond description as they hurtle through a nightmarish landscape filled with ghastly demons and mutilated humanoids. The victim takes 6d10 damage from the psychic shock. Those that survive the experience must make a DC 13 Will save to exit the sphere and its horror filled realm. Those failing their save must repeat the experience until they save or die.
- 36+ As above, but the aura of attraction is now 60' in radius, the psychic damage is 10d10, and to escape the sphere a DC 15 Will save is required.



Minions of Ehawol

Demonic Elf (type I Demon, Ehawol): Init +1; Atk claws +3 melee (1d4+1); AC 13; HD 2d12; MV 30'; Act 1d20; SP iron vulnerability, demon traits, harmful spell 2/day; SV Fort +2, Ref +2, Will +2; AL C.

Demonic Elves attack with up to 2 bolts of demonic fire per day, each of which causes 1d6+1 damage at a range of 50' (DC 12 Will save for half damage). Non-magical iron weapons still cause full damage. All demonic elves have 1d3 demonic mutations. To determine the mutations, roll on *Table 9-12: Demon Traits* in the *Core Rulebook*.

FINNGOLRIC



Finngolric is a patron to orphans, the poor, vagabonds, and thieves. While none of these roles are commonplace in traditional elven communities, there are times and places where Finngolric is able to entice elves to follow his particular call to freedom. Those that follow Finngolric may have grown up in a human city or in an elven community that has lost its traditional customs and/or contact with the Fey Realms. Followers of Finngolric are often viewed as *untouchable* in the caste conscious society of the elves. Finngolric stands for freedom from loneliness, want, and law - and making a gold piece or two along the way.

Finngolric is actively and personally involved in various schemes and plans throughout the multiverse and he disguises himself appropriately to further those machinations. He can appear as a suave knave, a grizzled larcenist, or an impoverished itinerant. In all cases he keeps his hair dark and there's a twinkle in his eye and a faint grin on his lips. Finngolric prefers *patron bond* ceremonies performed in back alleys or in the slums and ghettos of cities in the dead of night. Supplicants must offer an item that they have pilfered and be of chaotic alignment.

Invoke Patron check results:

- 12-13 Finngolric sends a thief's luck. The caster gains a +4 on their next thieving skill check or attempt to backstab. All allies suffer -1 on their next attack, saving throw, skill check or spell check.
- 14-17 Finngolric hears his charge's call for aid. The caster gains +4 on their next attack, saving throw, skill check or spell check.
- 18-19 Freedom! Any one creature of the caster's choosing breaks out of bonds, ropes, grapples, cages or any other sort of confinement or fetters. Alternatively, any one creature may withdraw from melee combat without opening himself up to attack from the engaged opponents. The opportunity to withdraw without detriment lasts until used or that melee combat is over.
- 20-23 The caster receives a Luck token. At anytime he may consume the token to gain a +1 on any roll where Luck applies. If the caster is still in possession of the Luck token and rolls a 1 on any d20 roll, the token disappears.
- 24-27 A thick mist rises in a 40' radius and persists for 1d10 turns. Those without infravision are considered blind and attack with a -4 penalty. Those that do have infravision, receive a +2 bonus to attack their blind opponents.
- 28-29 The caster's senses tingle in anticipation of any danger. For the next 1d8+CL turns they gain +2 to initiative, AC, Reflex saving throws, and detect traps thief skill checks. They are also able to detect traps passively by simply passing within 10 feet of the trap.

- 30-31 Finngolric guides the caster's hand in combat; he fights with preternatural grace and is able to flawlessly feint and lead his opponents into deadly counter attacks. With a successful hide check, the caster may attempt a backstab on their opponents even while engaged in open combat. The effect ends when the caster has succeeded at 1d6 backstab attempts. If the caster is able to backstab via normal situations and skill checks, they do not count against this pool of open combat backstab attempts.
- 32+ An improbable aegis surrounds the caster. The next 1d4 attacks or traps that would have otherwise harmed the caster, unbelievably fail in hitting their mark. This includes normal hits, critical hits or botched saving throws when a trap is involved. This protection does not generally apply to spells unless they target an area of effect. If the caster succeeds at a Reflex save vs an area of effect spell while protected, the caster miraculously takes no damage.



PATRON TAINT: FINNGOLRIC

When *patron taint* is indicated for Finngolric, 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	Like his beneficent master, the caster cannot resist giving money to tramps, beggars and other beings who appear to need help with basic survival. The second time this result is rolled, the character begins stealing from the more fortunate in order to give the plunder to the poor. At this stage food and basic items are the caster's primary candidates for theft. The third time this result is rolled, the caster becomes a radical idealist or champion of the underprivileged. He regularly steals from the rich and gives to the poor. The types of items given away are anything of value regardless of its impact on the beneficiaries or society.
2	While imperceptible to the caster, he begins changing in subtle ways (mannerisms, dress, speech) that other elves are able to detect. They know the caster is an <i>untouchable</i> , the lowest level of the elves' caste system. The second time this result is rolled, the changed become much more pronounced. Other thieves sense his occupation as well. The third time this result is rolled, officials who have dealt with crime view the caster with suspicion and as a <i>bad seed</i> . They actively seek to have the caster leave town as soon as possible.
3	Finngolric requires the character to steal a valuable object for him. The item to be stolen is mundane and relatively easy to pilfer, requiring no more than 1d4 days of travel. The owner is a 0 level merchant, banker or other such professional. The second time this is rolled, the item to be stolen is much more rare and could be magical in nature. It may require 1d4 weeks of travel, and the heist is more complicated; the item is well guarded and the owner is equal in level (or Hit Dice) to the caster. If this result is rolled a third time, the item to be stolen is unique and magical and requires 1d4 months of travel and could take place on a different plane. The owner has 1d4+1 more levels (or Hit Dice) than the caster and has hidden the item with magic and has placed formidable guards and wards for would-be thieves.
4	Finngolric requests that the caster seek out others in his service and bond as <i>randircelegam</i> (wandering thieves). 1d4 other elven thieves are made known to the caster. Travel time to find and meet each one of them will be 1d20 days. The second time this result is rolled, Finngolric asks the character to establish a safe house or place for the <i>randircelegam</i> . The endeavour will require a substantial outlay of coin in order to bribe officials and purchase and/or secure a hangout. The third time this result is rolled, Finngolric asks that the caster gather and train other elven thieves. However, this will bring the enmity of the local (and most likely human) Thieves' Guild, and the elves must struggle to do away with the rival organization.
5	The caster develops an innate sense for the less fortunate. The caster can discern orphans from the poor and the destitute from those subsisting. The second time this result is rolled, his senses are further refined. He knows a mendicant who has taken vows from the wretched poor from a guild beggar who is taking advantage of the charitable. The third time this result is rolled, the caster has spent enough time in the underworld that he has learned <i>thieves' cant</i> and thusly can discover thieves of all stripes and those who might be in their network of questionable activities.
6	Whenever the caster casts a spell 1d20 coins disappear from his person. The preference is gold first followed by coins in descending value. If the caster no longer has money, the pilfering is extended to his allies. The second time this result is rolled, the amount that disappears becomes 5d20 coins. The third time this result is rolled, 1d20 x 100 gp worth of valuables (gems, coins, jewellery, art, etc.) disappears from the caster and/or his allies' belongings.

PATRON SPELLS: FINNGOLRIC

Finngolric grants access to two unique spells, as follows:

Level 1: *Wooden blade*

Level 2: *Steal luck*

SPELLBURN: FINNGOLRIC

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster must sacrifice an item with a value equal to 10 gp times the amount of <i>spellburn</i> requested. If mere coinage is offered, the amount required is doubled. The caster can opt to sacrifice an item worth 100 gp times the amount of <i>spellburn</i> requested and receive double the ability score points sacrificed. If the funds are not available, the caster suffers double the ability score loss.
2	Luck is a fickle wench and Finngolric must pay her now! The caster must give Finngolric 1d3 Luck points in addition to the ability points sacrificed.
3	Finngolric takes the caster to another time and place where he needs help during a job that's gone sideways. The caster comes back from the harrowing experience a little worse for the wear (expressed as Strength, Agility and Stamina loss).
4	The caster feels as if the eyes of officials, mage elves and enemies she has made along the way are upon her. The sheer weight of hatred for the caster causes the physical damage (expressed as Strength, Stamina, or Agility loss).

Wooden Blade

Level: 1 Range: Touch Duration: 12 hours Casting time: 1 action Save: None

General	The caster is able to shape simple sticks, branches and lumber into blades as strong and useful as their metal counterparts. Whilst the weapons are clearly made of wood, they as are strong as steel and perform exactly like their metal counterparts.
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Manifestation	Roll 1d4: (1) the wood morphs and flows into it final shape; (2) the blade appears after the stick sheds a flurry of sawdust; (3) termites and other insects appear and eat the stick into a blade; (4) the wood withers and sprouts new growth that is the shape of the blade.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-13	The caster shapes a stick or other piece of wood into a dagger.
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14-17	The caster may shape a stick or other piece of wood into a dagger or shortsword.
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18-19	The caster may shape a stick or other piece of wood into a dagger, shortsword or longsword.
20-23	The caster shapes a stick or other piece of wood into a dagger. The dagger is especially keen and grants a non magical +1 bonus to attack and damage.
24-27	The caster shapes a stick or other piece of wood into a dagger, shortsword or longsword. The weapon is especially keen and grants a non magical +1 bonus to attack and damage.
28-29	The caster shapes a stick or other piece of wood into a dagger. It is a considered a +1 magical weapon for the duration of the spell.
30-31	The caster shapes a stick or other piece of wood into a dagger, shortsword or longsword. It is a considered a +1 magical weapon for the duration of the spell.
32+	The caster shapes a stick or other piece of wood into a dagger, shortsword or longsword. It is a considered a +1 magical weapon and has a random <i>Type I Power</i> (see <i>Table 8-7</i> in the <i>DCC RPG rulebook</i>) for the duration of the spell.

Steal Luck

Level: 2	Range: 30'	Duration: Permanent (see text)	Casting time: 1 round	Save: Will vs. check; see below
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General	<p>The caster can focus on another being's luckiness and steal it from them. One point of spellburn is required to use this spell. Being able to focus on another creature's luck is difficult. It is easier for the caster to steal luck from those with whom he is most familiar with over those he's had little or no contact with. The difficulty check (DC) for any spell check result is halved (rounded down) for those whom the caster does not know well (i.e. - anyone but an ally of the caster). For example, if the caster rolls a spell check of 15, the caster may choose to siphon a point of Luck from either an ally or an enemy. The ally's Will save DC is 15 whilst the enemy's Will save is only DC 7. No more than 2 points of Luck may be siphoned from any one target per day and the caster may never steal more Luck than his own natural maximum.</p>
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The stronger the casting of the spell, the easier it is to access the Luck of fantastic or alien creatures. If monsters or other creatures do not have Luck scores, impose a -1 to their attacks, saves, critical checks and add 1 to any fumble checks to simulate a stroke of bad luck.

Ultimately, the nature of luck is fickle and any amount of luck stolen and not used has a 50% chance of dissipating at the end of the day. If a Luck point is successfully kept at the end of the day, it is no longer subject to loss and is counted among the caster's permanent pool of Luck.

Manifestation	Roll 1d7: (1) the subject(s) are limned in a black aura for a moment; (2) the subject's ears redden and feel hot; (3) a black cat appears from nowhere, darts across the subject's path, hisses, and disappears from whence it came; (4) a comet appears in the sky; (5) the caster's eyes glow as he glares at his target(s); (6) the sound of a raven calling can be heard in the distance; (7) roll twice.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost, failure.
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|-------|---|
| 12-13 | Failure, but spell is not lost. |
| 14-15 | The caster may attempt to steal 1 point of Luck from a sentient humanoid (humans, elves, dwarves, halflings, etc.) |
| 16-19 | The caster may attempt to steal 1 point of Luck from a goblinoid, orc, gnoll, kobold, gnome, or other roughly man-sized sentient humanoid (humans, elves, dwarves, halflings, etc.) |
| 20-21 | The caster may attempt to steal 1 point of Luck from a goblinoid, orc, gnoll, kobold, gnome, or other roughly man-sized, sentient humanoid (humans, elves, dwarves, halflings, etc.) The caster may also steal luck from a large sentient humanoid (i.e. - ogres, minotaurs, trolls, giants) or from a semi-intelligent animal, beast, or vermin. |
| 22-25 | The caster may attempt to steal 1 point of Luck from any terrestrial or explanar creature, including intelligent un-dead and intelligent constructs. |
| 26-29 | The caster may attempt to steal 1 point of Luck from every sentient humanoid (up to large size), semi-intelligent animal, beast, or vermin within a 30' radius. The spell steals Luck from those nearest to the caster first until a number of targets are affected equal to half the caster's level rounded up. |
| 30-31 | The caster may attempt to steal 1 point of Luck from every sentient humanoid (up to large size), semi-intelligent animal, beast, or vermin within a 30' radius. The caster may choose the spell's targets, up to half the caster's level rounded up. |
| 32-33 | The caster may attempt to steal 1 point of Luck from from every terrestrial or explanar creature, including intelligent un-dead and intelligent constructs within a 30' radius. The caster may choose the spell's targets, up to half the caster's level rounded up. |
| 34+ | As above, but the caster automatically adds the successfully purloined luck to his permanent Luck score without checking at the end of the day to see if it dissipates. |

HOLLURA



Hollura is sometimes called the Good Mother. She is knowledgeable in protection, healing, and herbalism. She is said to have created the *Fey Rune of Healing*, a secret that she has shared amongst the elves.

Hollura typically appears as an attractive, older elf with silvery eyes and long brown hair. She prefers to wear white, purple, and green. She walks with a still living and sentient branch from *Yddgrrl*. She also carries a three edged sacrificial knife, called a *hathonel* and a white glass chalice chased in gold. These items are used in her rituals and for properly harvesting herbs and other plants. Her symbols are a flowering, uprooted mandrake plant whose roots look like an elven female; a gold chased chalice and *hathonel*; a mortar with herbs spilling from it.

Hollura is predominantly served by covens of witches in elven communities, and males dedicated to her are rare. Her *patron bond* ceremonies take place at a sacred tree in the heart of the forest when the moon is full. Males receive a -2 to their spell check.

Invoke Patron check results:

- 12-13 Hollura is busy with other matters, but she takes a moment to utter a word of protection over her devotee. The caster receives +4 on her next saving throw and a +4 bonus to her armor class for 1d3 rounds.
- 14-17 Hollura gives the caster 1d3 silvery berries that smell strongly of mint. If consumed, the berries remove any lingering effects of mundane poisons and heal the eater for 2d4 points of damage. After 24 hours the berries lose their potency.
- 18-19 A vision of Hollura fills the air; she sings a soft, beautiful song that gives the disciple and all her allies +2 to their saving throws and armor class for 1d3+CL rounds.
- 20-23 The *Fey Rune of Safety* appears in the air before the caster. It operates exactly as if she cast the *runic alphabet, fey* spell with a spell check result 27-31, with the following changes: the Will save DC is this *invoke patron* spell check result; the rune persists for 1d4+CL rounds or until breached.
- 24-27 Hollura exposes a magical escape to the caster. The caster and her allies may pass through a wall or climb onto a rooftop in order to escape their current predicament. There is no implicit guarantee that the escape route is completely safe or without its own set of complications...
- 28-29 A giant eagle comes and takes the caster to the nearest elf habitation. She is cared for as an honored guest for as long as she wishes to stay.

- 30-31 A flock of giant eagles come and take the caster and his allies to the nearest elf habitation. They are cared for as honored guests for as long as they wish to stay.
- 32+ A small jar appears in the petitioner's hands. The salve inside is bright green and looks and feels like fine moist sand. Rubbing the salve on wounds heals 2d6 points of damage. Eating the paste neutralizes all poisons present in the body and prevents poisons from affecting the consumer for the next 24 hours; it also nourishes a person for an entire day. The jar contains a number of applications equal to the caster's level.

In extremely rare circumstances, Hollura may confer on the caster a small vial with a brilliant white shimmering liquid. When the liquid is used on the dead, it restores them to life as if they passed the *recovering the body* check. A follower of Hollura receives this gift only once in a lifetime.

PATRON TAINT: HOLLURA

When *patron taint* is indicated for Hollura 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	Hollura shares the wisdom of the alewife with her follower. The caster is considered skilled as a brewer of ales and beers. If this result is rolled a second time, the caster's alewife skills increase to medicinal drinks that give temporary relief from mundane maladies. The third time this result is rolled, the caster receives a +1 bonus on <i>make potion</i> spell checks if they have access to the spell.
2	The caster feels compelled to collect plants, fungi, molds, etc., wherever she goes. The second time this result is rolled, the caster has a constant and noticeable herbal odor. The third time the result is rolled, handling of herbs, concocting oils and poultices stain the caster's fingers and nails a dark green color permanently.
3	The caster's magicks begin to rely heavily upon Hollura's knowledge of herbalism. In order to effectively cast spells, the caster must keep a variety of plants and herbs on hand that must be ritualistically obtained and processed. Failure to have the components imposes a -1 on all spell checks. Additional rolls on this result increase the penalty by one to a maximum of -3.
4	The caster becomes skilled in healing related skill checks. The second time this result is rolled, the caster receives a +1 bonus to <i>mend living</i> spell checks. The third time this result is rolled, the caster receives an additional +1 bonus to <i>mend living</i> spell checks.
5	Hollura shares rare power of the fey runic alphabet with the caster. When the opportunity presents itself, the caster must add <i>runic alphabet, fey</i> before selecting any other spells. The second time this result is rolled, Hollura initiates the caster in mysteries of the <i>Rune of Healing</i> . The spell check table for <i>runic alphabet, fey</i> is appended to as follows:

38+	Healing. A creature who is able to focus white magic may use this rune to gain access to Hollura's mend living patron spell. The creature using this rune presses the face of the rune to a subject's wound and speaks the rune aloud. Whether the rune is permanent or just created by the caster, it gives the caster a +2 to mend living spell checks.
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The third time this result is rolled, the caster has a +2 bonus to *runic alphabet, fey* spell checks.

- 6 The caster begins to eschew the need for sustenance and instead she becomes reliant on regular doses of sunlight. One meal per day may be skipped if sufficient sunlight is available. The second time this result is rolled, the caster starts taking on several aspects of plants and trees. Her skin browns and wrinkles taking on the appearance of a tree trunk; tufts of flora replace the caster's hair; she smells of freshly turned earth. The caster's demeanor and reactions become slower and more thoughtful (-1 to Initiative, Agility, and Personality). The third time this result is rolled, the caster retires from everyday concerns and finishes their transformation into a sentient vegetal creature.

PATRON SPELLS: HOLLURA

The Good Mother grants access to the following three spells:

Level 1: *Floromancy*

Level 2: *Mend living*

Level 3: *Verdant transformation*

SPELLBURN: HOLLURA

Hollura's knowledge of plants figures prominently in supplications for aid. Rituals and magicks taught by Hollura often grant magical properties to common plants. When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster must eat a relatively common and mildly poisonous plant nicknamed Hollura's Wort. The caster performs a sacred ritual over the plant and then consumes it. The poison in the plant affects the caster's physical stats evenly. Decrement the <i>spellburn</i> equally from the caster's physical stats; any remainder is deducted as the Judge sees fit. As poison courses through their veins (expressed as Strength, Agility and Stamina loss), the caster's magic is greatly increased. Hollura grants double than the amount of physical ability scores sacrificed in this way.
2	The caster must rub an essential oil on their skin and chant sacred words. The oil is distilled from many herbs and produces an intense, caustic heat when mixed with the doing of magicks. The caster's skin is irritated and inflamed (expressed as Strength, Agility and Stamina loss) after casting.
3	The caster places a poultice of astringent herbs over her heart and pours her life force into the packet of crushed plant matter. The caster is visibly weakened (expressed as Strength, Agility and Stamina loss) by the ceremony. The poultice must be ritualistically opened by the caster with their <i>hathonel</i> during the casting of a spell. It can also be held in reserve for a number of turns equal to the ability points sacrificed. For each turn that passes, the ability score points in the poultice diminishes by one point until none are left.
4	The caster must take their <i>hathonel</i> or sacred knife and spill their blood to the earth or the roots of a plant. The blood sacrificed is expressed as Strength, Agility and Stamina loss.

Floromancy

Level: 1 Range: Self Duration: 1 round Casting time: 1 turn Save: N/A
or more

General The caster learns to read the potential future from flowers and plant life. She is able discern the consequences of her actions by interpreting the vibrations and movements of plants as they react to the environment around her.

Manifestation Roll 1d4: (1) plants around the caster bend and twist; (2) plants around the caster subtly vibrate; (3) flower petals fall from the caster's sleeves; (4) plants around the caster visibly become more shiny, erect, and verdant.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-13 For one round, the caster reads the future in the flowers and plants around her. In doing so, she gains great insight into the most effective manner to complete any action. The caster receive a +4 bonus to a single roll of her choosing on her next round, whether it's an attack roll, damage roll, skill check, spell check, or something else.

14-17 The caster plucks petals from a flower and divines a hint of the future. She must spend the following round reciting a choice and its contrary that must be made in the next 30 minutes. For example, she may be deciding which direction to turn in a dungeon or whether to enter a room. The caster gets a final answer when the last petal is plucked from the flower regarding whether the action will be to her benefit or detriment. There is a 75% chance that the sense the caster receives is accurate.

18-19 As above, but there is an 80% chance that the sense the caster receives is accurate.

20-23 As above, but there is an 85% chance that the sense the caster receives is accurate.

24-27 As the caster sifts through the plants she's acquired, she finds a plant or flower with an auspicious variant. At any time, the caster can draw on the energy of the lucky plant and receive a +3 luck boost to a single roll of her choosing, whether it's an attack roll, damage roll, skill check, spell check, or something else. Once this lucky bonus is used the plant withers and crumbles to dust. The caster cannot have more than one such lucky plant at a time. If the caster possesses a lucky plant from a previous casting of this spell, use a lower spell check without a lucky plant result.

28-29 As above, but the lucky plant grants a +5 luck boost to a single roll.

30-31 The caster witnesses a significant event in the flora around her (i.e. - a plant flowers that only occurs once in a great while, a sprout emerges pointing an auspicious direction, etc.) and the occurrence greatly informs the caster to possible outcomes for the next 24 hours. Roll 1d7 for to determine the nature of the omen: (1) **misfortune**: -1 to all rolls; (2) **beware**: +2 to initiative rolls; (3) **caution**: +2 to all saves; (4) **effort rewarded**: +6 bonus on one roll of the caster's choice; (5) **riches**: the caster receives +4 to search checks involving detecting or finding treasure; (6) **good fortune**: +1 to all rolls; (7) **exceptional luck**: caster has a pool of 6 luck points to spend (the pool is separate and not added to the caster's Luck attribute score).

32+ The future is laid bare to the caster; the flowers and plants around her tell all. For the next month, she is able to see the future in any flora around her and knows the possible outcomes. At every significant decision or juncture, plants twist and bend in ways that give the caster a premonition regarding the decision she must make. For any given action, there is a 99% chance that the sense is accurate. By concentrating, the caster can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a caster could divine the results of a great battle to be fought on the morrow and gain a sense that although she will emerge unharmed from the battle, it will be harmful to her community. In addition, the caster receive a +1 bonus to all rolls while the divination is active, reflecting her general insight into the consequences of all actions.

Mend Living

Level: 2 Range: Touch Duration: Permanent Casting time: 1 round Save: N/A

General As a servant of Hollura, you are able to channel the power of the *Fey Rune of Healing* (see above pg. 11) without employing a physical rune. The caster focuses and creates the rune in their mind alone to affect the repair of living tissue.

If the caster has access to a permanent *Rune of Healing*, they receive a +2 bonus to spell checks.

Manifestation Roll 1d6: (1) the target is cured with no visible effect; (2) A light emanates from the caster's palms as she places them on the wounded area(s); (3) the rune of healing glows on the skin of the subject after the spell is completed and then fades; (4) the caster's hands warp and become plant-like tendrils that pass over the subject's wounds, restoring them; (5) a glowing fey rune of healing appears on the caster's forehead as they heal the subject; (6) the caster applies a poultice that glows and disintegrates as the subject is healed.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

12-13 Failure, but spell is not lost.

14-15 Casting this spell on a living creature heals the equivalent of 1d6 hit points of damage.

16-19 Casting this spell on a living creature heals the equivalent of 1d6+CL hit points of damage.

20-21 Casting this spell on a living creature heals one debility (e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) **or** the equivalent of 2d6+CL hit points of damage.

22-25 Casting this spell on a living creature heals one debility (e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) **or** the equivalent of 3d6+CL hit points of damage or may restore ability score drain that is non-permanent in nature. Whether caused by *spellburn*, monster attack, broken limbs, or other means, the spell restores 1d3 points of lost Strength, Stamina, Agility, Intelligence, or Personality.

26-29	Casting this spell on a living creature heals one debility per casting (e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) and the equivalent of 2d6+CL hit points of damage and may restore ability score drain, even if it is permanent in nature. Whether caused by <i>spellburn</i> , monster attack, broken limbs, or other means, the spell restores 1d3 points of lost Strength, Stamina, Agility, Intelligence, or Personality.
30-31	Casting this spell on a living creature heals all disabilities (e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) or the equivalent of 4d6+CL hit points of damage or may restore ability score drain, even if it is permanent in nature. Whether caused by <i>spellburn</i> , monster attack, broken limbs, or other means, the spell restores 2d4 points of lost Strength, Stamina, Agility, Intelligence, or Personality.
32-33	Casting this spell on a living creature heals one debility(e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) and the equivalent of 3d6+CL hit points of damage and may restore ability score drain, even if it is permanent in nature. Whether caused by <i>spellburn</i> , monster attack, broken limbs, or other means, the spell restores 2d4 points of lost Strength, Stamina, Agility, Intelligence, or Personality.
34+	Casting this spell on a living creature removes all disabilities (e.g. blindness, deafness, paralysis, reattachment of a severed limb, etc.) and heals 4d6+CL hit points of damage, and restores ability score drain, even if it is permanent in nature. Whether caused by <i>spellburn</i> , monster attack, broken limbs, or other means, the spell restores 2d4+CL points of lost Strength, Stamina, Agility, Intelligence, or Personality.

Verdant Transformation

Level: 3 Range: Self or 60' Duration: Varies Casting time: 1 round Save: See below

General	The caster becomes a conduit for burgeoning, verdurous life force. She may opt to transform herself, an object or an enemy with this energy. If used on herself, the caster becomes a woody, plant-covered behemoth. Enemies melt and explode, altered into plants and fungi. Mundane objects transform into plant material permanently. At more powerful levels, the caster imbues plant life with sentience and the power to move... permanently, if the caster wishes. The Judge should determine statistics for the animated plant and may consult the 3rd level Wizard spell <i>breathe life</i> for additional guidance. The caster must <i>spellburn</i> 1 point of their own life force which is added to the final spell check.
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Manifestation	Roll 1d4: (1) green energy that looks like tendrils of vines issue from the caster's hands; (2) white light bursts from the caster's eyes transforming the target; (3) plants quickly sprout and creep over the target; (4) plant matter spontaneously appears and attaches itself to the target.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost, failure.
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12-15	Failure, but spell is not lost.
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	When cast on self	When cast on other	When cast on object
16-17	The caster's flesh becomes woody and covered with bark for 1d10 rounds. She receives +4 to her AC, but suffers -1 to her Agility.	The subject begins melting away as their body is consumed by verdant plants and fungi dealing 3d6 damage, DC 8 Fort save for half.	A medium object is permanently transformed into living plants, wood, soil and/or fungi, if it was not already comprised of one of those materials.
18-21	The caster's flesh becomes woody and covered with bark for 1 turn. She receives +6 to her AC, but suffers -2 to her Agility.	The subject begins melting away as their body is consumed by verdant plants and fungi dealing 5d6 damage, DC 13 Fort save for half.	As above, but the caster may now affect many medium sized objects or a large object. The caster may also roughly shape the object into another form.
22-23	The caster and all of her equipment transforms into a vegetal hulk for 1 turn. The caster gains +6 to her AC and +4 to her Strength and Stamina, but suffers -2 to her Agility. The caster's fists deal 1d6+1 damage and she may attack with both in a given round at her highest action die. The caster is immune to critical hits as she no longer has clear anatomical vulnerabilities. The caster lacks vocal cords and is unable to cast spells unless they do not require speech.	The caster may select up to three targets and distribute 5d6 dice in damage between the selected targets. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 13 Fort save for half.	Several medium objects or one large object is permanently transformed into living plants, wood, soil and/or fungi, if it was not already comprised of one of those materials. The caster's may also shape transformed objects into other shapes like armor, weapons, clothing, and tools (the Judge may impose a skill check for beautiful or intricate transformations). The hardness and durability of the items are as normal wood or plant matter.
24-26	As above, but the caster's fists deal 1d8+2 damage per strike.	The caster may select up to five targets and distribute 8d6 dice in damage between the selected targets. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 13 Fort save for half.	As above, but the caster may alter the object(s) created to be as hard as steel or as soft as silk, if so desired.
27-31	As above, but the duration is 1 hour or until she dismisses the spell's effect. The caster's fists deal 1d10+CL damage per strike	The caster may select up to eight targets and distribute 13d6 dice in damage between the selected targets. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 21 Fort save for half.	The caster grants sentience and locomotion to a small collection of living plant matter. To attempt the creation, the caster must cast a ritualized version of this spell, requiring one week's time. Giving the creation permanence requires a minimum of 4 points of <i>spellburn</i> ; otherwise, the creation of this spell only lives for 1d4+1 weeks. The caster has complete control over the creature. It never questions the caster's directives, even if asked to complete seemingly impossible or suicidal tasks.

32-33

<p>The caster transforms into a large plant humanoid for 1 hour or until she dismisses the spell's effect. The caster gains +8 to her AC, and +6 to her Strength and Stamina, but suffers -3 to her Agility. The caster's fists deal 2d6+CL damage and she may attack with both in a given round. The caster is immune to critical hits as she no longer has clear anatomical vulnerabilities and any damage they suffer, other than fire, has a -1 applied to each die of damage. There are no restrictions on spell casting as the caster is able to create vocal cords during the transformation.</p>	<p>The caster may select up to 13 targets and distribute 21d6 dice in damage between the selected targets. No one target can be assigned over 13d6 in damage. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 21 Fort save for half.</p>	<p>As above, but the caster grants sentience and locomotion to a medium collection of living plant matter. Giving the creation permanence requires a minimum of 7 points of <i>spellburn</i>; otherwise, the creation of this spell only lives for 1d6+1 weeks.</p>
<p>As above but the duration can be up to 3 hours or until dismissed.</p>	<p>The caster may select up to 13 targets and distribute 21d6 dice in damage between the selected targets. No one target can be assigned over 13d6 in damage. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 21 Fort save for half.</p>	<p>As above, but the caster grants sentience and locomotion to a large collection of living plant matter. Giving the creation permanence requires a minimum of 10 points of <i>spellburn</i>; otherwise, the creation of this spell only lives for 1d10+CL weeks.</p>
<p>The caster transforms into a giant plant humanoid for 5 hours or until she dismisses the spell's effect. The caster gains +8 to her AC, Strength and Stamina, but suffers -4 to her Agility. The caster's fists deal 2d8+CL damage and she may attack with both in a given round using a d24 for action dice. Critical hits occur on any natural attack roll of 20-24 that also exceeds the target's AC and are resolved by rolling a d4 on <i>Crit Table G</i> in the <i>Core Rulebook</i>. The caster is immune to critical hits as she no longer has clear anatomical vulnerabilities and any damage they suffer, other than fire, has a -2 applied to each die of damage. There are no restrictions on spell casting as the caster is able to create vocal cords during the transformation.</p>	<p>The caster may select up to 21 targets and distribute 34d6 dice in damage between the selected targets. No one target can be assigned over 21d6 in damage. Victims begin melting away as their body is consumed by verdant plants and fungi, DC 21 Fort save for half.</p>	<p>As above, but the caster may give the plant golem a special attack such as a spore spray, flying thorns, poisonous leaves, gas bags that provide flight/levitation, etc. The caster can add one unique property per CL. For every unique property endowed, the casting time is increased by another week and another point of <i>spellburn</i> is required.</p>

34-35

36+

IOELENA

Ioelena is a powerful, female, elf mage who dwells in the fey realms of Elfland. The Lady of Flame and Fate is a powerful pyromancer, summoner, diviner and an expert in manipulating fate itself. Ioelena's symbol is the phoenix and it is rumored that she may even be related to the mythical beasts.

Her usual appearance is that of a beautiful elf maid. She wears a crown of fire and her hair is golden-red and moves on its own accord as if made of flame. She wears a long robe of silver and red and wields a platinum sceptre in the shape of an elongated phoenix with a crown of flame on its head. In times of emotional outburst, roiling flames can be seen manifesting under her skin and her eyes turn into fiery pits.

Ioelena pays homage to the King of Elfland. She is a careful planner and tries to stay out of the affairs of the King of Elfland as much as possible, unless the potential gain is too great to ignore.

Ioelena is patroned and worshipped by those elves who seek to manipulate fate or who use fire as part of their hobbies, professions or magical predilections. She is often served by covens of witches in elven communities, although males dedicated to her cult are not unknown.



Patron bond ceremonies take place on nights when the moon is half full. The supplicant must prepare a great bronze brazier with herbs, fragrant woods, and oils. As the moon reaches its apex, the brazier is lit, and while minerals and salts are thrown into the fire, the caster chants, "*The phoenix burns; the phoenix dies; the phoenix is reborn from the ashes!*" As the spell comes to an end, the bonded firewalks over the hot coals and is *reborn* in the sacred fire.

Invoke Patron check results:

- 12-13 Ioelena answers the petitioner's plea, but is distracted by other matters. The caster may re-roll one of their attacks, saving throws, skill checks, or spell checks within the next hour of game time. Calling on Ioelena again before this boon is used or expired, forces the caster to roll with a -1 die step on the *invoke patron* spell check.
- 14-17 Ioelena sends a bolt of fire that strikes an enemy of the caster's choice. The strike deals 1d8 + CL to the target. A successful Reflex save reduces the damage by half.
- 18-19 Flames crackle into being before the caster, showing him possible futures. With this knowledge the caster can alter his actions and gains a +5 to his next attack, saving throw, skill check or spell check.
- 20-23 Ioelena sends a bolt of fire that strikes an enemy of the caster's choice. The strike deals 2d8+CL to the target. A successful Reflex save reduces the damage by half.

- 24-27 Ioelena alters the fate of any one creature of the caster's choosing. The creature chosen must be within sight and may resist the spell with a successful Will save. If cast offensively, the caster can opt to force the afflicted creature to re-roll one attack, saving throw, skill check, or spell check at any time within the next turn. If cast on an ally, the subject may choose when to use the re-roll within the next turn.
- 28-29 Ioelena sends a fiery bird at the target of the caster's choosing. It explodes when it reaches its target, dealing 3d8+CL to everyone within a 10' radius; reflex save to reduce the damage by half.
- 30-31 Ioelena shows the caster and up to one additional ally per caster level their fate in the flames. With this knowledge the recipients can alter their actions and gain a +4 to their next attack, saving throw, skill check or spell check.
- 32+ Ioelena sends a meteoric streak from the heavens that resembles a phoenix. It crashes on the target area of the caster's choice. All within a 20' radius of the target take 4d8+CL damage, Reflex save for half damage. Furthermore, all allies witnessing the strike are affected with a good omen gaining a +4 on their next attack, saving throw, skill check or spell check. All enemies witnessing the strike are affected by a bad omen taking a -4 on their next attack, saving throw, skill check or spell check unless they make a Will save.

PATRON TAINT: IOLENA

When *patron taint* is indicated for Ioelena roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster becomes overly sensitive to cold and takes an additional point of damage on all dice rolled that injure him through a manifestation of cold or ice energy. The second time the result is rolled, the damage from all cold energy sources is multiplied by 1.5. The third time the result is rolled, the damage from all cold energy sources is multiplied by 2.
2	Once per day the caster must submit himself to the will of fate. The caster declares an action as being subjected to fate. The caster creates three different futures (i.e. - one roll will be a spell check including <i>spellburn</i> , the next will be a standard attack with a melee weapon, the last will be a different spell with no <i>spellburn</i>). Each possible future receives its own d20 roll. Then the caster rolls a 1d3 to indicate which of the cast dice is the fated course of action. Additional taints add one to the number of times per day that the caster must submit themselves to the will of fate, up to three. If the caster is reluctant to declare when fate intervenes, the Judge is free to assert Fate's will on the caster.
3	The caster begins to take on aspects of Ioelena. The caster's eyes always seem to blaze like fire. The feature is usually disconcerting to others. The second time this result is rolled, the caster's skin roils with what looks flames when under the effects of extreme emotions or duress. The third time, the caster's hair turns reddish-orange and moves on its own accord mimicking flames.
4	The caster's spell manifestations and arcane affinities begin to drift and transform. All spells the caster knows and that have manifestations where an element of fire is available are changed to that result. The caster is also barred from using <i>arcane affinity</i> for anything other than Pyromancy. If fiery effects are in the manifestation of future spells, those manifestations are used instead of rolled. The second time the result is rolled the caster must dedicate themselves to attaining <i>arcane affinity</i> with Pyromancy and applying the benefits to at least one spell they know. The third time this result is rolled they must roll 1d4 and consult the Pyromancy corruption results from the <i>arcane affinity</i> spell.

- 5 Ioelena requires the character to fulfil a particular mission. The mission is relatively simply, 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 affects the character's relationship with Ioelena.
- 6 The caster slowly becomes inured to heat and fire and the caster's skin turns a deep bronze color. The caster is immune to the effects of heat exposure such as heat stroke or sunburns. If this result is rolled a second time, the caster permanently ignores 1 point of heat or fire based damage. If this result is rolled a third time the caster permanently ignores 2 points of heat or fire based damage and receives a +2 bonus to saving throws involving heat or fire.

PATRON SPELLS: IOLENA

The Lady of Flame and Fate grants access to the following unique spells:

Level 1: *Fiery flyers*

Level 2: *Ioelena's viscous warmth*

Level 3: *Flames of fate*

SPELLBURN: IOLENA

Ioelena is a fickle patron. When using *spellburn*, a follower is subjected to the whims of the Lady of Flame and Fate. When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster places a body part over an open flame and chants in elvish: <i>The phoenix burns; the phoenix dies; the phoenix is reborn from the ashes!</i> The caster's lost attributes are represented by 1st and 2nd degree burns on the flesh exposed to the flame.
2	The caster uses a sacrificial <i>athame</i> to spill his own blood. As the blood spurts from the caster's body, Flame Bats come into being around the caster. The number created equals the number of stat points drained divided by five (round to nearest number). The bats generated in this way are as if the caster rolled a spell check result of 14-17 of the <i>fiery flyers</i> spell. The exsanguination leaves the caster weakened and helpless; he is unable to act a number of rounds equal the stat points drained.
3	The caster submits herself to the will of Ioelena. The Lady of Flame and Fate drains the caster of stat points according to her own designs. Roll 1d7 to determine the stat drained in the <i>spellburn</i> : (1-2) Strength, (3-4) Agility, (5-6) Stamina, (7) the caster suffers no ability score loss but still receives the requested <i>spellburn</i> .
4	Ioelena offers the caster a choice: expend a point of Luck in addition to the amount the <i>spellburn</i> requested or offer enough stat points to double the amount requested. In either case, the ability score damage amount used in the sacrifice is doubled.

Fiery Flyers

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

General The caster is able summon the fiery, flying creatures that are in Ioelena's service.

Manifestation Roll 1d4: (1) as the caster gestures, his hands give off puffs of flame that form the summoned creature(s); (2) the caster's eyes momentarily turn into flaming pits; (3) a crown of flame appears on the caster's head, takes flight, and forms into the summoned creature(s); (4) an egg glowing like a hot coal shimmers into existence, then hatches into the summoned creature(s).

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-13 The caster summons one fire bat that immediately attacks the enemy of the caster's choice. The fire bat remains for up to 1d3 rounds.

Fire bat: Atk fire +1 melee (1d3); AC 10; HD 1d6; MV fly 40'; Act 1d16; SP Immune to fire, double damage from water/cold; SV Fort +0, Ref +10, Will -2; AL L.

14-17 The caster summons one fire bat that immediately attacks the enemies of the caster's choice. The fire bat remains for up to 1d4+CL rounds.

Large fire bat: Atk fire +2 melee (1d6); AC 11; HD 2d6; MV fly 40'; Act 1d20; SP Immune to fire, double damage from water/cold; SV Fort +0, Ref +11, Will +0; AL L.

18-19 As above but the fire bat remains for up to 2d4+CL rounds.

20-23 The caster summons a horde of small firebats. The caster decides where to place the swarm within 60 ft of his location. The swarm persists for 1d3 rounds.

Fire bat swarm: Atk swarming fire +1 melee (1d6); AC 10; HD 2d8; MV fly 40'; Act special; SP burn all targets within 10' x 10' space, half damage from non-area attacks, double damage from water/cold; SV Fort +0, Ref +10, Will -2; AL L.

24-27 The caster summons a horde of small firebats. The caster decides where to place the swarm within 60 ft of his location. The swarm persists for 1d3+CL rounds.

Fire bat swarm: Atk swarming fire +2 melee (1d6); AC 10; HD 2d8; MV fly 40'; Act special; SP burn all targets within 20' x 20' space, half damage from non-area attacks, double damage from water/cold; SV Fort +0, Ref +10, Will -2; AL L.

30-33 A small phoenix presents itself to do the will of the caster for 1d10+CL rounds. Phoenixes have unique personalities; roll on *Table 7-6: Familiar Personality* to determine the disposition of the summoned phoenix.

Phoenix: Init +4; Atk talons (2) +3 melee 1d8, beak +3 melee 2d10; AC 15; HD 3d8; MV 30' flying 120'; Act 2d20 (flying) or 1d20 (ground); SP: Incinerate, immune to fire damage, double damage from water/cold; SV Fort +4, Ref +6, Will +6; AL N.

A phoenix can opt to explode in a burst of flame. Treat the attack as if the phoenix turned itself into a *fireball*. Roll a spell check on the *fireball* spell table adding 3 to the roll. On a failed spell check, the phoenix merely ignores the caster for that round. If a 1 is rolled, the phoenix immediately turns into a column of flame dealing 1d6 to all within 10' (Reflex save DC 15) and its summoned duration ends. After a successful incineration check, the phoenix does not return.

34+ A phoenix presents itself to do the will of the caster for 1d6+CL turns. Phoenixes have unique personalities; roll on *Table 7-6: Familiar Personality* to determine the disposition of the summoned phoenix.

Phoenix: Init +6; Atk talons (2) +5 melee 1d10, beak +5 melee 2d12; AC 17; HD 6d8; MV 30' Flying 120'; Act 2d20 (flying) or 1d20 (ground); SP: Incinerate, immune to fire damage, double damage from water/cold; SV Fort +6, Ref +9, Will +9; AL N.

A phoenix can opt to explode in a burst of flame. Treat the attack as if the phoenix turned itself into a *fireball*. Roll a spell check on the *fireball* spell table adding 6 to the roll. On a failed spell check, the phoenix merely ignores the caster for that round. If a 1 is rolled, the phoenix immediately turns into a column of flame dealing 2d6 to all within 20' (Reflex save DC 15) and its summoned duration ends. After a successful incineration check, the phoenix reforms in 4d20 rounds.

Ioelena's Viscerous Warmth

Level: 2	Range: Self	Duration: Varies	Casting time: 1 action	Save: See below
General	The caster's body becomes a vessel for elemental fire. She holds and harnesses the elemental energy inside her body for hours at a time and may spend it for various effects.			
Manifestation	See below.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-13	Failure, but spell is not lost.			
14-15	The caster becomes a battery of heat. For 6 hours the caster is inured from exposure to cold weather and their clothes and effects dry quickly if exposed to water. Furthermore the caster may elect to prematurely end the benefits of this spell check for a burst of warmth that protects the caster from up to 5 points of cold damage for 1d4+CL rounds. If more than 5 points are sustained, subtract 5 from the total dice result to determine the final damage suffered.			
16-19	The caster becomes a battery of heat. For the next 12 hours the caster is inured from exposure to cold weather and their clothes and effects dry quickly if exposed to water. Furthermore the caster may elect to prematurely end the benefits of this spell check for a burst of warmth that protects the caster from up to 10 points of cold damage for 1d8+CL rounds. If more than 10 points are sustained, subtract 10 from the total dice result to determine the final damage suffered.			

- 20-21 The caster becomes a battery of heat. For the next 24 hours the caster is inured from exposure to cold weather and their clothes and effects dry quickly if exposed to water. At any time, the caster may elect to prematurely end the benefits of the spell for a burst of warmth that grants **one** of the following effects of the caster's choosing: 1). The caster is protected from up to 10 points of cold damage for 1d6+CL turns. If more than 10 points are sustained, subtract 10 from the total dice result to determine the final damage suffered. 2). The caster concentrates for 1 round and focuses the heat to their hands. On the next round the caster may touch a flammable object and cause it to burst into flames. If the object is on a creature they must make a DC 13 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 13 Ref save (+4 if "*stop, drop, and roll*", +2 if aided by allies).
- 22-25 The caster has infused themselves with the elemental energies of fire. Flames faintly roil beneath the caster's skin. For the next 24 hours the caster is inured from exposure to cold and hot weather, their clothes and effects dry quickly if exposed to water, and they have a passive protection from fire that absorbs one point of fire damage. Once per day the caster may elect to benefit from each of following effects: 1). Protection from up to 10 points of fire damage for up to 1d10+CL turns. If more than 10 points are sustained, subtract 10 from the total dice result to determine the final damage suffered. 2). The caster manifests a heat shield which lasts for 2d3 rounds and causes all who touch or attack the caster in melee to catch fire. Targets on fire must make a DC 15 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 15 Ref save (+4 if "*stop, drop, and roll*", +2 if aided by allies). While the is spell is in effect, the caster takes 50% more damage from cold and water attacks. If both effects have been used before the duration expires, the spell prematurely ends, its energies exhausted.
- 26-29 The caster has infused themselves with the elemental energies of fire. Flames clearly roil beneath the caster's skin, their eyes seem ablaze, and their hair moves as if made of flames. For the next 24 hours the caster is inured from exposure to cold and hot weather, their clothes and effects dry quickly if exposed to water, and they have a passive protection from fire that absorbs one point of fire damage. Once per day the caster may elect to benefit from each of the following effects: 1). Protection from up to 10 points of fire damage for up to 1d4+CL hours. If more than 10 points are sustained, subtract 10 from the total dice result to determine the final damage suffered. 2). The caster manifests a heat shield which lasts for 2d6 rounds and causes all who touch or attack the caster in melee to catch fire. Targets on fire must make a DC 16 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 16 Ref save (+4 if "*stop, drop, and roll*", +2 if aided by allies). 3). The caster may also attempt to cast *flaming hands* as if they knew the spell. While the spell is in effect, the caster takes 50% more damage from cold and water attacks. If all effects have been used before the duration expires, the spell prematurely ends, its energies exhausted.
- 30-31 The caster has summoned enough elemental fire to immolate themselves. For the next 24 hours the caster is inured from exposure to cold and hot weather, their clothes and effects dry quickly if exposed to water, and they have a passive protection from fire that absorbs two points of fire damage. Once per day the caster may elect to benefit from each of the following effects: 1). Protection from up to 10 points of fire damage for up to 1d5+CL hours. If more than 10 points are sustained, subtract 10 from the total dice result to determine the final damage suffered. 2). Heat shield which lasts for 3d6 rounds and causes all who touch or attack the caster in melee to catch fire. Targets on fire must make a DC 16 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 16 Ref save (+4 if "*stop, drop, and roll*", +2 if aided by allies). 3). The caster may also attempt to cast *scorching ray* as if they knew the spell. While is spell is in effect, the caster takes double damage from cold and water attacks. If all effects have been used before the duration expires, the spell prematurely ends, its energies exhausted.

At any time, the caster may elect to prematurely end all the benefits of this spell check and transform into a fiery being of pure flame for 1d4+CL rounds. While in the fiery form they may attack with melee or ranged attacks dealing 2d6 fire damage. Attacks by or on the caster in melee sets creatures on fire. Targets on fire must make a DC 16 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 16 Ref save. The caster is immune to fire damage and gains a +10 bonus to their movement speed.

32-33

The caster has conjured so much elemental fire energy that the caster's body is bursting. If they do not expel it as soon as possible they risk serious harm or death. The caster contains 1d6+CL levels of fire energy for the next 2d3+1 rounds. During this time, the caster can cast *flaming hands*, *scorching ray* or *fireball* as if they knew the spell. The caster must expel all of fire energy before the spell's duration is over. A failed spell check does not decrease the amount of fire energy the caster has in their body nor does it prevent them from re-attempting the spell that they just attempted. A fumble while casting any of the spells or failing to expend all the fire spell levels before time expires results in an internal explosion that deals any remaining levels as 1d6 damage per level directly to the caster with no saving throw. If the caster dies from the internal explosion, the leftover damage is applied to all within 20' of the caster as they explode in a ball of fire. A successful Reflex save reduces the damage by half.

34+

The caster becomes a veritable holocaust of elemental fire. The caster immediately bloats into an orange, fiery orb with the caster's skin stretched over it. The caster explodes dealing 8d6 to all creatures within a 20' radius of the caster, 4d6 to all creatures within a 40't radius, and 2d6 to all within a 60' radius, a successful Reflex save reduces the damage to half. Anything flammable in the area of effect catches fire and creatures take a further 1d6 damage each round until they successfully make a DC 16 Reflex save to extinguish the flames. After the fire and smoke clears, there is a 5% chance that the caster is incinerated. If he survives, the caster stands, completely naked, amongst a pile of ash and fragments of charred bones in the epicenter. He is unharmed and bears no indication of experiencing the explosion. Any scars or permanent injuries, such as blindness or missing limbs, are restored and healed in the newly *reborn* caster. Otherwise, the caster can be assumed to be lying amongst the ash and charred bones.



Flames of Fate

Level: 3 Range: Varies Duration: Varies Casting time: 1 turn Save: Will vs. check if unwilling

General The caster uses an existing fire or evokes a flame in their hands to peer into the future. After successful casting, the caster need only select when to start using the portentous blaze. If the caster loses sight of the flame, or it is extinguished, the spell ends prematurely and any unconsumed benefits are lost. If the spell has ended, it can be recast with a cumulative -3 to the spell check for each consecutive casting within a 24 hour period. If a spell check ever occurs with a total value of less than 1, the caster is consumed - body and soul - in the fickle flames of fate.

Manifestation Roll 1d4: (1) the caster uses an existing source of fire that they have ritualistically ignited; (2) the caster evokes a small flame in the palm or their hand; (3) the caster throws ritually attuned minerals into an existing flame; (4) the flames burst forth from a chunk of ceremonially prepared coal.

1 Lost, failure, and *patron taint*.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 The flames move with premonitory admonitions. While the caster maintains the ritual flame, he receives a +1 bonus to all his saving throws. After 1 turn, the fire gutters out and the spell ends.



- 18-21 The flames move with premonitory admonitions. While the caster maintains the ritual flame, he or an ally he designates receives a +3 bonus to all their saving throws. After 1d3 turns, the fire gutters out and the spell ends.
- 22-23 The flames move with premonitory admonitions. While the caster maintains the ritual flame, he or an ally he designates receives a +5 bonus to all their saving throws. The spell lasts for 1d3+CL turns during which the caster may switch the target of the auspice with a full round of concentration. After the duration elapses, the fire gutters out.
- 24-26 The caster concentrates on the flickering flames and sees portents of their future. The caster is made aware of short term dangers. The caster receives a pool of 1d5 Luck points that they may use for themselves on one roll where they would normally be able to use Luck points. The Luck pool must be used within the next 24 hours or unused Luck points disappear when the spell expires. The Luck points granted by this spell do not count as the caster's and may not be added to their current Luck score.
- 27-31 The caster concentrates on the flickering flames and sees portents of their future. The caster is made aware of short term dangers. The caster receives a pool of 1d6 Luck points that they may use for themselves on any roll(s) where they would normally be able to use Luck points. The Luck pool must be used within the next 24 hours and unused Luck points disappear when the spell expires. The Luck points granted by this spell do not count as the caster's and may not be added to their current Luck score.
- 32-33 The caster concentrates on the flickering flames and sees portents of the future. The caster is made aware of short term dangers. The caster receives a pool of 2d6 Luck points that they may use for themselves or to aid another on any roll(s) where they or the subject would normally be able to use Luck points. The Luck pool must be used within the next 24 hours and unused Luck points disappear when the spell expires. The Luck points granted by this spell do not count as the caster's and may not be added to their current Luck score.
- 34-35 Events that will occur in the near future spring to life inside the ritual flame as a fiery tableau. The flames of fate not only show the future but it also responds to the caster's whims, altering fate to match. At the caster's wish, an encounter or series of encounters that occur in succession, becomes subject to the effects of this spell. The caster determines the failure or success of the next 2d5 dice rolled within a 150 foot radius. This includes attacks, saving throws, spell checks, skill checks (including thief skills), and damage rolls. Damage rolls can be maximized or minimized. Altered spells succeed at the lowest possible check result, or fail, but are not lost. The caster may not dictate critical hits or fumbles. After all die rolls that the caster controls are used or if the spell ends prematurely, the ritual flame explodes dealing 2d6 damage (Reflex save for half) to everyone, including the caster, within 10 feet.
- 36+ Events that will occur in the near future spring to life inside the ritual flame as a fiery tableau. The flames of fate not only show the future but it also responds to the caster's whims, altering fate to match. At the caster's wish, an encounter or series of encounters that occur in succession, becomes subject to the effects of this spell. The caster determines the failure or success of the next 3d6 dice rolled within a 150 foot radius. This includes attacks, saving throws, spell checks, skill checks (including thief skills), and damage rolls. Damage rolls can be maximized or minimized. Altered spells succeed at the lowest possible check result, or fail, but are not lost. The caster may dictate critical hits or fumbles. After all die rolls that the caster controls are used or if the spell ends prematurely, the ritual flame explodes dealing 3d6 damage (Reflex save for half) to everyone, including the caster, within 10 feet.

LUMGOLIT

THE DEMON QUEEN OF THE SPIDER PITS



Lumgolit, The Demon Queen of the Spider Pits, The Dark Weaver, is the patron supreme amongst the fallen race of the black-skinned dark elves. Her cruelty is renowned and she sows discord between her followers and enemies alike.

It is said Lumgolit was once a beautiful dark elf, talented in weaving and magecraft. She grew jealous of Hollura and attempted to destroy her but was defeated. Hollura banished Lumgolit and cursed her followers to suffer under the light of the sun. The loss and humiliation only fuelled more hatred and jealousy in Lumgolit and the dark elves. She is a sworn enemy to the Faerie Court, just as dark elves regard elves as their most hated foemen.

For unknown reasons, The Dark Weaver has a constant drive to increase and supplement the number of arachnids throughout the multiverse. She pits them against each other to find the fittest among them. Some wager they are her eyes and ears and the more pervasive and terrible they are in any one given place, the more control Lumgolit can exert.

Many wonder why such a terrible cult is the centerpiece of the society of the dark elves. Is it a result of Hollura's curse or a simple matter of a society mirroring and perpetuating the values and tenets of its cruel and bloodthirsty benefactor? Much of the dark elves' lives and culture is still a mystery and will likely remain so. At best, elves shun and avoid conversation about their black-skinned cousins and the other races are even less familiar with them.

The Demon Queen of the Spider Pits usually takes the form of a monstrous spider or a half spider. If she takes humanoid guise, she appears as a highly attractive elf or dark elf wielding only mithril weapons of superlative manufacture. If dressed, she wears gossamer robes often with spider web motifs.

Lumgolit prefers the service of females and confers a +2 to *patron bond* spell checks to female supplicants. The petitioner must ritualistically sacrifice a sentient being on an altar dedicated to the Dark Weaver. As the witnesses ululate in celebration, the corpse is torn apart and consumed by the arachnid guardians of the altar.

***Invoke Patron* check results:**

- 12-13 The Demon Queen of the Spider Pits has no time for the caster's pathetic mewlings. She plucks a spider from her hair and tosses it at someone within the caster's vicinity. The spider bites a randomly chosen target, including the caster, who must make a DC 14 Fort save or suffer 1d4 temporary Strength damage and 1 point of Strength damage if they succeed. The spider scurries off after attacking.
- 14-17 The Dark Weaver deigns to help the caster, she grants the caster a +2 bonus on an attack, save, spell check or skill check of their choice within the next hour of game time. Calling on Lumgolit again before the boon is used or expired, forces the caster to roll with a -1 die step on patron spells or *invoke patron* spell checks for the next 24 hours.

- 18-19 The Weaver gives the caster a gift (for which a counter-gift is to be expected, of course). Roll 1d4: (1) shield; (2) studded leather; (3) chainmail; (4) cloak (+5 to hide checks in shadow). The gift is made of strong spider silk and/or chitin and provides the same level of protection or functionality as its conventional counterpart. If the item is protective, armor check penalties for casting are halved (rounded down). The gift is not as durable as a conventional item and deteriorates over time. Furthermore, its degradation is accelerated by exposure to sunlight. An item can last up to three months with no exposure to the sun before the silks weaken rendering it useless. Any exposure to sunlight halves the lifespan. Continued short exposures reduce its utility to two weeks; a full day of exposure destroys the gift.
- 20-23 Lumgolit laughs and after a brief moment, the caster feels as though she is sick. As the wave of nausea crescendos, the caster vomits forth a cone of spiders in the direction of her choice. The cone is 15 ft. wide by 15 ft. long. Those caught in the cone are bitten by spiders and must make a Fort save. Those who fail suffer 4d4 points of damage and permanently lose 1d4 Strength points; those that pass suffer 1d4 points of damage and 1d4 points of temporary Strength damage.
- 24-27 The caster is transformed into an **Arachnafiend (type III demon)** for 1d10+CL rounds. Use *Table I: Arachnafiend Type* to determine type. The caster has the hit dice, attacks, powers and abilities of an Arachnafiend, but they keep their own Will save.
- 28-29 Lumgolit imbues the caster with chaotic energy. For the next hour the caster receives a random 1d3 bonus to each spell check.
- 30-31 A rift to the Spider Pits opens and one of **Lumgolit's Beloved (type I demon)** spiders joins the caster for one hour. After the time expires, the demon departs to begin their own mission on the caster's plane.
- 32+ Lumgolit produces an overwhelming sensation of dischord. All within a 50' radius of the caster must make a DC 20 Will save or be overcome with uncontrollable hatred for friends and foes alike. Those failing to save are under the influence of a chaotic rage that lasts 1d10+CL rounds. The afflicted must use their action dice to attack the nearest creature until slain, then moving on to the next nearest creature. The caster is invisible to the afflicted and cannot be targeted.

PATRON TAINT: LUMGOLIT

When *patron taint* is indicated for Lumgolit, 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	Kill or be killed is the adage of the dark elves. The caster learns the secrets of assassination and may attempt to backstab creatures with clear anatomical vulnerabilities. On a successful attempt to backstab, the caster may use the second damage value listed for weapons that deal backstab damage. The second time this result is rolled, whenever the caster attempts to backstab they gain a bonus to hit equal to a Thief of the same alignment and level. The third time this result is rolled, whenever the caster attempts to backstab and is successful, the backstab also deals a critical as per the Thief skill. Use the critical table for the character's own class and level.
2	The caster becomes a magnet for spiders and other arachnids. When the caster awakens there are always spiders on or in close proximity to her. On a nightly basis, cobwebs are strung across her gear and home. The second time this result is rolled, whenever the caster completes a spell, spiders pour from the her sleeves, robes and pockets, scattering in every direction. A Luck check is required else a spider bites them with a randomly chosen mundane spider venom from <i>Appendix P</i> of the <i>Core Rulebook</i> .

The third time this result is rolled, instead of scattering, the spiders swarm the caster causing her to suffer a -2 penalty to initiative, all Reflex saves, and spell checks for 1d10 rounds.

- 3 The caster begins to metamorphose into a spider-creature. A random body part transforms into a spider's equivalent. Roll 1d5: (1) eyes; (2) legs; (3) teeth; (4) head; (5) lower abdomen. The transformation is usually viewed as abhorrent to those who are not sympathetic with the Dark Weaver's cult. Most beings will react to the caster as if they had -4 to Personality. The second time this result is indicated, roll 1d5 and consult the list above. If eyes or legs are rolled add additional eyes (8 total) and legs (8 total); if teeth are rolled the caster's entire mouth is replaced with a spider's chelicerae (fangs, mandibles, teeth). Reroll other results if already obtained. The third time this result is rolled, the caster has fully transformed (mind, body and soul) into an **Arachnafiend** departs to serve Lumgolit forever.
- 4 The caster develops spinnerets on her body. Roll 1d4 to determine location: (1) wrists; (2) ankles; (3) cheeks; (4) lower abdomen. The webs produced by the spinnerets are of basic functionality and can be used as warning trip wires for a small area (i.e. - across a doorway, etc.). The second time this result is rolled, the caster has attained additional mastery over their new body part. They can fashion more elaborate warning mechanisms or create strong strands of webs that operate as ropes. The third time this result is rolled, the caster's spinnerets and their faculty using them are fully developed. The caster may create a simple ranged entangle effect twice a day (range 10/20/30, DC 12 Strength check to break free). If the caster knows *spider web*, their spell checks receive a +2 bonus.
- 5 The caster has been selected for special service to the Demon Queen of the Spider Pits. The caster is ritualistically scarred with a caustic slime that is painted as spider web patterns over her body. Those even remotely familiar with Lumgolit's cult will know the caster to be a member. The second time this result is rolled, her arms transform into demonic pseudopods that cause those that are struck with them to suffer -1 to attack and damage for 1 turn if they do not make a DC 12 Fortitude check. A DC 15 Will save is required to force the limbs back into their original shape, at which time the weakening effect cannot be used. The third time this result is rolled the caster becomes fully beholden to Lumgolit and leaves their home to forever serve Lumgolit as a **Slimemaid** in the Spider Pits.
- 6 The caster's hair turns platinum white. The second time this result is rolled, the caster's skin emits an oily, friction-resistant residue, which makes him immune to tangling in spider webs (both magical or mundane) but also gives him a 10% chance of slipping off any rope, ledge, wall, or other climbing surface that relies on friction for success. The third and any subsequent times this result is rolled, the demon queen of the spider pits the tires of the caster and provides a test. She is beset by arachnid opponents at all turns (Judge's discretion) for 1d7 days – these spiders, both mundane and demonic, attack the caster exclusively and clearly seek to punish her.

PATRON SPELLS: LUMGOLIT

Lumgolit grants access to three unique spells, as follows:

Level 1: *Lumgolit's beloved*

Level 2: *Spider bite*

Level 3: *Winnowing maelstrom of Lumgolit*



SPELLBURN: LUMGOLIT

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	Hundreds of tiny black spiders erupt from the ground and crawl all over the caster's body, biting her and leaving thousands of envenomed welts (expressed as Strength, Agility and Stamina loss). The caster must pass a Luck check or a spider also bites her with a randomly chosen mundane spider venom from <i>Appendix P</i> of the <i>Core Rulebook</i> . After taking what has been pledged to Lumgolit, the spiders disappear from whence they came.
2	A huge spectral spider appears and plunges its fangs into the caster who visibly blanches and shrivels as it extracts her lifeforce (expressed as Strength, Agility and Stamina loss). The experience leaves the caster weakened and unable to move for 1d4 rounds. After exsanguinating the caster, the spider disappears.
3	Lumgolit demands a worthy sacrifice from the caster. Within 24 hours the caster must ritualistically sacrifice a sentient creature to Lumgolit. Failure to do so within the time limit doubles the ability score loss (deducted as the Judge sees fit) and affects the caster's relationship with Lumgolit.
4	Lumgolit imposes a demand on the caster and forces her to protect a sac of monstrous sized spider eggs as an additional part of the bargain for more power. Lumgolit attaches the egg sac to the caster and warns that failing to protect the egg sac while the eggs finish hatching will have dire consequences. If the eggs fail to hatch in 1d4 weeks, the caster immediately takes the requested ability score damage again as the compromised silken sac explodes. If the eggs come to term, the caster is completely healed of any ability damage they might have at the time of hatching. There is a 10% chance that the baby spiders stay with the caster. If this occurs, 1d10+5 spiders of roughly rat size climb on the caster and stay for another 1d4 weeks until they mature. They will not attack or obey the caster's whims. They expect only protection, transport, and food.

Lumgolit's Beloved

Level: 1	Range: 20'	Duration: Varies	Casting time: 1 round	Save: None
General	The caster begs Lumgolit for aid and succor in the form of her arachnid progeny.			
Manifestation	Roll 1d4: (1) a silk sac shimmers into existence and the summoned creature emerges from it; (2) the creature drops from a rift in the air; (3) the creature comes out of the ground fully formed; (4) webbing shoots out of the caster's hands forming the creature.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure. The caster is unworthy of Lumgolit, subsequent <i>invoke patron</i> spell checks for Lumgolit are at -1 for the remainder of the day. Penalties for failure are cumulative.			
12-13	The caster summons a large spider . The animal remains for up to 1 hour. It hungers, thirsts, and rests as normal. The spider obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature have a 50% chance of releasing the creature from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.			



- 14-17 The caster summons a **huge spider** or two **large spiders**. The spider(s) remains for up to 1 hour. They hunger, thirst, and rest as normal. The spider(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 50% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 18-19 The caster summons a **huge spider** or two **large spiders**. The spider(s) remains for up to 2 hours. They hunger, thirst, and rest as normal. The spider(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 50% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 20-23 The caster summons a **giant spider** or two **huge spiders** or four **large spiders**. The spider(s) remains for up to 2 hours. They hunger, thirst, and rest as normal. The spider(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 25% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 24-27 The caster summons a **huge scorpion** or two **large scorpions**. The arachnid(s) remains for up to 2 hours. They hunger, thirst, and rest as normal. The arachnid(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 25% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 28-29 The caster summons a **giant solifugid** or two **huge solifugids**. The arachnid(s) remains for up to 2 hours. They hunger, thirst, and rest as normal. The arachnid(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 25% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 30-31 The caster summons a **giant solifugid** or two **huge solifugids** or two **giant scorpions** or two **giant spiders** or four **huge spiders** or four **huge scorpions** or eight **large spiders**. The arachnid(s) remains for up to 1 day. They hunger, thirst, and rest as normal. The arachnid(s) obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature have a 10% chance of releasing the creatures from service, in which case they return from whence they came. Due to the nature of the summoning, the caster cannot directly harm the creature(s) summoned.
- 32+ The caster summons a **Lumgolit's Beloved, Type I demon**. The demon spider remains for up to 1 week. It hungers, thirsts, and rests as normal. While the demon spider is predisposed to the caster's commands and may undertake suicidal orders, the demon spider may also have instructions or quests that countermand the caster's orders. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

Spider, large: Init +3, Atk bite +1 (1d4, poison) or web +2 ranged; AC 12; HD 1d8+1; MV 30' or climb 20'; Act 1d20; SP poison (DC 11 Fort save for 1 Stamina else 1d4 Stamina), web ; SV Fort +1, Ref +2, Will -2; AL N.

A spider may use its spinnerets to attack a creature with webbing which renders it entangled (see Combat Modifiers in the *Core Rulebook*) until the target manages to pass a DC 12 Strength check to break free. Range for the web attack is 10/20/30. A large spider may use this attack 2 times per day on humanoid sized targets. Large spiders range from 4'-8' in diameter.

Spider, huge: Init +3, Atk bite +2 (1d6+1, poison) or web +3 ranged; AC 14; HD 2d8+2; MV 30' or climb 20'; Act 1d20; SP poison (DC 13 Fort save for 1 Stamina else 1d6 Stamina), web ; SV Fort +2, Ref +2, Will -2; AL N.

A spider may use its spinnerets to attack a creature with webbing which renders it immobile until the target manages to pass a DC 14 Strength check to break free. Range for the web attack is 10/20/30. A huge spider may use this attack 5 times per day on humanoid sized targets. Huge spiders range from 10'-15' in diameter.

Spider, giant: Init +3, Atk bite +4 melee (1d8+2, poison) or web +5 ranged; AC 16; HD 4d8+4; MV 30' or climb 20'; Act 1d20; SP poison (DC 15 Fort save for 1 Stamina else 1d8 Stamina), web ; SV Fort +3, Ref +3, Will -2; AL N.

A spider may use its spinnerets to attack a creature with webbing which renders it immobile until the target manages to pass a DC 16 Strength check to break free. Range for the web attack is 15/30/45. A large spider may use this attack 8 times per day on humanoid sized targets. Giant sized spiders range from 20'-40' in diameter.

Scorpion, large: Init +3, Atk claw +3 melee (1d6+1) or sting +2 melee (1d4 plus poison); AC 14; HD 2d10+2; MV 30' or climb 20'; Act 3d20; SP poison (DC 11 Fort save for 1d3 Stamina else death in 1d8 rounds); SV Fort +2, Ref +2, Will -2; AL N.

See *Core Rulebook* Chapter 9 for basic description. Large scorpions have leg spans from 6'-15'.

Scorpion, huge: Init +3, Atk claw +6 melee (1d8+2) or sting +4 melee (1d4+1 plus poison); AC 16; HD 6d10+6; MV 40' or climb 30'; Act 3d20; SP poison (DC 13 Fort save for 1d4 Stamina else death in 1d6 rounds); SV Fort +4, Ref +3, Will -2; AL N.

See *Core Rulebook* Chapter 9 for basic description. Large scorpions have leg spans from 20'-30'.

Solifugid, huge: Init +3, Atk 2 limbs +3 melee (grapple) or beak +6 melee (3d4+3); AC 16; HD 4d10+4; MV 40' or climb 30'; Act 2d20 or 1d20; SP grapple; SV Fort +4, Ref +3, Will -2; AL N.

Solifugids are also known as false spiders, camel spiders, or sun spiders. They have powerful hooked beaks (or chelicerae) and 10 legs, the first pair ending in sucker-like clamps. In combat, a solifugid will attempt to attack with each of its two front legs. Should either score a hit, the character struck will be caught in the grip of the solifugid. Resolve as a normal grapple check with the solifugid receiving a +8 on the grapple check. On each melee round thereafter, the beak attack will be made against the grappled creature. Severing one of the solifugid's forelimbs reduces their grapple bonus by half. Severing both forelimbs removes the grapple threat altogether and reduces their beak attack bonus by half. Huge solifugids reach leg spans from 6'-12'.

Solifugid, giant: Init +3, Atk 2 limbs +5 melee (grapple) or beak +8 melee (4d6+4); AC 18; HD 6d10+6; MV 40' or climb 30'; Act 2d20 or 1d20; SP grapple; SV Fort +6, Ref +4, Will -2; AL N.

As above but resolve front limb attacks with +12 on the grapple check. Giant solifugids have leg spans from 15'-25'.

Spider Bite

Level: 2	Range: 60'	Duration: Instantaneous	Casting time: 1 action	Save: Fortitude vs. check
General	The caster injects a target with a debilitating and/or deadly spider venom. All poison effects are subject to the <i>neutralize poison</i> or <i>disease</i> spell or a Cleric's <i>Lay on hands</i> class ability.			
Manifestation	Roll 1d4: (1) a large red spider with black hair and fangs appears and bites the target; (2) a glowing green spider jumps from the caster's hand and lands on the target; (3) a spectral spider appears and bites the target; (4) the caster motions their fingers at the target as if they were spider fangs, a venomous welt appears on the target's body.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure. The caster is unworthy of Lumgolit, subsequent <i>invoke patron</i> spell checks for Lumgolit are at -1 for the remainder of the day. Penalties for failure are cumulative.			
12-13	Failure, but spell is not lost. The caster is unworthy of Lumgolit, subsequent spell checks for this spell are at -1 for the remainder of the day. Penalties for failure are cumulative.			
14-15	The target's skin blisters from the venom coursing through his body. The target must make a Fort save or suffer 2d4 hit points and 1d4 points of temporary Agility damage. If successful, the target still receives 1d4 damage and 1 point of temporary Agility damage.			
16-19	The spider venom compromises the target's blood clotting ability. The target must make a Fort save or take 2d4 damage for a number of rounds equal to the caster's level. Subsequent wounds also deal an additional 1d3 damage from increased bleeding. If successful, the wound from spider bite still inflicts 1d4 points of damage in blood loss for 2 rounds.			
20-21	The venom causes an ulcerous sore that becomes abscessed within seconds. The target must make a Fort save or suffer 3d10+CL damage and 1d4 permanent Stamina loss. If successful, the target still takes 1d10 damage and permanently loses 1 point of Stamina.			
22-25	The poison produces an intense burning sensation. The target must make a Fort save or be -1 die step on all their actions for 1d4+CL hours as the inflammation causes a great deal of pain. If successful, the target's actions are still reduced -1 die step for 4d4 rounds.			
26-29	The extreme acidity of the spider venom causes the subject's muscle tissue to disintegrate. The target must make a Fort save or suffer 4d10+CL damage and 2d4 permanent Strength loss. If successful, the target still takes 2d10 damage and permanently loses 2 points of Strength.			
30-31	The spider venom paralyzes the subject. The target must make a Fort save or be helpless for 1d3 days. If successful, the target is momentarily paralyzed for 1d4 rounds and, for the next 24 hours, all further actions are at -1 die step as he is deeply hindered while his body fights the venom's effect.			

32-33	The spider venom besieges the target's cardiorespiratory system causing a cardiac arrest. The target must make a Fort save or fall unconscious until given aid. Aid can be mundane (DC 20 skill check) or magical (<i>lay on hands</i> or <i>neutralize poison</i> or <i>disease</i>). For each round after the first, the target has a cumulative 10% chance of dying. If given timely aid, the target survives the cardiac arrest but suffers 1d4 permanent ability point score loss for all abilities except Luck. If successful, the target remains conscious but is unable to exert themselves for 4d4 rounds and permanently loses 1d4 Strength, Agility and Stamina.
34+	The subject's flesh and organs begin to rapidly necrotize in the area of the spider bite venom. The target must make a Fort save or die within 1d4 rounds as the virulent poison putrefies a majority of the target's internal organs. If successful, the target suffers 2d4 permanent Strength, Agility and Stamina loss.

Winnowing Maelstrom of Lumgolit

Level: 3	Range: 150'	Duration: Varies	Casting time: 1 round	Save: Will vs. check
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General	Lumgolit brooks no weaklings in her service. All who serve her must be the best or perish at the hands of the best. The Winnowing Maelstrom is Lumgolit's spell of choice to discover who is worthy of continuing in her service.
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Each spell check forces a subject or subjects into a pocket realm surrounded by a supernatural, wailing wind storm. The subject(s) must slay the denizen(s) of the storm in order to gain their freedom. A single subject can attempt to escape the winds that encircle him with a DC 25 Strength check. Escaping the maelstrom by force, without slaying the servant of Lumgolit within the pocket realm, plunges the deserter into the Abyss, never to be seen again.

If multiple subjects are trapped in the winnowing maelstrom, they can attempt to escape the winds that encircle them with a DC 30 Strength check. Escaping the maelstrom by force, without slaying all of the servants of Lumgolit within, plunges the deserter into the Abyss never to be seen again. There is 10% cumulative chance per successful escape of destroying the integrity of the pocket dimension for all who are still inside. If the pocket dimension collapses, roll 1d4: (1) all are lost in the Abyss; (2) all are transported to a location and/or plane of the Judge's choice; (3) all arrive back in the location where the spell was cast; (4) each subject must roll 1d3 and consult this result list again.

Any caster who has survived the Winnowing Maelstrom receives a permanent +4 bonus to all saves or checks required by subsequent castings of this spell and does not suffer from any surprise rounds of combat.

Manifestation	See below.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure. The caster is unworthy of Lumgolit, subsequent <i>invoke patron</i> spell checks for Lumgolit are at -2 for the remainder of the day. Penalties for failure are cumulative.
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12-15	Failure, but spell is not lost. The caster is unworthy of Lumgolit, subsequent spell checks for this spell are at -2 for the remainder of the day. Penalties for failure are cumulative.
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- 16-17 The caster selects one target who becomes trapped in what, from the outside, looks like a large spider egg sac unless a successful Will save is made. On failure, the target finds himself in a 20' radius sphere with violent winds encircling him. Above him is a **huge spider** (see *Lumgolit's beloved* spell for statistics) that immediately pounces on him and fights to the death. While the battle may take several rounds, only 1 round passes in the caster's realm. If the target kills the spider, the egg sac dissipates leaving him where he stood at the time of the casting with all wounds still sustained. If the subject dies, their corpse becomes entombed in the egg sac. If not removed from the egg sac in 1d10 turns, he becomes food for the 2d100 baby huge spiders that issue forth from the egg sac.
- 18-21 The caster selects one target who becomes trapped in what, from the outside, looks like a large spider egg sac unless a successful Will save is made. On failure the target finds himself in a 20' radius sphere with violent winds encircling him. Above him is a **giant spider** (see *Lumgolit's beloved* spell for statistics) that immediately pounces on him and fights to the death. While the battle may take several rounds, only 1 round passes in the caster's realm. If the target kills the spider, the egg sac dissipates leaving subject dies, their corpse becomes entombed in the egg sac. If not removed from the egg sac in 1d10 turns, they become food for the 2d100 baby giant spiders that issue forth from the egg sac.
- 22-23 The caster selects up to 1d4+1 targets each of whom becomes trapped in what, from the outside, looks like a large spider egg sac unless a successful Will save is made. On failure each target finds himself in a 20' radius sphere with violent winds encircling them. Above them is a **Lumgolit's Beloved (type I demon)** who pounces on them immediately and fights to the death. While the battle may take several rounds, only 1 round passes in the caster's realm. If the target(s) kills the Lumgolit's Beloved, the egg sac dissipates leaving them where they stood at the time of the casting with all wounds still sustained. If the target(s) die, their corpse becomes entombed in the egg sac. If not removed from the egg sac in 1d10 turns, they become food for the 1d30+10 baby Lumgolit's Beloved that will issue forth from the egg sac.
- 24-26 The caster selects up to 1d4+1 targets each of whom becomes trapped in what, from the outside, looks like a large spider egg sac unless a successful Will save is made. On failure each target finds himself in a 20' radius sphere with violent winds encircling them. Above them is a **Greater Lumgolit's Beloved (type II demon)** who pounces on them immediately and fights to the death. While the battle may take several rounds, only 1 round passes in the caster's realm. If the target kills the Greater Lumgolit's Beloved, the egg sac dissipates leaving them where they stood at the time of the casting with all wounds still sustained. If the target dies, their corpse becomes entombed in the egg sac. If not removed from the egg sac in a 1d10 turns, they become food for the 1d30+10 baby Greater Lumgolit's Beloved that will issue forth from the egg sac.
- 27-31 A preternatural maelstrom explodes into existence and all within 150' radius of the caster are pulled into a pocket dimension. The victims, including the caster and her allies, find themselves in a 200' radius sphere with violent winds encircling them. Above the victims are **Lumgolit's Beloveds (type I demons)**, one for every creature transported to the pocket realm, that pounces on them immediately and fights to the death. While the battle may take several rounds, only 1 round passes in the caster's realm. The spell ends when either all of Lumgolit's Beloveds are slain or there are no combatants left alive.
- 32-33 A preternatural maelstrom explodes into existence and all within 150' radius of the caster are pulled into a pocket dimension. The victims, including the caster and her allies, find themselves in a 200' radius sphere with violent winds encircling them. Above the victims are **Greater Lumgolit's Beloveds (type II demons)**, one for every creature transported to the pocket realm, that pounces on them immediately and fights to the death.

While the battle may take several rounds, only 1 round passes in the caster's realm. The spell ends when either all of the Greater Lumgolit's Beloveds are slain or there are no combatants left alive.

34-35

As per spell check result 27-31, but the caster may transform themselves into an **Arachnafiend (type III demon)** at any time until the spell ends. The transformation takes a full round. While in the form of a demon, Lumgolit's Beloveds ignore the caster. The caster has access to their spells, and they have all the traits and abilities of an Arachnafiend.

36+

As per spell check result 27-31, but the caster may transform themselves into a **Slimemaid (type IV demon)** at any time until the spell ends. The transformation is instantaneous. While in the form of a demon, Lumgolit's Beloveds ignore the caster. The caster has access to their spells, and they have all the traits and abilities of a Slimemaid.



DEMONS OF LUMGOLIT

Lumgolit's Beloved (type I demon, Lumgolit): Init +4, Atk bite +4 melee (1d10+poison) or web +4 ranged (entangle+poison); AC 15; HD 4d8+4; MV 40' or climb 20'; Act 2d20; SP poison (muscle necrotizing - DC 13 Fort for 1 Strength else 1d6 Strength), web, demon traits; SV Fort +4, Ref +5, Will +4; AL C.

Lumgolit's Beloved, Greater (type II demon, Lumgolit): Init +4, Atk bite +6 melee (2d6+poison) or web +6 ranged (entangle+poison); AC 18; HD 6d8+6; MV 40' or climb 20'; Act 2d20; SP poison (muscle necrotizing - DC 16 Fort for 1 Strength else 1d10 Strength), web, demon traits; SV Fort +5, Ref +6, Will +5; AL C.

Beloveds are monstrous sized demon spiders. Their colorings and marking vary a great deal, but it is obvious that they are not from the material plane.

A Beloved may use its spinnerets to attack a creature with webbing which renders it entangled. A Beloved's webbing is also coated with a powerful paralytic poison (DC 14 Fort save or paralyzed) until the target manages to pass a DC 18 Strength check to break free. Range for the web attack is 15/30/45. A Beloved may use this attack 5 times per day on humanoid sized targets.

Arachnafiend (type III demon, Lumgolit): Init +3, Atk harpoon +7 ranged/melee (1d8+2) or See *Table II* below; AC 16; HD 7d8+7; MV 40' or climb 20'; Act 2d20; SP See *Table II: Arachnafiend Features*, demon traits; SV Fort +5, Ref +7, Will +6; AL C.

Arachnafiends are elves that have been transformed by continued exposure to Lumgolit's influence and power. Their lower bodies have been transformed into that of a giant spider or scorpion, complete with eight arachnid legs and spinnerets or scorpion stingers. They often have multiple eyes and spider fangs or chelicerae.

Their favored weapon is a harpoon that they use to hook opponents and drag them closer to utilize their poisoned melee attacks. Successful attacks initiate an opposed strength check. The Arachnafiend receives a +4 to the check.

Table I: Arachnafiend Type

D6	Type
1-4	Spider
5-6	Scorpion



Table II: Arachnafiend Features

Spider Feature	Effects	Scorpion Feature	Effects
Web	Gain Atk: web +5 (entangle) ranged	Tail Stinger	Gain Atk: stinger +1 melee (1d4+poison†)
Chelicerae	Gain Atk: bite +3 melee (1d4+poison†)	Chelicerae	Gain Atk: bite +3 melee (1d4)
Transformed Lower Abdomen	MV 40' or climb 20'	Transformed Lower Abdomen	MV 40' or climb 20'
Multiple Eyes	+1 spot checks, +1 to attack in dark/no light	4 Arms (2 Normal 2 Pincher Claw Hands)	Gain Atk: 2 claws +5 melee (1d8+1)
		Vibrational Sense	Detect any creature standing on the ground up to 30 ft. away

† - DC 15 Fort save or 1d8 Stamina, 1 Stamina (temporary) if successful.

Slimemaid (type IV demon, Lumgolit): Init +4, Atk pseudopods +8 melee (1d6+paralytic touch), grapple+bite melee (3d10) ; AC 14; HD 9d8+9; MV 20'; Act 2d20; SP paralytic touch DC 14 Fort save or paralysis 1d6 hours, shape change, immune to mundane poisons, demon traits; SV Fort +14, Ref +10, Will +14; AL C.

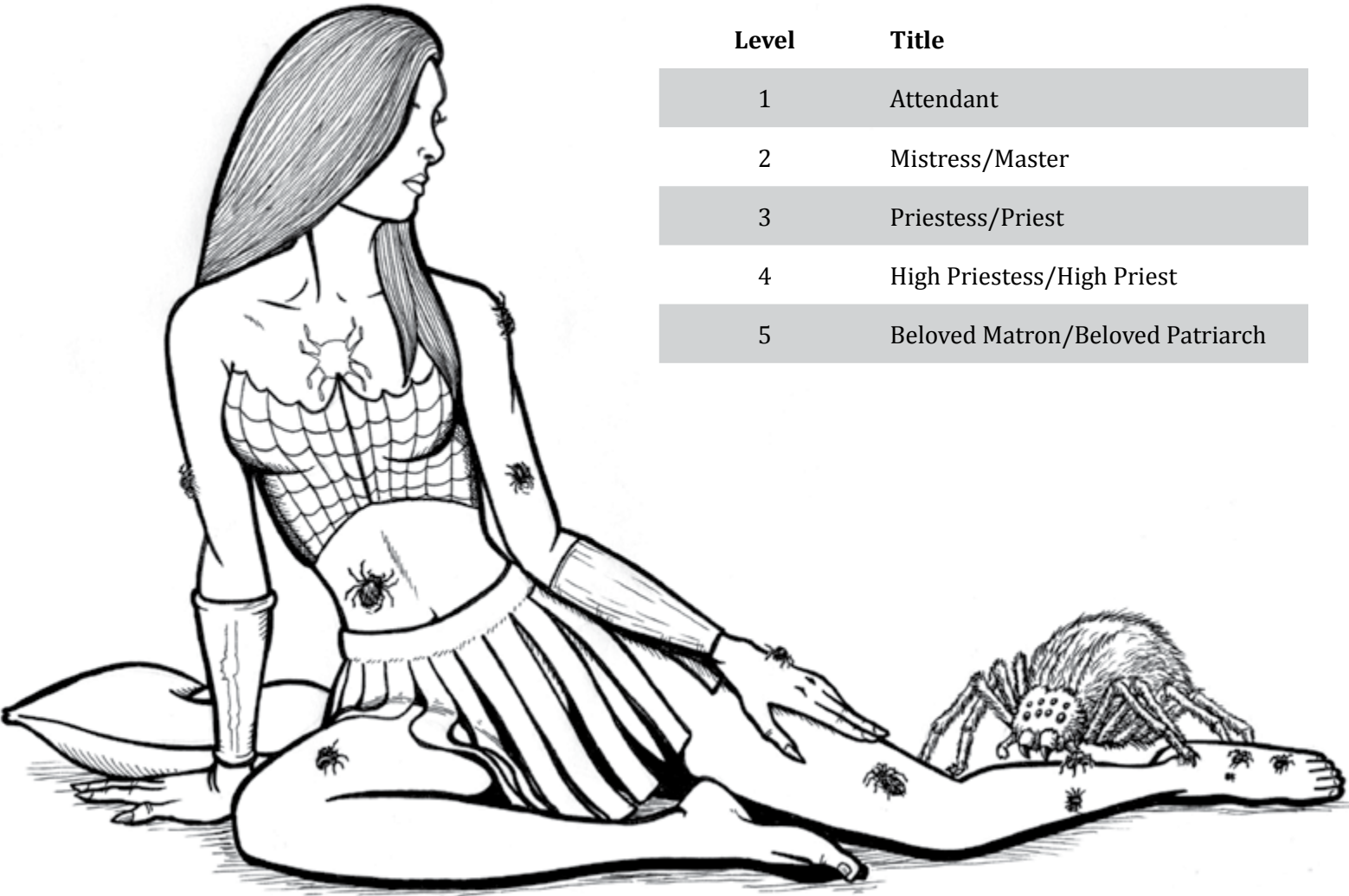
Lumgolit takes pleasure in debasing her beautiful female disciples by turning them into pillars of slime with 4 long ropy pseudopods for arms. The servants are known as slimemaids and they attend Lumgolit personally serving as messengers or spies on various missions important to her.

In their base form they move by pushing themselves along with large squat pseudopods. Their ropy tentacle arms are coated with paralytic slime. Once an opponent is paralyzed, they often engulf them and begin biting them with a powerful beak that is concealed on their underside.

Slimemaids can change their form to that of a giant spider or a beautiful elf maid if the need arises. However, while in Lumgolit's presence they must never take their elven form.

CLERICS OF LUMGOLIT

There are times when The Demon Queen of the Spider Pits beguiles humans into her service. Additionally, dark elves could forsake their traditional careers and fully embrace Lumgolit as a god, leading a spiritual life. Spider Shepherds, as they call themselves, have all the abilities of clerics as well as the ability to cast Lumgolit's patron spells divinely. Whether the character is a dark elf or human, they may use the titles in the following table:



Level	Title
1	Attendant
2	Mistress/Master
3	Priestess/Priest
4	High Priestess/High Priest
5	Beloved Matron/Beloved Patriarch

SETANDA

Setanda is a lusty, brave half-elf/half-faerie who enjoys competing, battling, or contesting anything dangerous or difficult. Many think he is easily provoked, capricious, and erratic, but for Setanda all challenges are to be confronted and conquered. Embracing provocation is a matter of honor for Setanda and he expects his adherents to behave with the same level of honor and grace. However, Setanda is not all flashing blades and battle cries; he's superlatively talented in the arts, singing, dancing, and wooing of maidens. After all, not all of life's tests are martial in nature.

Setanda's seemingly carefree behavior and fearless spirit draw wild elves and faerie warriors to his side. Setanda is typically interested in seeing his disciples meet difficulties, whatever they may be, head-on and aids them when he is able. A devotee of Setanda should be honorable, generous, and gregarious. When not at war, artistic and artisanal pursuits ought to be on equal footing with practice, duty and revelry.

Setanda is handsome, muscular, and blond haired. He usually dresses in naught but green leather breeches and boots. Torcs, armbands and a circlet of deep ruddy gold set with large gems adorn his body.



His *patron bond* ceremony must be witnessed by his tribe, caste, family and/or peers. *Gwaedh*, or vows are made to Setanda promising bravery and fealty. Failing to bond with Setanda could have adverse effects on the subject's social status, perhaps rendering him an outcast. However, Setanda will not reject additional attempts to form a bond

Invoke Patron check results:

- 12-13 A fey warrior's battle cry wells up in the caster's breast and bursts forth giving the caster a +4 bonus to their next attack and damage rolls.
- 14-17 The caster flies into a rage lasting 1d3+CL rounds. The caster gains +2 to attack and damage rolls, +3 hp per caster level, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The caster may not cast spells until the rage abates. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, cannot run or charge) for a number of rounds equal to the length of the rage.
- 18-19 A shining chariot pulled by two golden boars appears. The boars obey the caster's will and pull the caster and one passenger as fast as a warhorse. The chariot stays under the caster's command for 6 hours or until dismissed.
- 20-23 A sling stone streaks across the sky striking whomever the caster chooses in the head. The victim suffers 3d8+3 damage and is stunned for one round.
- 24-27 An icy fog fills the air, chilling bones and reducing vision. However, the caster and his allies can still see normally. Enemies within a 60' radius are blinded and must make a DC 10 Fort save every round to avoid taking 1 point of damage. The fog lasts as long as the caster continues to concentrate, for up to 1 minute.

- 28-29 A spancel hoop of wood inscribed with mystical symbols appears in the caster's hand. While a mundane spancel hoop is used for hobbling mounts, this summoned hoop binds an opponent in ritual combat. To create the bond the caster must either be able to see the opponent or know his true name. The caster starts the ritual by throwing down the hoop and putting a foot in it. If the foe is within 1 mile the hoop, the hoop elongates until the opponent's feet are also drawn within its circumference. Once the hoop surrounds both the caster and the subject, it cinches around their wrists and draws them towards each other until they are within melee range. The foe must make a DC 10 Will save each hour to avoid moving towards the caster, but is still compelled to fight once the caster reaches their vicinity. If the caster is outside that range, the spancel hoop remains inert on the ground. The spancel hoop's power lasts until the confrontation is over with one combatant victorious. The caster may not have more than one hoop at a time.
- 30-31 The caster's hands twinge with the power of blood-stopping for 1 turn. The caster gains control over the blood of one creature within a 10' radius by concentrating for one round. Resisting targets must make a DC 15 Fort save or become helpless until the caster stops concentrating. On a successful save or after the caster stops concentrating, the target is free to move on their next action. If used on a dying target, the caster may stop the *bleeding out*, thus preventing death for as long as the caster maintains concentration or until the power's duration expires. If the target is healed while the blood-stopping is in effect, permanent loss of Stamina does not occur. The caster may relinquish control at any time by ceasing to concentrate and the caster may select a new target within range until the power ends.
- 32+ As above but the caster manipulates the blood of up to 1d5+1 enemies or allies within a 60' radius. The caster can target one creature per round until the maximum number of creatures are controlled. For each additional creature under the effect of blood-stopping beyond the first, the DC to maintain concentration during interruptions is increased by 1.

PATRON TAINT: SETANDA

When *patron taint* is indicated for Setanda 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	All are welcome at the fire of a devotee of Setanda. Any traveller who approaches peaceably is permitted a night of safety in the caster's camp. If there is ongoing hostility between the caster and the guest, the enmity ceases for the evening and resumes when camp is struck. The second time this result is rolled, the caster must also provide food and drink if he has any. The third time this result is rolled, the caster must also tend to any wounds the guest may have.
2	The caster cannot reject a challenge of any kind from a peer. The second time this results is rolled, the caster cannot reject challenges from those whom he considers beneath his station. The third time this result is rolled, the caster seeks to make the challenge even more difficult for himself by insisting on either bolstering the opponent or disadvantaging himself.
3	Setanda furthers the fey combat training of his disciple. The caster gains proficiency in dart and sling. The second time this result is rolled, the caster prefers to carry a sharpened shield with scalloped edges. If used offensively, it deals 1d5 damage. The third time this result is rolled, the caster gains a +2 bonus to grappling checks.

- 4 The caster insists on making and using his own missile weapons and ammunition from hand-chipped stone. The caster is now treated as being skilled in *primitive* weapon making techniques. Depending on his skill check, the Judge may impose penalties to hit and damage as he sees fit. The second times this result is rolled, the caster is a practiced craftsman, able to produce beautiful and deadly missile weapons or ammunition. On a 20+ skill check result, the weapons are +1 to attack and damage. The third time this result is rolled, the caster is a master craftsman and receives a +2 bonus to his skill checks when creating weapons.
- 5 The caster must assist Setanda in a matter of conflict or warfare. A group of wild elves or faeries need the caster's assistance as soon as possible. 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, a battle will take place requiring 1d4 weeks of hasty travel, and the greatest foe is equal in level (or Hit Dice) to the caster. If this result is rolled a third time, a great war is afoot and it requires 1d4 months of travel, and the foe has 1d4 more levels (or Hit Dice) than the caster and a large army.
- 6 The caster must take an oath or *gwaedh* to avoid a specific behavior or substance. The *gwaedh* becomes a taboo for the caster and breaking it can lead to disastrous results. If a *gwaedh* is broken the caster's spell checks are permanently at -1. The second time this result is rolled the caster must take on another *gwaedh*. For each pledge broken, the caster suffers as above plus they permanently lose a point of Luck. The third time this result is rolled, the caster must take on a third *gwaedh*. If a vow is broken, the penalties for each infraction are doubled. If the caster breaks a *gwaedh* at this stage, Setanda begins to work against his amoral servant. It is only a matter of time before the caster meets their doom.

PATRON SPELLS: SETANDA

Setanda grants access to three unique spells, as follow:

Level 1: *Faerie arrows*

Level 2: *Nine fighting gifts*

Level 3: *Warp spasm*

SPELLBURN: SETANDA

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster joins Setanda in a contest of warrior virtues that takes but a moment of time in the caster's realm. The non-stop drinking, feasting, dancing, singing and displays of fighting skill leave the caster drained from the experience (expressed as Strength, Agility and Stamina loss).
2	Setanda wishes to see a display of fortitude, the caster must spill his blood with iron (expressed as Strength, Agility and Stamina loss). The pain is so intense that they are stunned for a number of rounds equal to double the spell's level minus their Stamina ability modifier.

- 3 The caster's body warps and spasms; muscles knot and pull at bones in grotesque ways. Hands and feet gnarl and contort, eyes bulge, limbs are twisted, lips draw back into a bizarre grimace, etc. The caster's speed is reduced by 5 feet per level of the spell cast, and he suffers -3 to his Personality when in social situations. The disability lasts until the ability score damage is healed.
- 4 After the spell is cast, the caster becomes berserk with rage for a number of rounds equal to the level of the spell +1. The caster gains +2 to attack and damage rolls, +2 hp per spell level cast, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The caster may not cast spells until the rage abates. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, cannot run or charge) for a number of rounds equal to the length of the rage.

Faerie Arrows

Level: 1 Range: 150' Duration: Instantaneous Casting time: 1 action Save: None

General The caster summons the Little Folk to attack his enemies. Invisible faeries fling flint arrowheads which litter the battle site after the summons is over.

Manifestation See below.

1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-13 A single faerie responds to the caster's summons. A flint arrowhead strikes a target of the caster's choosing dealing 1 point of damage.

14-17 A handful of faeries come to the caster's magical summons. They fling their arrows at whomever the caster indicates. The victim suffers 1d6+1 points of damage.

18-19 Many faeries come to the caster's aid and attack a target specified by the caster. The victim suffers 2d6 points of damage and must make a DC 11 Fort save or fall asleep for 1d6 turns. Vigorous shaking for 1d3 rounds will rouse the target from slumber.

20-23 A group of faeries appears and gives the caster 1d4 darts or arrows for him to use against his foes. The missile weapons are +1 to attack and damage and affect animal and human alike with a wasting disease. (DC 15 Fort save to resist each day for 1d7 days. A failed save results in 1d6 temporary Stamina damage. Ability damage can be mitigated with a DC 15 skill check each day by someone trained in healing arts). The faeries also attack the nearest foe for the next 1d3 rounds dealing 1d6 damage each round. Any unused ammunition disappears when the faeries depart.

24-27 A host of faeries heed the caster's call. The caster designates a point and all foes within a 30' radius are beset by the Fair Folk. For 2d3 rounds all foes suffer 1d6 damage as tiny flint arrowheads fly thick in the air.

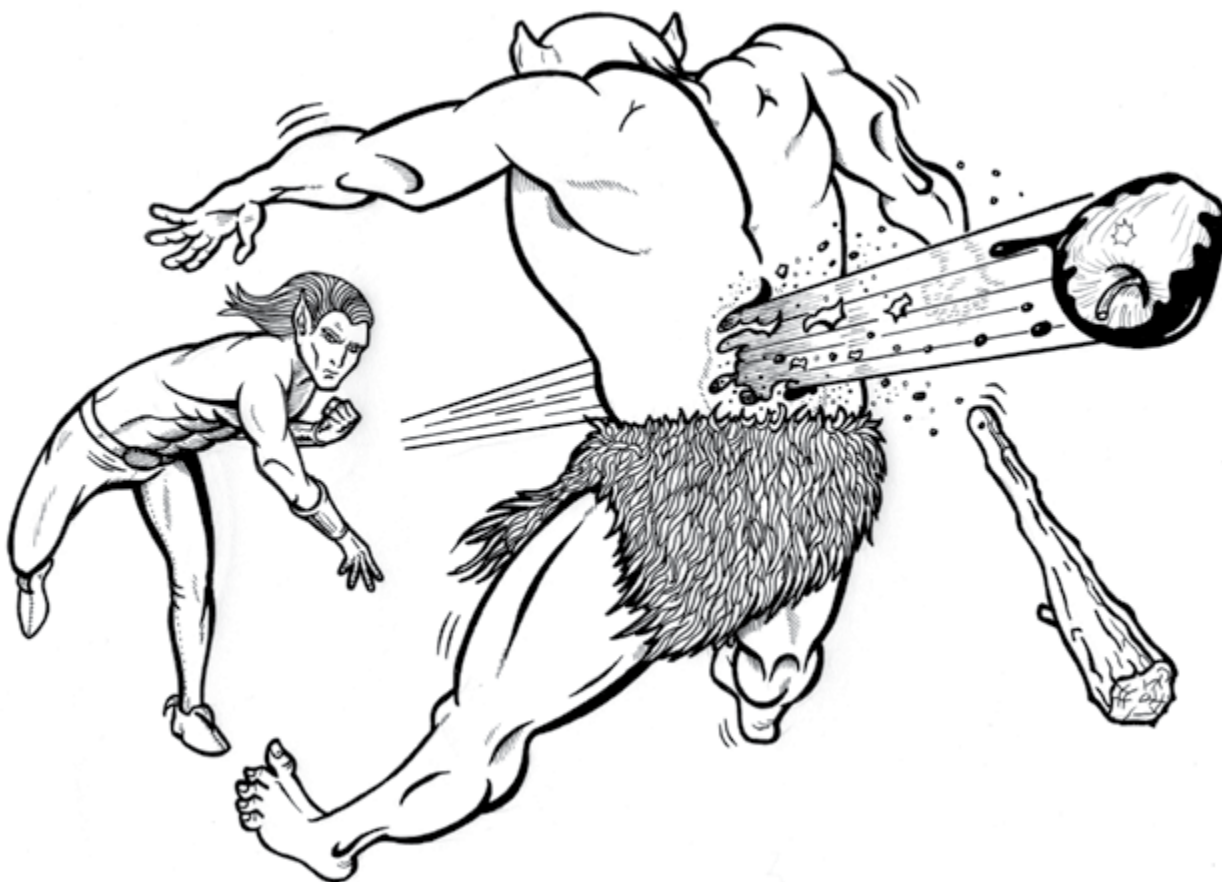
28-29 As above, except the radius of effect is 45', lasts 2d3+CL rounds, and foes take 2d4 damage per round.

30-31	A huge army of fey creatures appear to aid the caster. The air is abuzz with fairies as they call with their trumpets and sing their battle songs. The buzzing cacophony unnerves foes who suffer -2 on all die rolls unless they make a DC 15 Will save. All foes within a 60' radius designated by the caster also suffer under the withering fire of the faerie army taking 2d6 damage per round until the danger has passed.
32+	The caster's summons are heard far and wide and two fey armies appear. A great battle immediately erupts between the two opposing clans! The fairies are visible and appear as swarms of flies coming from every direction to the caster's location and everyone within a 100' radius is caught within the crossfire. Enemies suffer 4d6 damage per round. The caster and his allies, protected by one of the clans, only suffer 1d6 damage per round as the battle rages between the faerie armies. After 2d6 rounds the faeries move on, but the field is littered with hundreds of flies and tiny flint arrowheads.

Nine Fighting Gifts

Level: 2	Range: Self	Duration: Varies	Casting time: 1 action	Save: N/A
General	Setanda performs the Nine Fighting Gifts as if breathing air. For mortals, it's not so easy. The caster is able to temporarily tap into Setanda's peerless knowledge to perform one of his amazing feats of combat and athletics. On a successful casting, the caster may choose to invoke an effect of lesser power than his spell check roll to produce a weaker but potentially more useful result.			
Manifestation	See below.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-13	Failure, but spell is not lost.			
14-15	Gift 1, the feats of the shield-rim and sloped shield: for 2d6+CL rounds the caster may attempt a shield bash in combat as if they were a Dwarf. They also receive an extra +1 to their AC while using a shield.			
16-17	Gift 2, the spurt of speed: for 1d4+1 rounds the caster gains double movement speed and one extra action die each round. The extra action die granted must only be used for attacks.			
18-21	Gift 3, the feat of the sword-edge: the caster gains a 1d3 bonus to his attack rolls for 2d8+CL rounds. This bonus also applies to any damage dealt while the spell is in effect. The caster may also attempt a <i>Mighty Deed of Arms</i> a number of times equal to his caster level (a miss or failed attempt still equates a use). The following restrictions apply: the deed must involve using the caster's melee weapon. Trips, throws, pushbacks, ranged combat, and other incredible feats of athletics are not permitted with the powers granted by the feat of the sword-edge.			
22-23	Gift 4, the heroic salmon leap: the caster is able to make an incredible leap into the air. The caster may leap up to 10 times their caster level straight up or may elect to travel double that amount in a direction as their move action.			

- 24-26 **Gift 5, the trussing of a warrior:** with an inhuman burst of speed, the caster is able to immobilize an opponent by binding their hands and feet together. If the caster doesn't have rope on hand, the Judge may deem that there are other suitable replacements (vines, cloth, etc.) in the immediate environs. The target of the trussing must make a Reflex save or be constrained and unable to take any action other than talking. A successful saving throw results in an entangled effect on the target until they take a round to extricate themselves from the bonds.
- 27-31 **Gift 6, the apple-feat:** the caster hurls an apple - the feat may only be done with an apple - with such amazing force that it rips through an opponent's body. The apple deals $2d6 + CL + \text{Strength}$ modifier to the target and is counted as a critical hit.
- 32-33 **Gift 7, the stunning-shot:** if the caster has a sling or even just a few small throwable objects (rocks, acorns, coins, etc.), the caster hurls them at up to $1d3$ targets within a 100' cone. The blow stuns any creatures of 2 HD or less automatically. Creatures of 3 HD or more receive a DC 15 Fort save. Stunned creatures remain so for $1d3 + CL$ rounds.
- 34-35 **Gift 8, the hero's scream:** the caster lets out a mighty scream that shakes his foes' resolve. Any hostile creatures of 3 HD or less must make a morale check immediately or flee. Creatures of 4 HD or more receive a DC 15 Will save to resist. Any foes who make the morale check are -2 to attack and damage for a number of rounds equal to the caster's level. Furthermore, all those within a 30' long and 30' wide cone take $2d6$ points of damage from the sonic onslaught. A Fort save reduces the damage to half.
- 36+ **Gift 9, the death spear:** the caster makes a brutal strike to the vitals of his foe, eviscerating internal organs. The target takes $5d6 + CL$ points of damage from the strike and must make a Fort saving throw or die. The strike is so powerful that the caster must spend the following round removing their weapon from the victim.



Warp Spasm

Level: 3 Range: Self Duration: Varies Casting time: 1 round Save: N/A

General	<p>Setanda's legendary battle rage is as frightening as it is devastating. While no mortal can hope to replicate its awesome power, Setanda's followers can channel a sliver of his rage. At all spell check results, the caster enters a battle rage. During the rage, he gains +2 to attack and damage rolls, +2 hp per character level, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. The caster may not cast spells until the rage abates. At the end of the rage, the caster loses all modifiers and becomes fatigued (temporarily reduced to half current hp, and cannot run or charge) for a number of rounds equal to the length of the rage. The physical duress that the caster experiences can be dangerous. Each time the caster successfully casts this spell, there's a 5% chance that the wild magicks cannot be controlled. The caster continues to warp, tear, and spasm until their body is nothing but a mess of blood, hair and bone.</p>
Manifestation	See below.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost, failure.
12-15	Failure, but spell is not lost.
16-17	The caster's body warms with rage. Muscles spasm and knot. His jaw tightens and his lips pull back baring his teeth. The desire for battle is all encompassing. The caster enters a battle rage that lasts for a number of rounds equal to his caster level plus Stamina modifier.
18-21	Muscles spasm and knot, turning into bulging masses that quiver powerfully in anticipation of release. His jaw tightens and twisting neck muscles pull his lips back from his teeth in an unnatural and hideous way. His hair stands upright at its roots and his entire body reddens with supernatural heat. The caster enters a battle rage that lasts for a number of rounds equal to his caster level plus Stamina modifier. Additionally, the caster is so hot with rage that a crown of fire, or hero-halo, erupts from his head. Anyone whom the caster is in melee with is automatically dealt 1d6 fire damage each round. Lastly, morale checks made by the caster's foes are at -2 while the caster rages.
22-23	Muscles spasm and knot, turning into bulging masses that quiver powerfully in anticipation of release. His jaw tightens and twisting neck muscles pull his lips back from his teeth in an unnatural and hideous way. His hair stands upright at its roots and becomes so hard it's like every strand has been hammered into his head and at the end of each hair a speck of fire glows. His entire body reddens with supernatural heat. The caster enters a battle rage that lasts for a number of rounds equal to his caster level plus Stamina modifier. Anyone whom the caster is in melee with is automatically dealt 1d6 fire damage each round from his hero-halo. Morale checks made by the caster's foes are at -2 while the caster rages. The caster's spiked hair grants him a secondary attack as if he was two weapon fighting. The headbutt uses a d16 for the action die and deals 1d6 points damage.

- 24-26 Muscles spasm and knot, turning into bulging masses that quiver powerfully in anticipation of release. His jaw tightens and twisting neck muscles pull his lips back from his teeth in an unnatural and hideous way. His hair stands upright at its roots and becomes so hard it's like every strand has been hammered into his head and at the end of each hair a speck of fire glows. His entire body reddens with supernatural heat. The caster enters a battle rage that lasts for a number of rounds equal to his caster level plus Stamina modifier. Anyone whom the caster is in melee with is automatically dealt 1d6 fire damage each round from his hero-halo. Morale checks made by the caster's foes are at -2 while the caster rages. The caster's spiked hair grants him a secondary attack as if he was two weapon fighting. The headbutt uses a d16 for the action die and deals 1d6 points damage. His eyes contort. One eye becomes narrower than a needle the other wider than a goblet. The caster cannot be blinded under any circumstances. In addition, they also get a +2 on Reflex saves and skill checks involving sight as the other eye is able to take in so much more visual information.
- 27-31 The caster's body furiously twists inside its skin. Ankles and calves reverse their direction. His arms and legs lengthen with hideous musculature. Extra digits pop out of his hands and feet and every finger and toe grows razor sharp talons. His skin becomes mottled and black. With each change, black, cooked blood spurts from the wounds. The caster doubles in size, receiving a +4 bonus to attacks, damage, AC, and +10 hp due to greater size and strength. The caster enters a battle rage that lasts for 2 minutes and grants him one extra action die after which the caster is completely helpless for 1 turn. The size bonuses are additive to the rage bonuses detailed in the general section above. Lastly, morale checks made by the caster's foes are at -3 while the caster rages.
- 32-33 The caster's body furiously twists inside its skin. Ankles and calves reverse their direction. His arms and legs lengthen with hideous musculature. Extra digits pop out of his hands and feet and every finger and toe grows razor sharp talons. His skin becomes mottled and black. With each change, black, cooked blood spurts from the wounds. The caster doubles in size, receiving a +4 bonus to attacks, damage, AC, and +10 hp due to greater size and strength. The caster enters a battle rage that lasts for 2 minutes and grants him one extra action die after which the caster is completely helpless for 1 turn. The size bonuses are additive to the rage bonuses detailed in the general section above. The caster's jaw bones and teeth grow unnaturally large and the muscles are so powerful that when the caster bites down a shower of sparks erupt from his mouth. The caster may opt to do this instead of using an action die and the incendiary bite deals 4d8+CL damage to all those within a 20' cone, DC 20 Reflex save for half. Lastly, morale checks made by the caster's foes are at -3 while the caster rages.
- 34-35 The caster's body furiously twists inside its skin. Ankles and calves reverse their direction. His arms and legs lengthen with hideous musculature. Extra digits pop out of his hands and feet and every finger and toe grows razor sharp talons. His skin becomes mottled and black. With each change, black, cooked blood spurts from the wounds. The caster doubles in size, receiving a +4 bonus to attacks, damage, AC, +10 hp due to greater size and strength. The caster enters a battle rage that lasts for 5 minutes and grants him one extra action die after which the caster is completely helpless for 1 turn. The size bonuses are additive to the rage bonuses detailed in the general section above. The caster's jaw bones and teeth grow unnaturally large and the muscles are so powerful that when the caster bites down a shower of sparks erupt from his mouth. The caster may opt to do this instead of using an action die and the incendiary bite deals 4d8+CL damage to all those within a 20' cone, DC 20 Reflex save for half. Lastly, morale checks made by the caster's foes are at -3 while the caster rages.

The caster's body furiously twists inside its skin. Ankles and calves reverse their direction. His arms and legs lengthen with hideous musculature. Extra digits pop out of his hands and feet and every finger and toe grows razor sharp talons. His skin becomes mottled and black. With each change, black, cooked blood spurts from the wounds. The caster triples in size, becoming as big as a giant, receiving a +6 bonus to attacks, damage, AC, and +20 hp due to greater size and strength. The caster now uses a d24 for attacks and d4 on *Crit Table G* for resolving critical hits. The caster enters a battle rage lasts for 5 minutes and grants him one extra action die after which the caster is completely helpless for 1 turn. The size bonuses are additive to the rage bonuses detailed in the general section above. The caster's jaw bones and teeth grow unnaturally large and the muscles are so powerful that when the caster bites down a shower of sparks erupt from his mouth. The caster may opt to do this instead of using an action die and the incendiary bite deals 6d8+CL damage to all those within a 30' cone, DC 20 Reflex save for half. Lastly, morale checks made by the caster's foes are at -4 while the caster rages.



SINTAR, THE KNOWER

Sintar is often just called by his epitaph: *The Kowner*. Both Sintar and the King of Elfland are considered as twin patriarchs of the elves. One is the lord and guardian of the Fey Realms; the other its spy and sage. Seemingly impossible, but he may even be more reticent and reserved than the King of Elfland. However, when he speaks, his words are often cryptic and foretell the future. If Sintar speaks of doom or danger, the listener must be wary.

While many consider Sintar to be an oracle and wise sage, at heart he is an explorer. In the countless millennia he has lived, he has explored the multiverse more than most. He has encountered the Old Ones and visited the Courts of Chaos and Lords of Law. He found them all wanting and has taken a strong neutral stance in the struggle between Law and Chaos. He works against any force that poses a threat to the stability of the multiverse.

In elven communities, Sintar is considered an ancient power. He is a central figure in their *Opening* ceremonies and is commonly a patron to community elders who preside as *Openers of the Ways*. He usually appears as a wizened elf with a long white beard and hair, clad in a simple hooded robe, and bearing a simple diadem on his brow. He walks with the help of his shining spear, *Celebecthel*. Sintar usually accepts new disciples during the Opening ceremonies. Applicants must be of Neutral alignment. However, if the multiverse is in danger, he may initiate a conversation with a receptive soul and take them into service immediately.



Invoke Patron check results:

- 12-13 Sintar manipulates the caster's fate. The caster gains +4 on their next attack, saving throw, skill check or spell check.
- 14-17 A beam of light, reflected from Sintar's spear *Celebecthel*, shines down on the target of the caster's choice. On a failed Reflex save the target is blinded for 1d3 turns. Those who are chaotic or lawful have a harder time avoiding the blinding light and can make their save with a -3 penalty to their roll.
- 18-19 *Celebecthel*, The Silver Spear, strikes down a target chaotic or lawful creature or effect. If the target is a creature, it must make a Will save or take 2d8 points of damage and all attacks, spell checks, skill checks and saves are at -2 for the next 2d6 rounds. If successful, it takes 1d6 points of damage. If the target is a spell or effect, it is subject to a *dispel magic* effect as if the caster rolled 18-21 on the *dispel magic* spell check results. Neutral creatures or effects are not affected in any way.
- 20-23 A portal to a pocket dimension is opened near the caster. The caster and his allies may step through and stay within for up to 8 hours. The dimension is safe and is able to provide refreshment. At any time, the caster may elect to exit the pocket dimension. Allies must also leave or be left to an uncertain fate.

- 24-27 For the next 2d6 turns the power and nature of the multiverse reveals itself to the caster. The caster is able to use this knowledge to manipulate the arcane energies he calls upon. For the duration of the boon, the caster receives a +2 bonus to all spell checks.
- 28-29 For the next 3d6 turns the power and nature of the multiverse reveals itself to the caster. The caster is able to use this knowledge to manipulate the arcane energies he calls upon. For the duration of the boon, the caster receives a +5 bonus to all spell checks.
- 30-31 An elven, wraith-like soul from the Underworld is loosed to aid the caster in his time of need. Determine appearance and effects by using the un-dead tables of the *Core Rulebook* (9-5, 9-6); Hit Dice equal to 1d3+CL. After the predicament has passed, the un-dead elf returns to the Underworld.
- 32+ As above but, the elf wraith becomes a permanent companion of the caster until turned or destroyed. While bound to the caster, the elf wraith also has its own feelings and unfinished affairs, which may or may not be on the caster's plane (consult *Ghost Rest Conditions* in the Chapter 9 of *Core Rulebook* for ideas). If turned, the elf wraith becomes a free-willed monster, though the caster can enter into bargains with it. The caster receives a *patron taint*.

PATRON TAINT: SINTAR

When *patron taint* is indicated for Sintar roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster realizes that the Otherworld is all around him. At random intervals the caster hears buzzing sounds, feels vibrations, or sees lights out of the corner of his eyes. At any time of the Judge's devising, he may impose a -1 penalty to an attack, saving throw, skill check or spell check as the Otherworld momentarily catch his attention. The second time this result is rolled, the caster becomes more attuned to the Otherworldly phenomenon. The buzzing and vibrations are nexuses and the sounds and lights are the coming and going of otherworldly beings. The caster becomes distracted by them and spends time studying them whenever possible. When the Judge imposes a penalty to an action, the caster must also make a DC 8 Will save to avoid spending time analyzing the Otherworldly occurrence. The third time this result is rolled, the caster can no longer differentiate between the mortal realm and the Otherworld. As often as the Judge sees fit, the caster must make a DC 13 Will save to correctly interact with the juxtaposition of the Otherworldly on his physical environment.
2	The caster becomes a magnet for elven inhabitants of the Underworld. On a regular basis the caster is approached by a spirit in the Underworld, who needs to get a message to a loved one in the caster's world. Failing to do as requested could result in curses or other inimical actions from the spirit. The second time this result is rolled, elven ghosts who are trapped in the caster's world detect his presence from a mile away and seek him out for aid. Failing to assist the ghost move on to the afterlife results in curses or other inimical actions. The third time this result is rolled, the line between reality and the ghostly becomes erased for the caster. Elven ghosts and spirits appear real to the caster. The caster must make a DC 11 Will save to see ghosts or spirits for what they truly are.

- 3 The caster adopts the philosophy of his patron. He becomes aloof and contemplative about the struggle between Law and Chaos, reducing his Personality by -1. If the result is rolled a second time, the caster becomes withdrawn from mortal concerns. The promise of gold and glory have little draw and the caster's Personality is reduced by a further -1. If the result is rolled a third time, the caster fully withdraws from the world of mortal suffering, reducing his Personality by a further -1, and can only be motivated if the situation concerns himself or the machinations of the Courts of Chaos or Lords of Law.
- 4 There is a disturbance in the balance between Law and Chaos and the caster must set the disruption aright as soon as possible. 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 important to the fate of the caster's universe. It may require 1d4 weeks of mundane or extraplanar 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 is dire in nature. The fate of the multiverse will be in the caster's hands and will require extraplanar travel and a foe who is 1d4+1 more levels (or Hit Dice) than the caster. Failure at a mission has unfortunate consequences for the caster and what he calls home.
- 5 The caster is required to become an Opener for an elven community. Once a year they must make every effort to return to the community that is under their charge in order to perform the Opening of the Ways rituals. The second time this result is rolled, the caster is called upon to perform the rites at least four times a year and is taught the secrets of *planar step* which must be added to his list of known spells as soon as possible. The third time this result is rolled, the caster's labors have provided him with keen faculties when creating, analyzing and using extra-planar portals. When casting *find portal* or *planar step*, the caster receives a +2 bonus to the spell check roll.
- 6 The caster becomes a soothsayer. Every hour of game time the caster must roll a d20 prophecy check before the next participant (Judge or player) makes an attack, save, spell check, or skill check. If the result of the prophecy check is 11-20, a +1 bonus is added to the roll. If the prophecy check result was 1-10, a -1 penalty is applied to the roll. The second time this result is rolled, the bonus or penalty is doubled to +2. The third time this result is rolled, the prophecy check occurs every 30 minutes of game time as visions flood into the caster's mind at an increased rate.

PATRON SPELLS: SINTAR

Sintar grants access to three unique spells, as follows:

Level 1: *Balance*

Level 2: *Find portal*

Level 3: *Prophetic utterance*



SPELLBURN: SINTAR

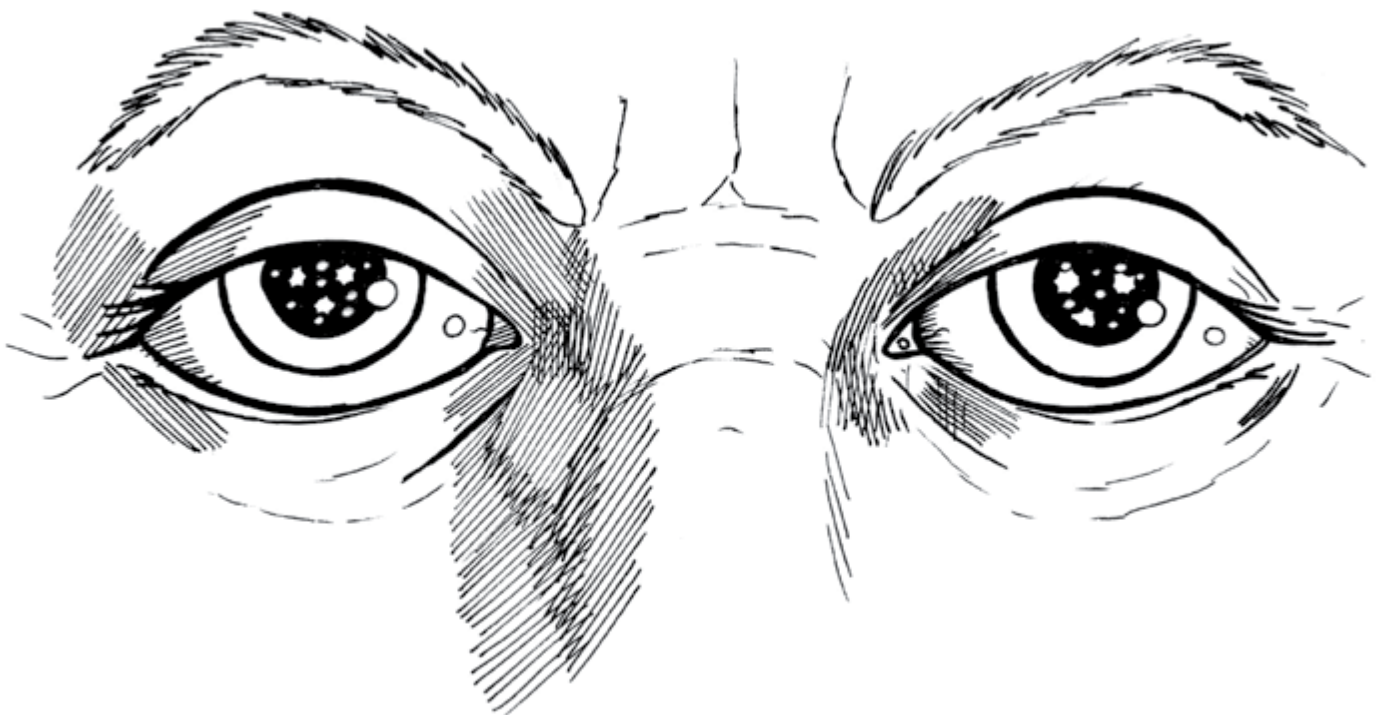
When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster noticeably ages (wrinkles appear, joints stiffen, etc.) as he is drained of Strength, Agility and Stamina. The wizened appearance fades as the caster recovers their ability score loss.
2	The caster's faculties are overtaken by the sensation of rapidly shifting through the cosmos and other dimensions. The effects of the mental travel stun and dampen the senses of the caster. The <i>spellburn</i> is taken from Intelligence and/or Personality rather than from physical ability scores.
3	The caster is compelled to speak the words of Sintar and mutters prophecies under his breath ceaselessly. The caster ignores fine details and hidden dangers and always acts last in the initiative order. He is unable to stop soothsaying until he has healed all the ability score damage.
4	The caster momentarily perceives the universal balance of Law and Chaos and is humbled by his role in preserving that delicate balance. The caster must succeed at a DC 12 Will save or lose the benefit of this <i>spellburn</i> as he loses control of the lifeblood marshalled for the spell while pondering the symmetrical dance of action and reaction. If the save is successful, he is able to tap into the balance of the multiverse and siphon additional energy equally from the forces of Law and Chaos resulting in a +4 to the spell check without expending stats. The caster is then free to <i>spellburn</i> stats to further augment the casting.

Balance

Level: 1	Range: Self or more Duration: 1 turn per caster level Casting time: 1 action Save: Varies
General	Maintaining the balance of the universe is one of Sintar's primary goals. By the evocation of this spell, the caster is inured to the forces of Law and Chaos. He is protected even if he is not aware of the danger. Depending on the strength of the spell, it may detect even more subtle dangers.
Manifestation	Roll 1d4: (1) caster glows brightly; (2) the elven rune of <i>balance</i> glows in the air and fades away; (3) a rays of silvery light emanate from the caster and strike all who are lawful or chaotic; (4) the caster's intones a mantra of universal equilibrium.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-13	The caster receives a +1 bonus to saving throws made against lawful or chaotic effects or creatures.
14-17	The caster receives a +1 bonus to saving throws made against lawful or chaotic effects or creatures. In addition, all attempts to attack the caster by lawful or chaotic creatures are made at a -1 penalty.

- 18-19 The caster receives a +1 bonus to saving throws made against lawful or chaotic effects or creatures. In addition, all attempts to attack the caster by lawful or chaotic creatures are made at a -1 penalty. Finally, all wounds suffered from lawful or chaotic sources have their damage reduced by 1 point per die (minimum damage 1 point per die).
- 20-23 In relation to lawful or chaotic effects and creatures, the caster and all allies within a 10' radius receive: a +1 bonus to saving throws, enemy attack rolls against them suffer a -1 penalty, and damage suffered from lawful or chaotic sources is reduced by 1 point per die (minimum damage 1 point per die).
- 24-27 In relation to lawful or chaotic effects and creatures, the caster and all allies within a 20' radius receive: a +2 bonus to saving throws, enemy attack rolls against them suffer a -2 penalty, and damage suffered from lawful or chaotic sources is reduced by 2 points per die (minimum damage 1 point per die).
- 28-29 In relation to lawful or chaotic effects and creatures, the caster and all allies within a 30' radius receive: a +3 bonus to saving throws, enemy attack rolls against them suffer a -3 penalty, and damage suffered from lawful or chaotic sources is reduced by 3 points per die (minimum damage 1 point per die).
- 30-31 Lawful or chaotic effects and creatures find it painful to come near the caster. Any such creature that advances within 40' of the caster takes 1d4+CL damage each round if the caster wishes. Additionally, the caster and all allies within a 40' radius receive: a +4 bonus to saving throws, enemy attack rolls against them suffer a -4 penalty, and damage suffered from lawful or chaotic sources is reduced by 4 points per die (minimum damage 1 point per die).
- 32+ Lawful or chaotic effects and creatures find it painful to come near the caster. Any such creature that advances within 40' of the caster takes 2d6+CL damage each round if the caster wishes. Additionally, the caster and all allies within a 40' radius receive: a +4 bonus to saving throws, enemy attack rolls against them suffer a -4 penalty, and damage suffered from lawful or chaotic sources is reduced by 4 points per die (minimum damage 1 point per die).



Find Portal

Level: 2 Range: 60' radius Duration: 1 round per caster level Casting time: 1 minute Save: N/A

General	The caster is able to find and analyze extra-planar portals to other locations and dimensions.
Manifestation	Roll 1d3: (1) the caster's eyes glow with silver-white light; (2) the caster's third-eye opens and focuses where the caster concentrates; (3) no visible effect.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost, failure.
12-13	Failure, but spell is not lost.
14-15	Upon completion of the spell, the caster can discern the presence of extra-planar portals within the area of the spell. With a round of concentration, the caster can identify how many portals exist within the area of the spell. An additional round of concentration reveals each door's exact location.
16-19	As above, but the caster may also spend a round to further analyze a portal. For each round spent examining a portal, the caster may determine one of the following: if the portal is one-way or two-way; whether the portal leads to a fixed or random location; if it can be activated.
20-21	As above, but the caster may spend a round to discover one the following additional details: if the portal leads to more than one destination; whether there are special conditions governing its use.
22-25	Upon completion of the spell, the caster can sense and clearly see the number and exact location of each extra-planar portal within the area of the spell. With a round of concentration on a portal the caster knows if the portal is one-way or two-way, if it leads to a random or fixed location, its special conditions of use, if it can be used now, and if there is more than one destination. For each additional round spent examining a portal, the caster may determine one of the following: if the portal is malfunctioning; what password or key is required to activate the portal; whether the portal only transports creatures or creatures and equipment.
26-29	As above. If the caster has discovered the password or key to opening the portal, he may spend a round to conjure a glimpse where the portal leads. During that round, the caster can see with his own senses what lies on the other side of the portal as far as the spell's maximum distance of detection (60').
30-31	As above, but the caster may spend up to the spell's remaining duration observing the destination of the portal. The caster also hears in addition to seeing. However, observation for more than one round may alert creatures on the other side of the doorway.
32-33	As above, but the caster may cast passive sensing and detection type spells (<i>detect magic</i> , <i>detect evil</i> , <i>detect invisible</i> , <i>comprehend languages</i> , <i>locate object</i> , <i>read magic</i> , etc.) through the portal that operate for as long as the spell continues to operate. Once this spell ends, any spells cast on the portal also end, regardless of the spell's indicated duration.

34+	<p>The caster can sense and clearly see the number and exact location of each extra-planar portal within the area of the spell. With a round of concentration on a portal, the caster knows if the portal is one-way or two-way, if it leads to a random or fixed location, its special conditions of use, if it is can be used now, if there is more than one destination, if the portal is malfunctioning, what password or key is required to activate the portal, and whether the portal only transports creatures or creatures and equipment. The caster may observe the portal's destination and see, hear, and smell as far as the spell's maximum distance of detection and as long as its duration. The caster may cast passive and detection type spells (<i>detect magic</i>, <i>detect evil</i>, <i>detect invisible</i>, <i>comprehend languages</i>, <i>locate object</i>, <i>read magic</i>, etc.) through the portal that operate for as long as this spell continues to operate. Once this spell ends, any spells cast on the portal also end, regardless of the spell's indicated duration. By concentrating for an additional round, the caster can force any functional (or nonfunctional) extraplanar doorway to open and use them regardless of special conditions or keys required.</p>
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Prophetic Utterance

Level: 3	Range: Self	Duration: 24 hours	Casting time: 1 turn	Save: Will vs. check, if unwilling
General	In a stream of consciousness, the caster channels Sinter and portends the future. What is shown to the caster is fated to pass. If this spell is cast before 24 hours has elapsed, the caster has a cumulative 20% chance of winking out of existence, never to return.			
Manifestation	Roll 1d3: (1) visions appear, twist, dance and change as the future is shown to the caster; (2) Sinter whispers into the caster's ear; (3) as bits of poetry or prose form on the caster's lips, he repeats them aloud.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-15	Failure, but spell is not lost.			
16-17	The caster is warned of impending danger in the near future. The caster may request one saving throw be re-rolled. He selects either the original or the re-roll as the fated saving throw. Unwilling targets may resist the attempted manipulation of fate with a successful Will saving throw.			
18-21	The caster has 1d3 visions of the future. Whenever an attack, saving throw or skill check is rolled, the caster may request a re-roll. He selects either the original or the re-roll as the fated result. Unwilling targets may resist the attempted manipulation of fate with a successful Will saving throw.			
22-23	The caster has 1d5 visions of the future. Whenever an attack, saving throw, spell check or skill check is rolled the caster may request a re-roll. He selects either the original or the re-roll as the fated result. Unwilling targets may resist the attempted manipulation of fate with a successful Will saving throw.			
24-26	Great deeds are revealed! The caster knows that 1d3 critical attacks or spell checks will occur. At any time, before a die is cast, the caster can substitute a roll with a natural 20.			

- 27-31 As above, but the caster knows that 1d5 critical attacks or spell checks will occur.
- 32-33 The caster pronounces the future. The caster rolls 3d20 and marks down the results of each die. He also adds one critical success and one critical failure to the pool. At anytime before a d20 is rolled for an attack, skill check, saving throw or spell check, the caster may supply the result from his pool of prophecies.
- 34-35 As above but, the caster rolls 5d20 for his pool of prophecies.
- 36+ As above but, the caster also adds two critical successes and two critical failures to the pool.



VOLUNDRAR



Volundrar is a master craftsman and enchanter without peer. He practices his arts in solitude, yet it is rumored that there is an abnormally malicious side to the being called the *Strange Smith*. It is common knowledge that the *Weird Worker* was imprisoned at one time by a powerful king and forced to make fine trinkets and magical items. It is also known that he escaped his iniquitous captors, but most do not know the exact nature of his tribulations. Whilst enslaved, so extreme was his anger and defiance that his cruel overlords spared no effort shattering his mind and body. Deprivations, mutilations and torture were perpetrated on Volundrar until he obeyed. In time, Volundrar exacted vengeance in full measure, killing the king and queen's children and macabrely fashioning jewelry and chalices from their heads.

The pain and torture that befell him still cloud Volundrar's mind. When Volundrar looks up from his work, his eyes glitter with madness and malice. He walks with great difficulty as his captors lamed his legs to prevent him escaping his slavery. He works incessantly at various workbenches and forges. If he shares his personal activities and goals, it becomes apparent that he has a single-minded obsession with re-creating a mysterious and lost artifact. For what purpose, only Volundrar knows.

In the Fey Realms, he has aided the King of Elfland on many occasions. Most other members of the Court are indebted to him for various weapons and artifacts. In an elven community, Volundrar is sought out by craftsmen and those who wish to forge arcane items. *Patron bond* ceremonies must take place in a smithy or some other place of artisanal work.

Invoke Patron check results:

- 12-13 Volundrar answers the petitioner's plea, but is quickly distracted by other matters. The caster receives +2 to his next attack, saving throw, skill check, or spell check.
- 14-17 A large smith's hammer shimmers into being and is under the caster's control for 1d4 rounds. The caster may direct the hammer to attack any target of his choice. The hammer is +2 to attack and deals 1d6+2 points of damage. Critical results are resolved as if the caster was the wielder. Each time a target is successful hit, the hammer rings loudly, requiring the target to make a Fort save or be deafened for 1d4 rounds.
- 18-19 Volundrar sends one of his invisible strikers to help the caster for one turn. Whenever and wherever the caster places a blow with a melee weapon, the striker mimics it. The effect is such that the damage dice rolled by the caster are doubled. If applicable, fumbles and criticals are likewise doubled or reproduced as the magical automaton merely duplicates the caster's actions.

- 23-23 Volundrar breathes life into one moderately sized, inanimate object. It must weigh no more than 100 lbs., and be no larger than man-sized. For a period of 1d6+CL turns, to the best of its abilities, the animated object unquestioningly obeys the caster's commands. The automaton has 3d4 hit points and the following ability scores: Int 2, Str 14, Agi 10. The animated object's AC varies according to material (for additional guidance on statics and other qualities of animated objects see the *Core Rulebook* 3rd level Wizard spell *breathe life*).
- 24-27 Wings constructed from skeletal and mechanical parts covered with lightly colored, leathery membranes, fly to the caster and lift him off the ground. The caster may direct the wings with his thoughts. If no direction is given, the wings take the caster to a place of safety and then leave. The wings will continue to do the caster's bidding until: they've flown 10 miles, the caster has asked to be placed on the ground or 6 turns have passed, whichever comes first.
- 28-29 Volundrar sends the caster a sheet of fine wire mesh. If thrown at a target, the netting automatically ensnares them. If the target struggles against it, the wires tighten and cut into their skin. Each round that they attempt to break free, they take 1d4 points of damage. An entangled creature must make three DC 14 Strength checks to extricate themselves from the magical net. If lain on the ground or strung across a portal as a trap, the effects are the same as above. A DC 15 *detect traps* skill check is required to see it.
- 30-31 A tool, device, or weapon appears in the caster's hand. It can be used to help the caster out of whatever predicament they may be facing. Examples of devices Volundrar could send include: something that lets the caster make a skill check as if they knew that skill, a magic weapon that has a bane effect against his current foe(s), an item that deals a specific type of damage, an item that unlocks a door, etc. The item appears to be strangely wrought and suggests the use of body parts. It is also cursed in some way; roll on *Table A-6: Eldritch Eccentricity* (see below) to determine the exact nature of the defect. After the predicament has passed, the item disappears.
- 32+ For a moment the air is torn asunder. Hot air and orange-red light stream out of a rift in space. In the distance a bent elf with crippled legs is working over a bellows and anvil. He strikes a piece of red hot metal and a shower of sparks fly outward striking up to 2d6+CL enemies in a 100' square area. Each target takes 4d6+CL damage and may make a DC 16 Reflex save for half.

PATRON TAINT: VOLUNDRAR

When *patron taint* is indicated for Volundrar, 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 casters develops a compulsion to glean body parts from those who have died. The caster collects <i>normal</i> trophies from battles won (claws, teeth, animal skins, etc.). The second time this result is rolled, the caster's range of collectables widens to include whole bones, organs, skulls or other mementos that often require involved and/or gruesome extraction techniques. The third time this result is rolled, nothing is sacred to the caster. The remains of friends and foes are equally interesting to the caster and his continuing education with Volundrar.

- 2 Volundrar requires the character to find a particular component for his artifact. Finding the component 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, finding the component 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, finding the component requires 1d4 months of travel and could take place on a different plane, and the foe has 1d4+1 more levels (or Hit Dice) than the caster. Failure at a mission affects the character's relationship with Volundrar.
- 3 Volundrar teaches the caster the skills required to be an artisan. Roll 1d14, the caster learns a craft from the following list: (1) artisan; (2) armorer; (3) blacksmith; (4) Chandler; (5) chest-maker; (6) cobbler; (7) cooper; (8) glassblower; (9) glovemaking; (10) haberdasher; (11) jeweller; (12) locksmith; (13) rope-maker; (14) weaver. If the caster already knows the craft, they receive a +1 bonus on skill checks associated with the occupation. Once the caster has learned all the crafts listed here with a +2 bonus, Volundrar imparts no further insights.
- 4 The caster becomes proficient fighting with hammers (Hammer: 1d6 damage; 4gp). The second time this result is rolled, the caster develops a marked preference for using a hammer as his chosen weapon. The third time this result is rolled, Volundrar gifts the caster (of course a gift in return is expected) a mithril hammer suitable as a weapon with a +1 enchantment and grants the caster a +1 on crafting skill checks and certain spell checks involving crafting (*sword magic*, *eldritch enchantment*, *breathe life*). The hammer also has a random *Eldritch Eccentricity* (see *Table A-6* below).
- 5 The caster's mind begins to become twisted by the contact and education from Volundrar. The caster suffers a -1 to his Personality. The second time this result is rolled, whenever the caster undertakes the creation of a magical item of any kind (*make potion*, *sword magic*, *write magic*, etc.) there is a 10% chance that the item will develop an *Eldritch Eccentricity* (see *Table A-6*) of some kind. The third time this result is rolled, the chance for *Eldritch Eccentricity* increases by 10%. Upon any failed check there is a 25% chance it is cursed (see *Table A-9*). For each time the caster rolls this taint after the third time, the chance to introduce an *Eldritch Eccentricity* increases another 10% until the certainty reaches 90%.
- 6 Prolonged contact with chemicals, harsh working conditions, and exposure to toxic substances begin to take their toll on the caster. The caster suffers a -1 to Stamina. The second time this result is rolled, the caster's skin develops boils and lesions that do not heal well, often leaving scars and pockmarks on the caster's skin. The caster suffers a -1 to Personality. The third time this result is rolled, the caster seems chronically ill and suffers from pain in their joints, headaches and memory loss. The caster suffers a -1 to Agility and Intelligence.

PATRON SPELLS: VOLUNDRAR

Volundrar grants access to three unique spells, as follow:

Level 1: *Heat metal*

Level 2: *Volundrar's carrion contraptions*

Level 3: *Eldritch enchanting*

SPELLBURN: VOLUNDRAR

Volundrar is a master craftsman, but his time as a victim of torture has twisted his mind, and revealed the power of using humanoid materials in his creational endeavours. The need for once living components pervades his bargains for more power. When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	Gripped by some demented objective, Volundrar demands a bone from one of the caster's limbs. After the caster flays his limb and removes the bone, Volundrar hastily supplies a rough wooden replacement in return. He assures the caster that it will magically ossify and function as a real bone. The pain and discomfort is expressed as Strength, Agility and Stamina loss.
2	Volundrar has urgent need of a <i>special</i> component for his current work. Roll 1d10, if the caster will part with: (1) all of their hair; (2) 1d10 fingernails; (3) a strip of their skin 1d3 ft long and 2 inches wide; (4) one of their Achilles' tendons; (5) 1d2 nipples; (6) a tooth; (7) an earlobe; (8) 1d3 toes; (9) a finger; (10) an arm, Volundrar will give them double the amount of ability score points sacrificed in the <i>spellburn</i> . Some of the requests could result in permanent disfigurement, others will only be temporary. It is up to the Judge to decide the game effects. High checks on <i>restore vitality</i> or <i>lay on hands</i> , can ameliorate the injuries inflicted.
3	Volundrar requires the caster's blood to quench his work. In addition to the ability point loss, the caster takes 1d6 damage as a piece of hot metal is plunged into his body.
4	A horrific, clockwork machine descends on the caster and starts taking core samples and bone marrow from his skull, ribs, pelvis and legs. The painful experience is expressed as Strength, Agility and Stamina loss.



Heat Metal

Level: 1	Range: 20'	Duration: Varies	Casting time: 1 action	Save: None; Will vs. check for magic items
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General	The caster is able to heat metal objects to searing temperatures. The heating effect grows and fades during the duration of the spell. Cold magics, items or environmental circumstances can reduce the damage dealt and/or the duration of this spell.
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Manifestation	Roll 1d3: (1) the caster's hands glow and thrum; (2) a orange-red light appears on the objects or creatures subject to the spell; (3) a bellows appears and blows extremely hot air on the metal objects.
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1	Lost, failure, and <i>patron taint</i> .
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2-11	Lost. Failure.
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12-13	One small metal item (i.e. - a gauntlet, helm, weapon, jewellery, etc.) heats up for 3 rounds. On the first round the metal is merely warm to the touch. On the second round, the metal object becomes painful the touch and deals 1d4 points of damage. On the third round the object cools back down to warm. Any leather, paper or cloth exposed to the heated metal bears some sort of carbonization 50% of the time per exposure. Soft metals such as lead and gold become malleable and may become deformed.
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14-17	A small metal item heats up for 5 rounds. The first 2 rounds of exposure are as above. On the third round, the metal object becomes red-hot briefly and deals 2d4 points of damage to anyone wearing or touching the object. On the fourth road the metal cools but is still painful to touch, dealing 1d4 points of damage. On the fifth round the metal is quite warm to the touch. Any leather, paper or cloth exposed to the heated metal is carbonized in some way (browning, blackening, burn holes, etc.). Soft metals such as lead and gold become liquid during the fifth round and lose their shape permanently.
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18-19	1d4 small metal items or one item comprised of several pieces (i.e.- a suit of armor) within range are heated for 5 rounds. Effects to the metals and/or material exposed to the heat are as above.
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20-23	A large metal item weighing no more than 2 tons is superheated for 7 rounds. The first round deals 1d4+CL points of damage and adds a 1d4 for each consecutive round. At the fourth round, the superheating peaks and deals 4d4+CL points of damage. Most small or man-sized metal items liquify or turn to slag. A large item might be deformed. Non-metal objects that are in contact with the item(s) may burst into flame (50% chance). Each round thereafter the target suffers an additional 1d6 damage until he succeeds on a DC 11 Reflex save to extinguish the fire. Other flammable objects on the target (e.g. scrolls, tomes, oil, etc.) have a 50% chance of catching fire unless protected.
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24-27	As above, but the spell can heat up to 1d3 large items and the total amount of metal that can be superheated is huge in size or roughly 10 tons.
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28-29	The heat produced by the spell is now equivalent to that of a blast furnace! All the metal items on one creature quickly jumps up to their melting point within 2 rounds. Items resting against the target's skin deal 1d6 damage immediately. On the next round, the damage jumps to 2d6. All the metal items in their possession quickly soften and become molten. Flammable items exposed to the melted metal have a 75% chance of igniting. Each round thereafter the target suffers an additional 1d6 damage until it succeeds on a DC 13 Reflex save to extinguish the fire. Other flammable objects on the target (e.g. scrolls, tomes, oil, etc.) have a 75% chance of catching fire unless protected.
30-33	As above, but up to 2d4 targets may be selected as the focus of the spell.
34+	A metal item is heated to over 6000 degrees Fahrenheit so quickly that it explodes in a burst of steam and metal vapor. All within 20 feet of the item take 6d6 points of damage. Those within 40 feet of the explosion suffer 3d6 damage, a DC 15 Ref save reduces the damage to half that amount. All within 100 feet must make a DC 15 Fort save or be deafened for 1d6 turns.

Volundrar's Carrion Contraptions

Level: 2	Range: Self	Duration: Varies	Casting time: 1 minute	Save: None
General	By employing various biological ingredients, the caster can create ephemeral technology to various effect and purpose. While simple machines and basic technology constitute the principal sort of creations produced by this spell, very high crafting skill checks or spell check results could fabricate complex clockwork machines. Once the duration of the magic expires, the item dissolves into its original components and is no longer useful in the context of this spell. On a successful casting, the caster may choose to invoke an effect of lesser power than his spell check roll to produce a weaker but potentially more useful result.			
Manifestation	Roll 1d5: (1) the item(s) created look completely normal; (2) the item(s) look normal, but their color is that of the materials used in its creation; (3) the item(s) look like fused biological parts; (4) the item(s) look like stitched or otherwise fastened biological parts; (5) item(s) look normal but smell like raw flesh.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-13	Failure, but spell is not lost.			
14-15	The caster may fashion any simple tool or piece of equipment (shovel, rope, sack, candle, flask of oil, etc.) from the bones, skin, viscera and/or fat of once living creatures. The device has a useful lifespan of 8 hours.			
16-19	As above, but the caster may also create a weapon that is as strong and as deadly as their conventional counterparts.			
20-21	As above, but the caster may create up to caster level number of the exact same item. The devices created have a useful lifespan of 12 hours.			

22-25	As above, but the caster may create up to caster level number of disparate items. The devices created have a useful lifespan of 24 hours.
26-29	The caster may create a tool or machine that is approximately man sized (block and tackle, saddle, chest, small boat or raft, etc.), given they have enough material components. The Judge is free to impose a skill check with a relevant crafting skill if he feels the item is beyond everyday knowledge. The device created has a useful lifespan of 24 hours.
30-31	As above, but the caster may create larger items (small sailing craft, battering ram, siege tower, wagon, etc.). If the Judge imposes a skill check, the caster receives a +5 bonus to the roll.
32-33	The caster may create any one hand tool, piece of equipment or weapon of his choosing and imbue it with a random magical quality. No skill checks should be imposed by the Judge. Roll on an appropriate table from either the <i>Core Rulebook</i> or from other magical creation tables. If using <i>Appendix A</i> of this book or the <i>Core Rulebook Sword Magic</i> tables, the item has the following chances of rolling on a particular powers table: 65% Type I Power; 30% Type II Power; 5% Type III Power. The Judge must also roll once on <i>Table A-6: Eldritch Eccentricities</i> . Items created by this spell check are useful for a number of days equal to caster level.
34+	As above, but the caster may also create up to a large sized device or machine. If using <i>Appendix A</i> of this book or the <i>Core Rulebook Sword Magic</i> tables, the item has the following chances of rolling on a particular powers table: 50% Type I Power; 30% Type II Power; 20% Type III Power.

Eldritch Enchanting

Level: 3	Range: Self	Duration: Permanent	Casting time: A month or more (see below)	Save: N/A
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General	<p>Wondrous items are created by spellcasters using this spell. A spell check determines the possible abilities and properties of the item created. The specifics are determined by the material components, craftsmanship, and other elements incorporated by the caster. This spell is cast as an ongoing ritual through the item-crafting process, and the caster may need a partner to aid in the creation if he is not skilled in the craft(s). <i>Spellburn</i> utilized in the casting is lost for the duration of the casting and only heals when the spell is complete. All costs are expended before the spell check is made, and failure means all costs are lost; an item that is unsuccessfully enchanted is mundane in nature forever. At the Judge's discretion, up to half the of the item's value might be recoverable for re-forging or re-use. Generally speaking, follow this process to create a wondrous item:</p>
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Crafting: The item must be fashioned during the casting of this spell. If the caster is not skilled in the crafting of the item he is trying to create, there is a -2 penalty to the spell check. Construction of the item itself costs a minimum of 100x the cost of a normal item of that type in raw materials of the highest quality, plus any wages paid to the artisan(s).

Eldritch Eccentricity: Volundrar's twisted sensibilities often affect the craft of his devotees. His teachings often focus on bizarre methodologies and materials. A magic item created under his guidance often has an *Eldritch Eccentricity*, and in extreme circumstances may be cursed. *Table A-2* indicates the number of eldritch eccentricities an item has, based on the spell check. The eccentricities are then rolled on *Table A-6*. The result is always random and unknown to the caster. Such is the way of *The Strange Smith*.

Powers: wondrous items have powers that come in three varieties: type I, type II, and type III (see *Tables A-3, A-4, and A-5*). The special check determines which powers an item may have. The caster pays a cost to imbue an item with powers: 10,000 gp for each type I power, 20,000 gp for each type II power, and 50,000 gp for each type III power. Depending on the result of the spell check, the item will have a number of those powers evident at the completion of the casting. It is quite possible that the caster could spend the money to imbue the powers but his spell check is insufficient to complete the enchantment, or his spell check results fails to yield those powers.

Cursed items: There is a chance that the item created by this spell is cursed in some way. It is suggested that a standard failure result has a 10% chance of creating a cursed item. Cursed item effects can be found on *Table A-9*.

Creation properties: Specialized circumstances can influence an item's final traits. These creation properties are sometimes known factors, and at other times are incidental events that affect the creation process inadvertently. Here are some potential creation properties that can be used by the player to attempt to influence the final item created and by the Judge to introduce unusual purposes or powers beyond the intent of the creator. Creation properties: crafter (not necessarily caster) is an elf, dwarf, giant, god, demon, last of a line, a wronged king, or seventh son; the item is crafted on the plane of fire (or in a volcano or lava lake), on the plane of water (or under the sea, deep in a lake, or on a sailing ship), on the plane of earth (or far below in the underdeep, or within a mine), on the plane of air (or on a cloud, or atop a mountain above the clouds), on the plane of a demon prince or one of the Nine Hells, in the lair of a great dragon, in a graveyard or ossuary, a lich's crypt, a vampire's coffin, or a mummy's tomb, on a great battlefield, or in the fey lands; the date of crafting is the birthday of a prince, the day a witch is hanged, or on the death of a god; the moment of completion is at sunset, sunrise, high noon, during a full moon, during an eclipse; the material components of the item include: remnants of a pegasus, dragon, demon, un-dead, etc.; the creator's Luck is at a certain level; the iron or wood from which the item is forged is from a specific place; the creator's spoken language includes a certain tongue; and so on.

Manifestation	Creation of a miscellaneous magical item, trinket or jewellery.
1	Lost, failure, and <i>patron taint</i> .
2-15	Lost. Failure. 25% chance of creating a cursed item; see <i>Table A-9</i> .
16-17	See <i>Table A-2</i> .
18-21	See <i>Table A-2</i> .
22-23	See <i>Table A-2</i> .
24-26	See <i>Table A-2</i> .
27-31	See <i>Table A-2</i> .
32-33	See <i>Table A-2</i> .
34-35	See <i>Table A-2</i> .
36+	See <i>Table A-2</i> .

YVRION

Yvrion is warden of sacred forests, master of the hunt, paragon of the elven bowman, and swordsman supreme. It is well known amongst the Faerie Court, that Yvrion is a close ally of the King of Elfland. He is bold and quick to take action, at times even rashly. Deadly in combat with both sword and bow, he often patrols the multiverse looking for problems before they become dire.

Yvrion has learnt deeply of the spirits, those of the natural world and those that reside in weapons. Yvrion has channeled countless weapon spirits and he shares their names and their gifts with his servants. He uses his devotees across the cosmos to serve as his hands, eyes and ears.

Yvrion is most often followed by elven foresters and elves who are martially inclined. His *patron bond* ceremonies often take place in remote wooded glades at the edge of the The Lands We Know. As the forest grows still in anticipation, a magical beast appears, acknowledges the aspirant, then bounds off into the brush. Always evading capture, the beast slowly leads the candidate within the borders of Elfland. Once inside Elfland, in the guise of a simple woodsman or Elfland troll, Yvrion urges the hopeful to bring the hunt to a successful end.



Invoke Patron check results:

- 12-13 Yvrion is occupied with dangerous matters and only has time to give guidance on the caster's next action. Gain +4 to your next saving throw, skill check, or attack.
- 14-17 Yvrion sends one of his **Elf Hounds** (see *Minions of Yvrion* below) to help the caster. The elf hound stays for 1d3+CL rounds.
- 18-19 Yvrion takes note of the caster's plight and launches an arrow at the target of the caster's choosing. A shaft of yellow force strikes the target for 2d6+2 points of damage.
- 20-23 A blade in the possession of the caster begins to dance and strike at foes. The caster is able to select the weapon to be possessed and may direct it as he sees fit for 2d6+CL rounds. The blade has a speed of 30 and a d20 action die. It uses the caster's normal melee attack and damage rolls for the weapon, but uses the controller's Intelligence modifier instead of Strength. The caster is able to act as normal.
- 24-27 Yvrion takes note of the caster's plight and launches an arrow at a target of the caster's choosing. A shaft of yellow force strikes the target for 3d6+3 points of damage.
- 28-29 Yvrion sends a pack of 1d3+CL **Elf Hounds** (see *Minions of Yvrion* below) to help the caster. They aid the caster for 1d6+CL rounds after which they disappear from whence they came.
- 30-31 A fusillade of yellow arrows rain down on targets of the caster's choosing. Up to 1d3+1 targets suffer 3d6+3 damage from the mystical strike. No target can be struck by more than one arrow.

- 32+ A fusillade of yellow arrows rain down on targets of the caster's choosing. Up to 1d4+CL targets suffer 4d6+4 points of damage and a random Bane effect (roll on *Table 8-5: Magic Sword Bane* to determine the effect). The caster may direct the arrows as they wish, on single or multiple targets, until all the missiles have struck home.

PATRON TAINT: YVRION

Yvrion is a being obsessed with action. He views the multiverse as something that needs constant attention and protection. Yvrion often asks the caster to aid him in his fights. When *patron taint* is indicated for Yvrion 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	Yvrion teaches the caster the way of the hunt. He is considered skilled when making checks where hunting and tracking are involved in wooded environments. The second time the result is rolled, Yvrion shares many secrets of woodland craft. The caster is considered skilled at stealth, hiding and other skills that pertain to someone with the occupation of forester. The third time the result is achieved, the character is a skilled hunter and tracker in any environment.
2	Yvrion asks that the character take on wardenship of a forest. The caster must see to protecting the forest and its wildlife from poachers, harmful humanoids and the like. The second time this result is rolled, Yvrion asks that the caster to undertake a task of importance to him for another forest. The third time this result is rolled, a dire and dangerous situation in a forest has arose and Yvrion requires the caster to go forth as soon as possible to save the forest from peril.
3	Chaotic forces take note of the character and curse him permanently, adding 4 to any fumble roll with any melee weapon. The second time the result is rolled, the character's mind is occasionally clouded by chaotic spirits and they take over when he is not in full control of his blade. Any time the caster rolls 3 or 7 on <i>Table 4-2: Fumbles</i> in the <i>Core Rulebook</i> and there is an ally within melee range, the caster ignores the result and instead re-rolls an attack on that ally. The third time this result is rolled, the caster believes he's drawn a malignant spirit or force into his body during the casting. He is irrationally afraid of the possible foreign occupation and seeks to ritualistically cleanse himself as soon as possible. If the Judge desires, the malignant spirit has successfully implanted itself in the caster's being and the method for its exorcism may require more resources and knowledge than the caster currently possesses...
4	The caster is called upon to help another elf or elven community in need. The task 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 important to the fate of an elven village or city. It may require 1d4 weeks of mundane or extraplanar 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 is most dire. The fate of elves in the multiverse will be in the caster's hands and will require extraplanar travel and a foe who is 1d4+1 more levels (or Hit Dice) than the caster. Failure has grave consequences for elvenkind throughout the multiverse.
5	The spirits that Yvrion teaches the caster to harness in his blade magicks leaves psychic echoes on the caster. Sleep is sometimes difficult as the character dreams of those he has slain. The Judge may impose a DC 6 Will save to achieve a good night's rest. The second time this result is rolled, haunting images and/or sounds occur during moments of extreme violence or duress. During combat or other stressful situations the Judge may impose a DC 8 Will save or the caster freezes in place for 1 round. The third time this result is rolled, the phantoms of the dead seem to be ever present in the caster's mind. The psychic toll on the character permanently reduces his Personality by 1 as he becomes moody and morose.

- 6 The caster becomes aware of tracks left by otherworldly creatures and forces (i.e. - faeries, demons, astral presences, incorporeal beings, etc.); they are not visible to anyone but the caster. Attempts to track otherworldly creatures are possible, but the caster must do so as an unskilled check. The second time this result is rolled, the caster is considered skilled when tracking otherworldly creatures. The third time this result is rolled, the heightened senses of the caster also apply to detecting the borders between The Lands We Know and those of Elfland. Any time the caster is within 10' of the border or finds himself inside of Elfland, he receives a +4 bonus on rolls to detect the fey realm.

PATRON SPELLS: YVRION

Yvrion grants three unique spells, as follows:

Level 1: *Lethal blow*

Level 2: *Relentless hunter*

Level 3: *Fell sword of Yvrion*

SPELLBURN: YVRION

Yvrion wanders the multiverse caring for the forests and peoples he wards. He is often wandering the cosmos confronting some dire force or machination. Petitions for power usually require his followers' assistance in return. When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster is momentarily called upon to aid Yvrion in a battle with fell forces. The summons takes no time in the caster's realm and when he returns from the battle he is weary from the experience (expressed as Strength, Agility or Stamina loss).
2	Yvrion is beleaguered and asks for an additional 1d6 in physical ability damage (that cannot be used by the caster). If given, the caster receives a small token of Yvrion's appreciation at a later time. If denied, the <i>spellburn</i> request goes unheeded.
3	A great power in the multiverse, whom Yvrion protects, needs the life force of millions of creatures. Yvrion urges the caster to sacrifice part of his life force into a nearby plant, tree or, if none readily available, an Elf Hound comes to claim the physical ability damage. The momentary connection to the entity fuels the caster's spell.
4	Yvrion grants the <i>spellburn</i> , but needs the caster's assistance. A foul beast or magical calamity threatens an elven community, warded forest, or sacred location. Images of the threat crowd his mind and viscerally disturb the caster leaving him weak (expressed as Strength, Agility or Stamina loss). If the caster successfully undertakes the quest (most often a side trek taking no more than 5 days), Yvrion rewards the caster as he sees fit.

Level: 1 Range: Self/weapon Duration: 5 rounds or until discharged, mostly Casting time: 1 action Save: None

General	Yvrion teaches the caster to focus sounds of flora and fauna into his weapon until it can deliver an unstoppable blow. The target weapon of the spell cannot be changed after successful casting. For the duration of the spell the weapon is considered magical. If an attack by the caster results in a critical that grants additional attacks, the caster resolves them normally without benefit from this spell.
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Manifestation	Roll 1d4: (1) weapon glows and sparkles; (2) weapon is visually distorted with <i>heat waves</i> emanating from it; (3) weapon becomes elastic and/or weaves past defences to strike home; (4) weapon breaks the sound barrier when used.
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1 Lost, failure, and *patron taint*.

2-11 Lost. Failure.

12-13 The next attack from a handheld ranged or melee weapon that the caster wields automatically hits dealing normal damage. The caster's critical hit range is boosted to 19-20, still requiring a die roll for this purpose.

14-17 The next attack from a handheld ranged or melee weapon that the caster wields automatically hits dealing normal damage. The caster's critical hit range is boosted to 18-20, still requiring a die roll for this purpose. If a critical is rolled, the caster gets a +2 bonus to their critical table result.

18-19 The next attack from a handheld ranged or melee weapon that the caster wields automatically hits dealing maximum damage. The caster's critical hit range is boosted to occur between 17-20, still requiring a die roll for this purpose. If a critical is rolled, the caster gets a +5 bonus to their critical table result.

20-23 The next attack from a handheld ranged or melee weapon that the caster wields automatically hits dealing maximum damage. The caster's critical hit range is boosted to 16-20, still requiring a die roll for this purpose. If a critical is rolled, the caster uses the crit tables and die as that of a Dwarf of the same level as the caster.

24-27 The next attack from a handheld ranged or melee weapon that the caster wields critically hits dealing normal damage. The caster uses the crit tables and die as that of a Dwarf of the same level as the caster and adds 2 to the roll.

28-29 The next attack from a handheld ranged or melee weapon that the caster wields critically hits dealing maximum damage. The caster uses the crit tables and die as that of a Dwarf of the same level as the caster and adds 5 to the roll.

30-31	The caster is able to harness the forces of nature to deal lethal strikes for the next 1d3 attacks. A handheld ranged or melee weapon that the caster wields critically hits, dealing maximum damage. Until all attacks are expended, the caster may not use their action dice for anything other than attacking. The caster may move at normal speed, but any damage, falls, or other significant interruptions require the spellcaster to make a DC 11 Will save or lose concentration. The caster uses the crit tables and die as that of a Warrior of the same level.
32+	As above, but the caster may focus energy for the next 1d5+1 attacks. A handheld ranged or melee weapon that the caster wields critically hits dealing double maximum damage. The caster uses the crit table and die as that of a Warrior of the same level as the caster and adds 5 to the roll.

Relentless Hunter

Level: 2 Range: Self/special Duration: Varies Casting time: 1 action Save: None; Will vs. check (see below)

General Seasoned devotees to Yvrion are not required to rely on their mundane senses alone when tracking their quarry. The caster gives himself preternatural senses for finding that which he seeks.

Manifestation Roll 1d6: (1) a tiny compass appears in the caster's hand; (2) a faint, glowing arrow appears before the caster pointing the way; (3) the caster's nose becomes wet to the touch and his nostrils constantly flare; (4) the caster's eyes glow green for the duration of the spell; (5) the caster's senses tingle when being actively used for tracking; (6) when actively using the spell, the world darkens leaving the desired target, tracks or direction faintly highlighted.

	When cast on self	When cast on other
1	Lost, failure, and <i>patron taint</i> .	
2-11	Lost, failure.	
12-13	Failure, but spell is not lost.	
14-15	For the next 1d6 x CL turns, the caster is considered skilled in tracking if he is not already. The caster gains a +3 bonus to any tracking skill check.	If the target selected fails their save, they are mystically branded for 24 hours per caster level. The brand can only be seen by the caster or by another with <i>detect magic</i> . The brand is noticeable to the caster, even when the target is disguised mundanely or magically (<i>polymorph</i> , <i>invisibility</i> , etc.). The brand may be dispelled with <i>remove curse</i> as if it were a minor curse.

16-19	For the next 2d6 x CL turns, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +5 bonus to any tracking skill check.	If the target selected fails their save, they are mystically branded for one week per caster level. The brand can only be seen by the caster or by another with <i>detect magic</i> . The brand is noticeable to the caster, even when the target is disguised mundanely or magically (<i>polymorph</i> , <i>invisibility</i> , etc). The brand may be dispelled with <i>remove curse</i> as if it were a moderate curse.
20-21	For the next 2d12 x CL turns, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +7 bonus to any tracking skill check.	If the target selected fails their save, they are mystically branded for one month per caster level. The brand can only be seen by the caster or by another with <i>detect magic</i> . The brand is noticeable to the caster, even when the target is disguised mundanely or magically (<i>polymorph</i> , <i>invisibility</i> , etc). The brand may be dispelled with <i>remove curse</i> as if it were a major curse.
22-25	For the next 1d6 x CL hours, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +8 bonus to any tracking skill check. The caster can perceive tracks that are up to a month old as if they were freshly made. Normal attempts to disguise tracks are obvious to the caster. Magical attempts to hide tracks are resisted by the caster with a +5 bonus to the save.	If the target fails their save, the caster knows the direction to the target for the next 6 hours per caster level. The caster has no idea of their distance from the target. If the target leaves the caster's plane, the caster loses all sense of the target unless they return to the caster's plane while the spell is still in effect.
26-29	For the next 2d6 x CL hours, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +9 bonus to any tracking skill check. The caster can perceive tracks that are up to two months old as if they were freshly made. Normal attempts to disguise tracks are obvious to the caster. Magical attempts to hide tracks are resisted by the caster with a +7 bonus to the save.	If the target fails their save, the caster knows the direction to the target for the next 12 hours per caster level. If the caster is within 1 mile of the target they can also intuit the exact distance to the target. If the target leaves the caster's plane, the caster loses all sense of the target unless they return to the caster's plane while the spell is still in effect.
30-31	For the next 2d12 x CL hours, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +11 bonus to any tracking skill check. The caster can perceive tracks that are up to three months old as if they were freshly made. Normal attempts to disguise tracks are obvious to the caster. Magical attempts to hide tracks are resisted by the caster with a +8 bonus to the save. The caster's sense of smell is so acute that it can discern types of creatures from up to one mile away. He also knows the exact distance (within his sense's radius) to the creature(s).	If the target fails their save, the caster knows the direction to the target for the next 24 hours per caster level. If the caster is within 100 miles of the target they can also intuit the exact distance to the target. If the target leaves the caster's plane, the caster loses all sense of the target unless they return to the caster's plane while the spell is still in effect.

32-33

If a specific individual is sought, the caster must have had personal acquaintance with them or some article they possessed. Spells that affect the sense of smell double their effect on the caster.

For the next 1d6 x CL days, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +12 bonus to any tracking skill check. The caster can perceive tracks that are up to three months old as if they were freshly made. Normal attempts to disguise tracks are obvious to the caster. Magical attempts to hide tracks are resisted by the caster with a +9 bonus to the save. The caster's sense of smell is so acute that it can discern types of creatures from up to 5 miles away. He also knows the exact distance (within his sense's radius) to the creature(s). If a specific individual is sought, the caster must have had personal acquaintance with them or some article they possessed. Spells that affect the sense of smell double their effect on the caster.

If the target fails their save, the caster knows the exact distance and direction to the target for the next 1d6+CL weeks. If the target leaves the caster's plane, the caster loses all sense of the target. If the target returns to the same plane or if the caster is able to transport themselves to the subject's current plane, the spell resumes functioning normally.

34+

For the next 2d6 x CL days, the caster is considered trained in all tracking skill checks if he is not already. The caster gains a +13 bonus to any tracking skill check. The caster can perceive tracks that are up to four months old as if they were freshly made. Normal attempts to disguise tracks are obvious to the caster. Magical attempts to hide tracks are resisted by the caster with a +10 bonus to the save. The caster's sense of smell is so acute that it can discern types of creatures from up to 10 miles away. He also knows the exact distance (within his sense's radius) to the creature(s). If a specific individual is sought, the caster must have had personal acquaintance with them or some article they possessed. Spells that affect the sense of smell double their effect on the caster.

The caster knows the subject's exact location, no matter where it goes on the same plane for 2d6+CL months. Even if the subject leaves the plane, the caster knows to which plane the subject creature fled. No further information is given until the caster and the subject creature are on the same plane, at which point the spell resumes functioning normally.

The caster may select a weapon or piece of ammunition at the time of casting and imbue it with baleful magic. Roll on *Table 8-5: Magic Sword Bane* and apply the Bane Effect to the weapon or ammunition for the duration of the spell. The bane effect only works on the subject. The bane effect disappears after it is used on the subject or if the spell ends.



Fell Sword of Yvrion

Level: 3 Range: Self/blade Duration: Varies Casting time: 1 action Save: None

General	A vengeful blade spirit comes at the caster's bidding and takes up temporary residence in his blade. The blade glows with power and jerks slightly at his enemies - eager to slake its lust for killing.
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Manifestation	See individual spell check results below.
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1	Lost, failure, and <i>patron taint</i> .
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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's blade takes on a strange, green glow for 1d5+CL rounds. For the duration of the spell, the caster gains +2 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles, he receives a -2 modifier to the fumble table roll.
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18-21	The caster's blade takes on a strange, green glow for 1d6+CL rounds. For the duration of the spell, the caster gains +2 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles, he receives a -2 modifier to the fumble table roll. If the caster scores a critical, he receives a +2 bonus to the roll.
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22-23	The caster's blade gives off a powerful yellow radiance for 1d8+CL rounds. For the duration of the spell, the caster gains +3 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles, he receives a -5 modifier to the fumble table roll. If the caster scores a critical, he uses the crit tables and die as if he was a Cleric of the same level as the caster. The blade's bloodlust begins working on the caster's mind; the caster is unwilling to use his action dice for anything other than attacking.
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24-26	The caster's blade gives off a powerful yellow radiance for 2d5+CL rounds. For the duration of the spell, the caster gains +3 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles, he receives a -10 modifier to the fumble table roll. If the caster scores a critical, he uses the crit tables and die as if he was a Cleric of the same level as the caster with a +2 bonus to the roll. The blade's bloodlust begins working on the caster's mind; the caster is unwilling to use his action dice for anything other than attacking.
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27-31	The caster's blade gives off a powerful yellow radiance for 2d6+CL rounds. For the duration of the spell, the caster gains +3 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles while the blade is ensorcelled, it is ignored unless an ally is within melee range. If an ally is near when the fumble occurs, the caster must immediately roll an attack against ally. If there are multiple allies within melee range, select one at random. If the caster scores a critical, he uses the crit tables and die as if he was a Cleric of the same level as the caster with a +5 bonus to the roll. The blade's bloodlust begins working on the caster's mind; the caster is unwilling to use his action dice for anything other than attacking.
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- 32-33 The caster's blade is enveloped in blue magical flame for 2d8+CL rounds. For the duration of the spell, the caster gains +4 to hit and damage. If the caster fumbles while the blade is ensorcelled, it is ignored unless an ally is within melee range. If an ally is near when the fumble occurs, the caster must immediately roll an attack against ally. If there are multiple allies within melee range, select one at random. The caster's critical hit range is increased to 19-20 and he uses the crit tables and die as if he was a Cleric of the same level as the caster with a +5 bonus to the roll. The blade jumps in the caster's hands, providing an extremely active defence that manages to get in the way of well placed blows; melee attacks that hit the caster deal 2 fewer points of damage. The blade's bloodlust is overwhelming; it may jump in the caster's hand, lashing out at friend and foe alike; if there's an ally within melee range, there's a 20% chance they will be attacked. The caster is unable to use his action dice for anything other than attacking.
- 34-35 The caster's blade is enveloped in blue magical flame for 2d10+CL rounds. For the duration of the spell, the caster gains +4 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles while the blade is ensorcelled, it is ignored unless an ally is within melee range. If an ally is near when the fumble occurs, the caster must immediately roll an attack against ally. If there are multiple allies within melee range, select one at random. The caster's critical hit range is increased to 19-20 and he uses the crit table as if he was a Warrior of the same level as the caster. The blade jumps in the caster's hands, providing an extremely active defence that manages to get in the way of well placed blows; melee attacks that hit the caster deal 5 fewer points of damage. The blade's bloodlust is overwhelming; it may jump in the caster's hand lashing out at friend and foe alike; if there's an ally within melee range, there's a 30% chance they will be attacked. The caster is unable to use his action dice for anything other than attacking.
- 36+ The caster's blade shines with unearthly, bright, white illumination for 2d10+CL rounds; the radiance seems to hypnotize the caster. For the duration of the spell, the caster gains +5 to hit and damage. If the blade is not magical, it is treated as being magical. If the caster fumbles while the blade is ensorcelled, it is ignored unless an ally is within melee range. If an ally is near when the fumble occurs, the caster must immediately roll an attack against ally. If there are multiple allies within melee range, select one at random. The caster's critical hit range is increased to 18-20 and he uses the crit table as if he was a Warrior of the same level as the caster with a +5 bonus to the roll. The blade jumps in the caster's hands, providing an extremely active defence that manages to get in the way of well placed blows; melee attacks that hit the caster deal 5 fewer points of damage. The caster is given part of the lifeforce that the blade takes, gaining 20% of the damage dealt rounded up. The blade's bloodlust is overwhelming; it may jump in the caster's hand lashing out at friend and foe alike; if there's an ally within melee range, there's a 50% chance they will be attacked. The caster is unable to use his action dice for anything other than attacking.

MINIONS OF YVRION

Elf Hound of Yvrion: Init +5; Atk claw +6 melee (1d4+4) or bite +3 melee (1d6+1); AC 14; HD 3d8+3; MV 40'; Act 1d20; SP infravision 120', tracking, sprint; SV Fort +4, Ref +4, Will +4; AL L.

Elf hounds prefer attacking with front claws at the end of their movement. If they are able to do so, they also receive a *d5 mighty deed* die on a Pushback attempt. If they are able to run in a straight line, their movement speed is doubled.

The hounds have excellent sense of smell and are skilled in tracking with a +2 bonus to their rolls.

Yvrion's hounds resemble great danes with brown fur and green spots. They have large pointed ears which are in constant movement. Their paws are heavily clawed. They are highly intelligent, very fast, and incredibly agile.



DEMI-PATRONS

Within in the many universes, worlds and dimensions, not all powerful beings are created equal. For every demigod and devil king seeking servants in exchange for vast worldly power, there are hundreds of minor spirits, demon imps, and misplaced dimensional entities trying to eke out their own existence. This opens up possibilities for opportunistic elves, wizards and others within your campaign, to make more equitable deals with these minor powers – deals where the patron grows in influence as servants increase its reach.

The introduction of less powerful patrons also opens up another possibility – spellcasters can make deals with more than one less powerful entity – or even make deals with patrons that have similar goals.

Angels, Daemons and Beings Between: Extended Otherworldly Edition - Paul Wolfe

ALBORAN

THE RED KING

The Red King, Alboran, is always elaborately dressed in red. Alboran is the mightiest of the faeries in the area of Noc Marb. His charges are the brownies, leprechauns, sprites and fairies who inhabit the area around the ancient hill. The Fair Folk of Noc Marb always wear red garments as a homage to their protector and benefactor. The faeries feast nightly in his hall and good food and drink are always at his board. Alboran loves good stories and lively company. He does not suffer impolite behavior and deals with offenders harshly.

Noc Marb is a faerie mound honeycombed with curious grottoes. Its summit is level, and a curiously square rock sits at its centre. Depending on whom you ask amongst the local human population, the old hill is either haunted or belongs to faeries. Most folk have enough good sense to avoid the area at night because the Good Folk are about. Stories tell of wayfarers being taken along on the faeries' roamings and never seen again.

Alboran's *patron bond* ceremony must take place in the vicinity of Noc Marb.

***Invoke Patron* check results:**

- 12-13 The caster gets a boost of luck from Alboran. He receives a +2 bonus on his next attack, save, skill check or spell check.

- 14-17 The caster becomes invisible for 1d4 rounds. He must concentrate to remain invisible and cannot attack or move more than half speed. If the caster performs any strenuous activity, the invisibility dissipates.

- 18+ The caster can cast a glamour on an object or place. A pile of nuts or rocks appear as gold coins. Lights appear to dance in the distance. A terrain feature such as a tree or a cave opening could be altered or made invisible. The glamour lasts for an hour per caster level. If the caster reveals that Alboran helped make the illusion, or a creature succeeds at a DC 10 Will save to disbelieve, or the glamoured item is touched by iron, the effect ends.



PATRON TAIN: ALBORAN

When *patron taint* is indicated for Alboran, The Red King, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster must leave out some milk every night for the faeries that might be in the area. The second time this result is rolled, the caster must always have some sort of alcoholic beverage to pour as libations into bodies of water where the faeries live. The third time this result is rolled, the caster must also leave food out for the faeries. Failing to observe any of these courtesies results in all sorts of faerie tricks (i.e. - hair ratted, laces and/or armor buckles cut, thorns in his clothes, being led around in circles in forests, etc.).
2	The caster must wear red as a prominent item of clothing (hat, cloak, cape, tunic, etc.). The second time this result is rolled, the caster must wear an additional red colored item. The third time this result is rolled, the caster must dress primarily in red from head to toe.
3	When the caster is resting, a faerie comes and borrows a random item from the caster's belongings. The item is returned a day later cleaned, maintained or mended. The second time this result is rolled, the Little Folk who borrowed the item also leave 1d4 gold pieces for the owner. The third time this result is rolled, a group of faeries visit the caster at night, but they do not reveal themselves right away. While unseen, they ask the caster for a warm place to dress their children and tidy them up. If the caster helps them, they reveal themselves and go about their business. The faeries visit and ask the same thing on many different occasions and each time they leave a gold or silver trinket worth 1d100 gold pieces. If the faeries are refused at any time, the caster loses 1d3+1 Luck permanently as the faeries curse him.
4	The Good Folk of Noc Marb need the caster's assistance as soon as possible. A minor problem has occurred or is about to occur (e.g. - a farmer has plans to destroy a faerie hedge, a piece of iron has been left in a sacred location, a goblin has taken a faerie child, a mortal has built or is building their house on a faerie track and the caster must get them to move or have the doors and windows open for the faeries before the next full moon). The second time this result is rolled, the situation is more dire and will involve a fearsome monster (with HD roughly equivalent to the caster's) who is terrorizing the Fair Folk of Noc Marb. The third time this result is rolled, the threat to Alboran and the Little People of Noc Marb is supernatural in nature. A Lord of Law or other such power is attempting to control or destroy the faeries of Noc Marb.

SPELLBURN: ALBORAN

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster must drink a bottle of alcohol to Alboran's name and health before casting the spell. The caster suffers a -1 to his Intelligence as well as any other ability score loss incurred.
2	A wave of second sight washes over the caster and he catches a glimpse of a faerie out of the corner of one of his eyes. The faerie is attired in red and seems to be aiding the caster with his spell. The caster need only spend half the amount of the declared <i>spellburn</i> . After the spell is complete, the caster must not regard or acknowledge the faerie. The caster must make a DC 15 Will save to hide all traces of recognition. If the caster fails, the faerie glares at the caster and spits in one of his eyes, blinding it. If the save result is a 1, the faerie blinds the caster in both eyes. The blindness lasts until all the ability score loss is healed.

- 3 The caster is whisked away for a full night of revelry at Noc Marb. The experience is but a wink of time in the caster's realm, but he returns quite tired from all the festivities (expressed as Strength, Agility and Stamina loss).
- 4 A host of glowing motes appear and converge around the caster. As they pass through his body, they sap the caster of his vitality (expressed as Strength, Agility and Stamina loss). The tiny lights occlude his vision and distract him for 1d4 rounds during which he is -1 on all attacks, skill checks and spell checks.



DAHUDMORGAN



Dahudmorgan is queen amongst the sea-faeries who inhabit the haunted and rocky shores of Menegond (Thousand Rocks). During the day, she hides underwater in her magnificent golden city or in one of the natural caves or grottoes in the sea-cliffs surrounding her home under the waves. At night, she sits on one of the rocky islands that stretch along the coastline, combing her beautiful, long, golden tresses and singing.

Dahudmorgan is lonely and yearns for love, but her powers only bring her more sorrow. Millennia ago she bargained with dark powers for the ability to protect her sister faeries and their fantastic city from the encroachment of men. In response, the Court of Chaos sank her city beneath the waves and transformed Dahudmorgan's touch into certain death. Her plaintive, hypnotic melodies attract fishermen and sailors who are late to port. The hulls of their vessels become sundered on the rocky shoals of Menegond. Yet on they swim and claw to her, only to die at her first touch. Cursed and unhappy as she is, Dahudmorgan continues to keep her city safe and the shores of Menegond free from the intrusions of mankind.

Dahudmorgan only takes male wizards and elves as subjects of her *patron bond*. The bonding ceremony must take place at the shore of a body of sea water, preferably at Menegond.

Invoke Patron check results:

- 12-13 The bittersweet song of Dahudmorgan swells to an emotional crescendo in the caster's mind. As tears well in his eyes, the caster feels inspired, gaining a +2 bonus to their next attack, save, skill check or spell check.
- 14-17 The words and mournful melody of Dahudmorgan resound in the caster's mind and he breaks into song. All who hear him become entranced and sleepy. All within a 20' radius must make a Will save or fall into a normal sleep for 1d6 turns.
- 18-19 The caster can breathe underwater for a number of hours equal to his caster level. This does not protect his belongings or improve his movement rate underwater nor does it render him unable to breathe air.
- 20+ A white, nacreous wand appears in the caster's hand. The wand guides itself, making an X mark at the closest wall, cliff face or other such vertical surface. An opening appears in the marked wall with a winding path that leads down to a small pool of glimmering water. The caster and his allies may stay for as long as they wish in the subterranean cave. Drinking from the pool restores 1 HD of damage and 1 point of temporary ability score loss. The restorative properties only work once per person.

PATRON TAINT: DAHUDMORGAN

When *patron taint* is indicated for Dahudmorgan, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster's hands and feet become webbed and he gains a +2 bonus to swimming related skill checks. The second time this result is rolled, the caster's ability to act underwater improves. He receives a +1 bonus to attack while underwater. The third time this result is rolled, the caster feels so comfortable underwater that he has impaired instincts while submerged and/or drowning. He suffers -4 on saves involving drowning effects.
2	The caster has a strong attraction to the sea. They feel ill at ease if not within the proximity of a shoreline. If given a choice, he always opts to venture towards a body of water. The second time this result is rolled, the attraction grows stronger. The caster insists on being near an ocean or sea. The caster takes up maritime pursuits and is considered skilled at sailing and fishing. The caster dreams of Dahudmorgan and her underwater realm constantly. He is convinced that he hears her alluring song as a counter melody in every piece of music. The third time this result is rolled, the caster continually hears the sea-faerie's song and is drawn to Dahudmorgan. He leaves all mortal concerns to join her and her realm under the sea. The caster's corpse is found washed ashore 1d4 weeks later with a look of rapture on his water-logged face.
3	The caster begins taking on marine aspects. He carries a noticeable briny, ocean smell that is easily noted at a distance of 30' or more. The second time this result is rolled, the caster's veins become more prominent and green in color. His finger and toe nails also turn green. The third time this result is rolled, the caster is covered in fine scales that are only noticeable with close observation.
4	Dahudmorgan needs the caster's assistance to protect her realm and her fellow sea-faeries. 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, possibly taking place underwater. 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, Dahudmorgan herself is in danger. Defeating the threat requires 1d4 months of travel, and takes place underwater, and the greatest foe has 1d4 more levels (or Hit Dice) than the caster. Failure at a mission affects the character's relationship with Dahudmorgan.

SPELLBURN: DAHUDMORGAN

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster visits an underwater world complete with fields, villages, and beautiful, golden castles studded with gems. He stays among the sea-faeries for a festival of dancing and singing which only lasts but a fleeting moment in his own realm. The experience is exhausting, expressed as Strength, Agility and Stamina loss.
2	The caster must agree to convalesce with Dahudmorgan before the <i>spellburn</i> is granted. The ability score loss will not heal under any circumstances until the caster joins his patron under the waves for a short yet chaste visit. The ability score loss heals at an accelerated rate: for each day spent with Dahudmorgan the caster heals 3 ability score points.

- 3 The caster seems distracted by the experience of the *spellburn*. He is constantly tilting his head in the direction of the nearest sea as if listening for something. He tunelessly hums a mournful song of a lost seaman and his unrequited love until the ability score damage is healed.
- 4 Dahudmorgan is desirous of a kiss from her future lover and grants double the amount requested if her wish is granted. The brief caress has deleterious effects: the caster loses an additional 1d4 Stamina points that can only be healed by getting a good night's rest. If her request is refused, sacrificed ability score points are spent for naught.



MENELOTERA

THE DEVIL BLOOM

The thing called Menelotera or *Star Devil Bloom* descended from the heavens ages ago near the elven community of Dorondil. The community retrieved the fallen plant from its crater and nursed it back to health. They placed the blasted plant in a porphyry urn and grew worried as its condition improved. First the stalk grew gnarly and issued forth black spider web like foliage. Some counselled against caring for it further and the once popular belief that it was a good omen was quickly forgotten. When it budded a sickeningly corpulent purple flower with a great, hairy, black pistil and blood-red, writhing, tentacle like stamen, the good elves of Dorondil worked in earnest to discover the nature of their extraterrestrial guest.

In time the plant's true nature was revealed -- it is a prison for a powerful, malevolent being. The elves of Dorondil wagered that if they had not saved it, a great evil would have been unleashed on the world. The formerly friendly elves of Dorondil became a community of recluses. They dared not to have the secret of Menelotera reach the ears of those who'd want - either out of curiosity or malice - to free the supernatural presence from its botanical imprisonment. The elves of Dorondil are convinced that the demon trapped inside of Menelotera seeks to possess a humanoid in order to wreak havoc on the world.



The demon in the thing called Menelotera is eager to escape, but has not realized a way to affect that outcome. In the meantime, it has grown monstrosly large and has drawn poisonous and dangerous indigenous plants to itself over the millennia. The plants have become semi-sentient themselves and enjoy killing their careless gardeners. The prick of a deadly thorn or the touch of a poisoned leaf leave them writhing in pain until death. Recently, the demon has discovered a method to replicate humanoids using seed pods and a most foul magic. It now awaits a visit from a member of Dorondil's inner council to begin its quest for emancipation with the replacement of Dorondil's citizens.

Patron bond ceremonies with Menelotera must be done in the entity's presence inside the languid, loathsome confines of its corrupted conservatory.

***Invoke Patron* check results:**

- 12-13 The caster is able to solicit nearby plants for aid. Plants in a 30' radius of the caster respond to his whims. Grasses, shrubs and other ground cover entangle anyone the caster wishes. Trees and vines may attempt to grapple the caster's opponents. If the plant is deadly in some way, it may use its natural abilities. The caster must maintain concentration and may only attack one opponent per round.
- 14-17 The caster is able to solicit nearby plants for aid. Plants in a 30' radius of the caster respond to his whims. Grasses, shrubs and other ground cover entangle anyone the caster wishes. Trees and vines may attempt to grapple the caster's opponents, receiving a +4 bonus to the opposed check. If the plant is deadly in some way, it may use its natural abilities. The caster must maintain concentration and can attack up to 1d3 opponents per round.

- 18+ The caster is able to solicit nearby plants for aid. Plants in a 60' radius of the caster respond to his whims. Grasses, shrubs and other ground cover entangle anyone the caster wishes. Trees and vines may attempt to grapple the caster's opponents, receiving a +4 bonus to the opposed check. If the plant is deadly in some way, it may use its natural abilities. The caster can attack up to caster level number of opponents per round.

PATRON TAIN: MENELOTERA

When *patron taint* is indicated for Menelotera, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The entity trapped in Menelotera requires the caster's assistance to escape its prison. The caster must find ingredients which are relatively simple to obtain, requiring no more than 1d4 days of travel, and mandating the defeat of a foe who is equal in level (or Hit Dice) to the caster. The second time this is rolled, the caster must find and/or create implements for the ritual. It may require 1d4 weeks of travel, and the defeat of a foe with 1-2 more levels (or Hit Dice) than the caster. If this result is rolled a third time, the time is nigh to affect its freedom. The quest requires to a distant plane or planet, and the greatest foe the caster must defeat has 1d4+1 more levels (or Hit Dice) than the caster. Failure at the final task permanently severs the relationship and gains the devil bloom's enmity.
2	The caster must take a humanoid replication pod to a resident of Dorondil and place it near them while they rest. The pod will flower, sprout vines to entangle the victim and create a perfect duplicate of the subject who is under the control of Menelotera. The victim wastes away as part of the process. The second time this result is rolled, the caster must take a pod to a nearby city and place it next to an important military official thereby gaining a commander to advocate war with Dorondil. The third time this result is rolled, the caster must take a pod to another village or city with directions to use it on a priest there. In reality, the pod is for the caster.
3	Contact with the devil bloom imparts upon the caster an innate sense of plants. He can sense if they thirst, or are deficient in nutrients, or experiencing environmental stresses. The second time this result is rolled, the caster can sense simple urges or thoughts of semi-intelligent or intelligent plants. The third time this result is rolled, the caster can express themselves to semi-intelligent or intelligent plants. If the plant is intelligent, more complex thoughts or ideas may be shared.
4	The caster is spurred on by Menelotera whenever they have malicious thoughts. The caster may drive the urges back with a DC 8 Will Save. The second time this result is rolled, the urges become stronger forcing the caster to make a DC 12 Will save to avoid acting on the depraved thoughts. The third time this result is rolled, Menelotera projects evil thoughts into the caster's mind. It requires a DC 15 Will save to abstain from performing malevolent deeds.

SPELLBURN: MENELOTERA

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	Menelotera's thirst for power must be slaked, the caster must sacrifice an additional 1d6 ability score points to gain the original amount of <i>spellburn</i> requested.
2	The caster grows a sanguine, foul smelling, resinous pod as he pours forth his life-blood (expressed as Strength, Agility and Stamina loss). The caster may use the pod as a component on the subsequent spell check, receiving a +2 bonus to the roll. The caster may opt to save the mana-pod for another time, but without a bonus to the spell check and it is only potent for 24 hours after which it shrivels and disintegrates into a pool of red slime.
3	As the caster completes the spell, he gives off a sickly sweet perfume that causes everyone within a 15' radius to become lethargic. Those affected by the perfume are at a -1 to attack and damage for a number for rounds equal to the caster's level.
4	Hundreds of tiny carnivorous plants spring up around the caster. They bite and suck blood from him until the promised ability scores are drained from his body (expressed as Strength, Agility and Stamina loss).



REIDMAR, THE DEATHLESS

Long ago, Reidmar was a member of the Seelie Court. An aristocratic lord of his own faerie mound, Talla Aghmhor, or Happy Hall, indeed Reidmar's personality was reflected in the name of his dwelling -- he was joyous, happy, and kind.

Legend claims that during one evening of feasting, Talla Aghmhor was called upon by a wandering troubadour. The faerie minstrel must have had darkness in his heart to sing a melancholy tale of fey lovers killed by internecine rivalry. Reidmar was furious that such an unhappy tale was told in his Joyous Court. Courtiers openly wept and the psychic shock took a deep hold on Reidmar as well.

At that moment, the unending joy was somehow sundered in famed Talla Aghmhor. Some placed blame the undoing of Talla Aghmhor at the minstrel's feet, suggesting that the act was malicious and planned by archrivals in the Unseelie Court. Others suggested that the happiness of the place flowed from its faerie king, Reidmar. Once his joyous reverie was broken, so too was Talla Aghmhor.

The next evening all of Talla Aghmhor attempted to continue on as before. Reidmar feigned happiness but in secret was tortured by the death of the faerie lovers in the minstrel's tale. In private, he began consulting spirits and sages to discover what happens to faeries when they die. Conventional wisdom indicated that faeries join the Unseelie Court upon death. Other tales were far worse, only suggesting that the fey's soul dissolves and everyone forgets that the departed ever existed.

This knowledge was too much for Reidmar. The possibility of turning to something so diametrically opposed to his own way of life gnawed at Reidmar's fey soul. Unseelie faeries are cruel, evil and hateful. The alternate fate seemed even more excruciating - to be gone from all memory.

Later a sorcerer of no mean skill was a guest at Talla Aghmhor. Deep in his cups and having consumed faerie wine, the sorcerer lost all propriety and told of magic that would stave off death forever. Reidmar wrung the secrets from the sorcerer with wine and promises, and later on, threats and torture.

Armed with the arcane formulae, Reidmar set about to manifest its dark magicks at whatever the cost. It was all a success, but obtained at great cost. Reidmar has become everything he feared -- a withered skeletal faerie with rotting wings, glowing bones, clawed hands and black pits lit with evil energy where eyes used to be. He is now neither Seelie nor Unseelie. He exists as something altogether separate, his soul hidden away in a small iron chest. The absence of his soul renders him immune to the laws and traditions of the Faerie Courts. Death will not take him and the Faerie Courts fear him. It only remains to see what Reidmar will do next.



Invoke Patron check results:

- 12-13 An icy calculating logic clarifies the caster's mind. Wisdom and experiences gleaned over untold millenia inform his next action. The caster receives a +3 to their next action or saving throw.
- 14-17 Necrotic energies wreath the caster's hands. The next creature the caster attacks takes an additional 1d6 damage. Both the caster and target must make a Fort save or lose a point of Strength. The caster receives a bonus to their saving throw equal to double their permanent *invoke patron* spell check bonus granted from their *patron bond* ceremony.
- 18-19 A cold, skeletal hand appears from thin air and plunges into the heart of a target within 30 feet of the caster. The target must make a Will save or takes 2d6+CL damage and succumbs to a freezing paralysis that lasts 1d6 turns. Those who succeed take 1d6 damage and are free to act, but their teeth chatter and their bodies shiver until the damage is healed.
- 20+ The caster selects a target within 30 feet. who must make a Fort save or their bones become incandescent with intense heat. As the now alight bones cook their ligaments, connective tissues and muscles, the target's speed is reduced to half, all actions are resolved at -1 die step and they suffer 1d6 points of damage per round for 1d4 rounds. The reductions on speed and action dice last until all damage inflicted by this effect is healed. Healing is further complicated for the target due to the internal nature of the damage. All magical healing, with the exception of healing potions, have their effectiveness reduced 1 die step.

PATRON TAINT: REIDMAR

When *patron taint* is indicated for Reidmar, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

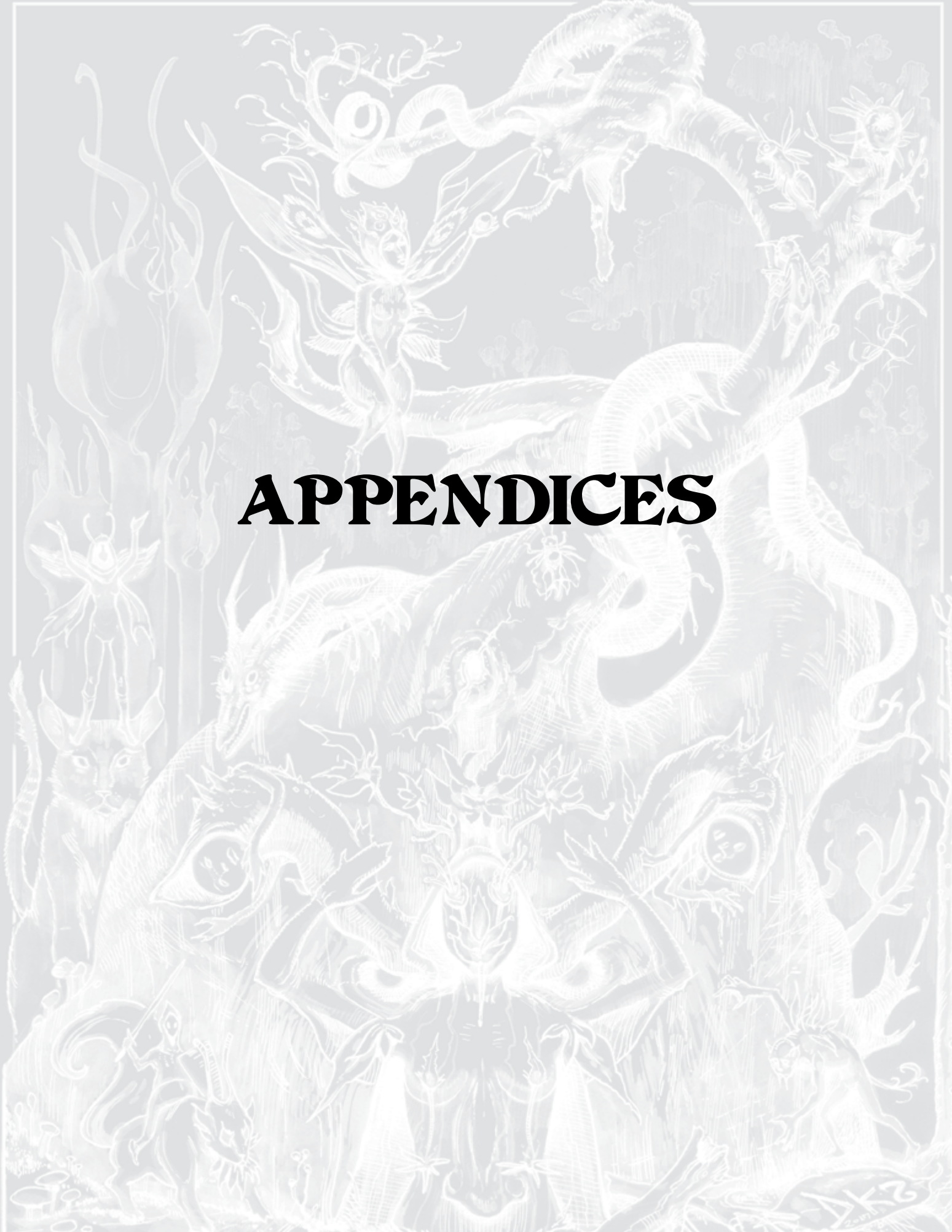
Roll	Result
1	The caster's skin pales considerably. Lips and other body parts where blood is close to the surface fade to a dull pinkish-white. The second time the result is rolled, the caster's eyes sink in their sockets. Any fat in their face or body melts away. The caster permanently loses 1 point of Personality. The third time the result is rolled, the caster takes on a markedly skeletal appearance. Their skin becomes taut on their body as if stretched over the bones. Muscles become thin and wiry. Lips, eye sockets and other areas become wrinkled and blue-black in color. The caster suffers a -2 in social interactions with most people and loses 1 point of Strength. Furthermore, damage from bludgeoning sources moves one step up the dice chain.
2	The caster is affected by the ghastly fey energies of Reidmar. If human, the caster becomes sensitive to iron as if they were an elf. An elven caster's sensitivities worsen. They take 2 hp of damage per day of direct contact with iron. When struck by iron weapons, an elven caster takes +1 damage with each successful attack, and if the elf is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks. The second time this result is rolled, the caster becomes sensitive to sunlight and spending more than an hour outside during the daytime makes them uncomfortable. A -1 penalty to attack rolls, skill checks, and spell checks is imposed upon the caster. It takes a full hour in deep shade or at night for the penalty to abate. The third time this result is rolled, the caster suffers 1 hp of damage per full hour of exposure to sunlight and has a -2 penalty to attack rolls, skill checks, and spell checks. Taking precautions against direct exposure to sunlight may mitigate damage, but not the penalties to act.

- 3 The caster's bones begin to glow with baleful faerie energy. At first there's only a small amount of light. If the caster is in full health, it may only be visible at night or in shadow and only emanating from their fingertips and around their eyes and nose. The second time this result is rolled, the light brightens. The full skull and other parts of bones close to the surface of the skin are visible. Anyone seeing the caster this way may become frightened. The third time this result is rolled, the caster's bones are incandescent. The caster's bones are visible through his skin both day and night. Anyone seeing the caster this way will most certainly mistake him for a member of the un-dead. If the caster has other taints which have robbed him of body fat and muscle tissue, these effects are much more pronounced. It will be unlikely for the caster to interact directly with normal society ever again.
- 4 Symbols of law and goodness affect the caster as do plants and iron. 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. Boxwood, blackberry stems, rowan and iron may also be wielded for the same effect. If a symbol of law or goodness is also fashioned from boxwood, rowan, or iron, the cleric uses a d30 to resolve their turn attempt. The second time this result is rolled, the caster must make a DC 12 Will save each day or suffer from the same condition for 1 full day. The third time this result is rolled, the condition is permanent.

SPELLBURN: REIDMAR

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster feels the un-dead hand of Reidmar as he lends his assistance. Bitter cold takes root in the caster's breast and their teeth chatter and their body shivers until the ability score damage is completely healed.
2	Reidmar's touch temporarily enervates the caster as part of the <i>spellburn</i> process. For every 10 points of <i>spellburn</i> requested (rounded up), the caster loses one caster level. This level drain affects only their casting level. All subsequent spells are cast with the new caster level value. Access to higher level spells are not lost (they do become harder to successfully cast without the caster level bonus, however). If their caster level goes below 1 , they cannot cast spells until their caster level is restored. Caster levels regenerate with regular rest as a lost ability score point (i.e. - a night of rest restores 1 caster level).
3	A banshee's scream pierces the air with waves of psychic and sonic energy that amplify the caster's spell. The wash of energies fatigues and weakens the character (expressed as Strength, Agility and Stamina loss).
4	Reidmar will assist the caster, but begs a boon in return. Within 24 hours of the <i>spellburn</i> , the caster is struck by a creeping cold that renders him paralyzed. The caster loses the spellburned attributes while in the grip of the paralysis and sees a vision of his master's desire. If the caster successfully undertakes the quest (most often a side trek taking no more than 5 days), he is rewarded as Reidmar sees fit.



APPENDICES

APPENDIX A: MAGIC ITEMS

Creating A Magic Item: A magic item is created using the spell *eldritch enchantment*. The wizard makes a spell check, depending on the circumstances, as noted in the spell's general description and proceeds to consult *Table A-2*.

Discovering A Magic Item: When an magical item is discovered during the course of an adventure, use the following tables and processes to randomly determine the powers of the found item:

- First, determine the item's format by rolling d% on *Table A-1*.
- Then roll d% on *Table A-2*. Read across the table to see how this result determines its powers and eldritch eccentricities.
- Roll roll d% on *Table A-3*, *A-4*, or *A-5* for each power.
- If the power indicates that it has a variable duration or number of uses, roll on *Table A-7* and/or *A-8*.
- (Optional) If a power indicates that the item has an additional *Eldritch Eccentricity*, roll on *Table A-6*.
- (Optional) Roll on *Table A-6* to give the item the indicated number of eldritch eccentricities indicated in *Table A-2*.
- (Optional) Roll on *Table 8-13: Creator of a Magic Item* in the *Core Rulebook*. It might give you further inspiration for the item.

Eldritch Eccentricity: This is an optional mechanic for your magic items (although Volundrar's disciples must use it).

Incongruence: The tables below are a tool. In order to make a tool that can create so many different kinds of items, there will be moments where what you've rolled doesn't seem to make sense. When that happens, Judges are encouraged to not simply throw it out, but to finesse the edges a bit. Make changes wherever you see fit until you're happy.

Miscellaneous Guidance: In several entries below, you may be asked to roll on *Appendix L* in the *Core Rulebook* to randomly determine a creature type. Use whichever column that strikes your fancy, but when alignment tongues are indicated, use human as the creature type. Alternatively, you could roll on *Table 8-5: Sword Banes* in the Magic Items section of the *Core Rulebook* and consult the *Type of Bane* column.

DISCLAIMER: The tables that follow are in no way intended as a replacement for creating your own items. Please consult the good words of the author of the *DCC RPG Rulebook* regarding creating magic items.



Table A-1: Magic Item Format

d%	Result (synonyms, examples)
01-07	armor
08-10	art (figurine, icon, mosaic, painting, statue, triptych, etc.)
11-15	bag (backpack, pouch, purse, quiver, sack, etc.)
16-20	belt (cincture, cord, girdle, ribbon, sash, etc.)
21-22	book (codex, grimoire, ink, libram, manual, parchment, quill, tome, treatise, etc.)
23-27	boots (sandals, slippers, etc.)
28-32	bracers (armbands, vambraces, etc.)
33-37	cloak (cape, chasuble, mantle, shawl, etc.)
38-43	clothing (breeches, cassock, dress, hose, pants, robe, tabard, tunic, shirt, etc.)
44-45	container (amphora, barrel, box, cauldron, chest, coffer, phylactery, tub, urn, etc.)
46-47	eyes (glass(es), goggles, monocle, lens(es), loupe, etc.)
48-55	equipment/tool (anvil, brazier, candle, hammer, knucklebones, lantern, net, pick, rope, sextant, shovel, etc.)
56-59	flask (alembic, beaker, bottle, chalice, decanter, ewer, goblet, jar, jug, etc.)
60-61	furniture (carpet, chair, desk, mirror, rug, stool, table, throne, etc.)
62-67	gauntlets/gloves
68-73	helm (cap, cowl, crown, diadem, hat, hood, mask, mitre, tiara, turban, veil, etc.)
74-79	jewellery (anklet, beads, bracelet, brooch, earring, hair pin, necklace, torc, etc.)
80	musical instrument (chimes, cymbals, drum, gong, horn, lute, pipes, zither, etc.)
81-85	pendant (amulet, ankh, cameo, charm, gem, fetish, medallion, scarab, talisman, etc.)
86-92	ring (finger, toe)
93-99	shield
00	transportation (barding, boat, bridle, cart, chariot, horseshoe, oar, saddle, wings, etc.)





Table A-2: Magic Item Characteristics

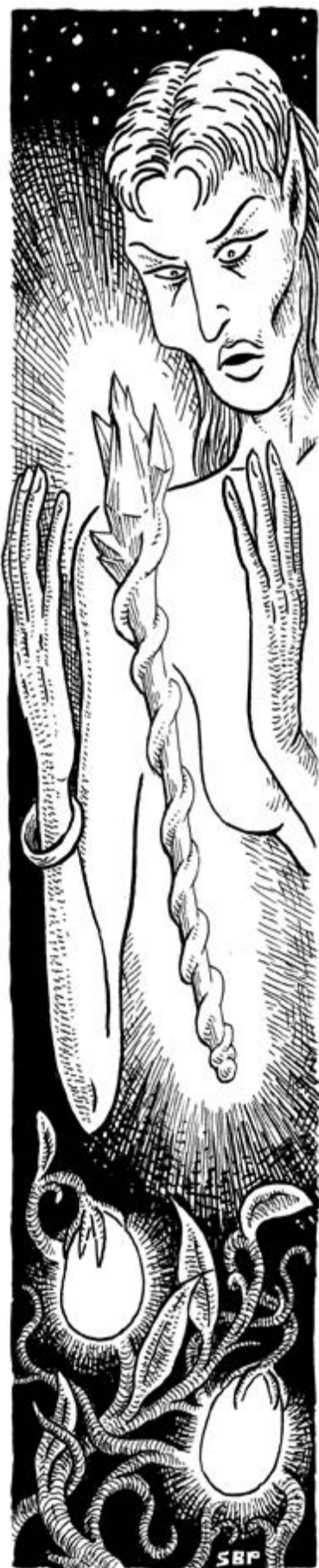
Spell check	d%	Plus*	Powers	Eccentricity
16-17	01-50	+1	One type I power	One eccentricity, 50% chance for an additional
18-21	51-75	+1	One power of type I or II (50% chance of either)	One eccentricity
22-23	76-85	+1	One type I power, one type I or II (50% chance of either)	Two eccentricities, 50% chance for an additional
24-26	86-90	+1	One type I power, one type I or II (75% chance of being type II)	Two eccentricities
27-31	91-94	+2	One power of type I or II (50% chance of either), one type II or III (50% chance of either)	Two, 50% chance for an additional
32-33	95-96	+2	1d3 powers of type I or II (50% chance of either for each power), 75% chance of one type III power	1d3 eccentricities
34-35	97-98	75% +3, 25% +4	1d4 powers of type I or II (50% chance of either for each power), plus 1 type III power	1d3+1 eccentricities
36+	99-00	50% +3, 35% +4, 15% +5	1d4+1 powers of type I or II (50% chance of either for each power), plus 1d3 type III powers	1d3+2 eccentricities

* Used only for armor and shields. Capped by creator's caster level. Maximum bonus is as follows: CL5 = +1, CL6 = +2, CL7 = +3, CL8 = +4, CL10 = +5.

Table A-3: Magic Item Powers, Type I

d%	Power
01-05	<i>Illuminating.</i> Sheds light on command. For specific effect of the light source roll 1d100: (01-75) 1d3+1 x 10' radius; (76-100) 1d3+3 x 10' cone.
06-10	<i>Detection.</i> The item can indicate the presence of something, roll 1d8: (1) magic; (2) poison; (3) good; (4) evil; (5) secret doors; (6) traps; (7) coins; (8) a creature type - roll on <i>Appendix L</i> in the <i>Core Rulebook</i> . Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
11-15	<i>Translator.</i> The item can translate spoken languages into one that the user understands. To determine number of languages known in addition to the common tongue, roll 1d6 and resolve on <i>Appendix L</i> of the <i>Core Rulebook</i> . There is a 75% chance that the item will also permit the owner to cast comprehend languages once per day with a spell check result of 20-23.
16-20	<i>Charm against poison.</i> The bearer has a +1d3 to all saves involving poison. There is a 75% chance that all random ability score or hit point damage from poisons shifts down one die step on the dice chain. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
21-25	<i>Shadowy.</i> +1d5 to sneak and hide skill checks. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
26-30	<i>Health.</i> The item confers +1d4 on saves to resist magical diseases and an additional +2d4 on saves to resist conventional diseases.
31-35	<i>Enhanced senses.</i> The item improves the bearer's senses in some way. To determine the enhancement roll 1d4: (1) infravision, 60'; (2) microscopic: +2d4 on appropriate thief skill checks; (3) keen scent: +2d4 on situational skill checks, disadvantaged vs. gas attacks; (4) see invisible up to 60' away. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
36-40	<i>Energy aegis.</i> The bearer is protected 1d10 points of damage from a form of energy. Determine the type of protection by rolling 1d5: (1) fire; (2) cold; (3) electricity; (4) acid; (5) sonic. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .





- 41-45 *Fleet-footed.* +5 to Speed and +1 to Initiative. In circumstances where the character is exposed to a slippery surface, impose an additional -1 penalty to checks. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 46-50 *Revealing.* Item is able to locate an object. To determine the type of object the item is attuned to, roll 1d6: (1) gold; (2) gems; (3) heart's desire; (4) the lost continent of Mu; (5) otherworldly creatures; (6) water. Roll on *Table A-8: Power Utility*.
- 51-55 *Shielding.* Item provides protection from missiles of varying sorts. To determine the missile(s) the item shields the bearer from roll 1d6: (1) prevents the first 2d5 points of damage from missile weapons - enchanted ammunition is not reduced; (2) prevents the first 2d6 points of damage from all missile weapons; (3) prevents 2d4 damage from magic missile; (4) provides 3d10 ablative protection from magic missile and crumbles to dust when the total damage absorbed exceeds the protection; (5) has a 25% chance to deflect any missile weapon in a random direction away from the wearer (potentially hitting a friend or foe if in the new line of fire); (6) while aware of the attack and with a DC 15 Reflex save, user may turn any missile attack back on the attacker by making a successful attack roll.
- 56-60 *Warding.* Bearer receives a +1d5 to their saves vs spells, magical attacks, or magical abilities that provide saving throws. To determine the kind of magic the wearer is warded against roll 1d7: (1) charm/compulsion; (2) illusion; (3) scrying; (4) runes/symbols; (5) polymorph; (6) death/necromancy; (7) curses. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 61-65 *Defense.* +1d4 to Armor Class if no armor is being worn. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 66-70 *Might.* +1d3 to Strength and +1 to attack and damage. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 71-75 *Hardiness.* +1d3 to Stamina and 1 hit point per character level. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 76-80 *Dexterous.* +1d3 to Agility and +1 to AC. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 81-85 *Charismatic.* +1d3 to Personality and +1 to Will saves. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 86-90 *Sagacity.* +1d3 to Intelligence, +1 on all spell checks. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 91-95 *Miraculous.* Using this item heals a creature 2d6 hit points or removes one debility (e.g., blindness, deafness, a severed limb, etc.) per use. Roll on *Table A-8: Power Utility*.
- 96-00 *Judge's Choice.* Judge may create their own power or choose one from the list.

Table A-4: Magic Item Powers, Type II

d%	Power
01-05	<i>Deflection.</i> +1d3 to Armor Class. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
06-10	<i>Fortunate.</i> Once per day the bearer may force any attack, damage, saving throw, skill check or spell check to be re-rolled. The re-rolled result stands whether for the better or worse.
11-15	<i>Thunderclap.</i> Whenever the user activates this item, storm clouds appear and rumbles of thunder can be heard. After 1d3 rounds a stroke of lightning hits the item injuring those who possess the item or who are in close proximity to it dealing 5d6 damage. DC (10 + 1d10) Reflex save for half. After the strike, the item is hurled 2d20 feet in a random direction.
16-20	<i>Sealing.</i> When the item's command word given, a container or portal of the user's choice is secured from all normal means of access for up 2d6 + 10 hours, although a knock spell or powerful magical creature can open it. The sealed item may be opened by giving another command word. Roll on the <i>Table A-8: Power Utility</i> .
21-25	<i>Multiplying.</i> When found the item has 1d100 cp inside and on close inspection one of the coins is inscribed with a mysterious glyph. Each night, while the marked coin is in the item, the coin magically produces 1d100 copper pieces. If the enchanted coin is ever spent or removed from the item overnight, the dweomer is forever disrupted.
26-27	<i>Animated.</i> When the owner gives the command word, the item springs to life and acts according to the item's format. A sculpture may become a mount or a guardian. Something worn on the body might constrict or strangle the bearer. Instruments may play themselves. The item obeys commands the owner gives to the best of its ability. The Judge should fill in the details of the device's function and capabilities. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
28-32	<i>Shifting.</i> Users appears distorted or difficult to locate. Roll 1d3: (1) distorted: +2 to AC; (2) displacement: attacks miss 25%; (3) displacement: attacks miss 50%. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
33-37	<i>Prosperously powerful.</i> While wearing or personally possessing at least 500 gold pieces of currency, gems or jewellery, the bearer gains a +1 to attack and damage rolls. If the bearer has 1,000 gold pieces of valuables on their person, their damage die is increased 1 step. If wearing over 5,000 gold pieces of valuables on their person, they get a +1 to spell checks and the spell's random effects are shifted up 1 die on the dice chain. All effects are additive.
38-42	<i>Cornucopia.</i> Once per day the user may command the item to bring forth the following; roll 1d8: (1) pure water (it doesn't stop until a command word is given); (2) 2d3 loaves of 100% rye bread; (3) a bottle of wine (bottle not included); (4) a pile of unshelled walnuts; (5) 1d5 pieces of fresh fruit; (6) a healing potion (flask not included); (7) a bottle of mead (bottle not included); (8) a randomly determined 1d3 HD primeval slime.
43-47	<i>Invisibility.</i> Item turns the user invisible. To determine the strength of the invisibility, roll 1d5: (1) invisible, but unable to move; (2) invisible, but unable to attack or perform strenuous activities; (3) invisible; (5) invisible and imposes a -2 on <i>detect invisible</i> spell checks; (5) invisible and imposes a -4 on <i>detect invisible</i> spell checks and allows the user to see invisible creatures up to 60' away. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .

48-50 *Cancellation.* This item can dispel ongoing magical effects. To determine exact effects roll 1d3: (1) provides a *dispel magic* of strength of 17 against non-permanent magic, touch only; (2) provides a *dispel magic* of strength of 21 against non-permanent magic, touch only; (3) provides a *dispel magic* of strength of 21 against non-permanent magic, range of 20 feet. Roll on *Table A-8: Power Utility*. For more on *dispel magic* see the spell of the same name in the *Core Rulebook*.

51-55 *Peering.* When this item is used, a representation of the surrounding area is made plain to the user. The user may see a map of the countryside up to a 1d4 x 10 mile radius. If used underground or inside a structure, the owner may see up to 3d4 x 10 feet radius. There is a 5% chance per use that the images conveyed to the user are incorrect. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.

56-57 *Freedom.* Bearer cannot be bound, grappled or prevented from leaving an enclosed space of any kind. They slip out bonds. Grapple attempts miss. Doors, gates, and other egresses - as well as any locks or other securing mechanisms upon them - open inexplicably. If there is no exit, the bearer is magically shunted into an open area to continue moving (DC 8 Fort save to avoid being stunned by the experience). Likewise, the bearer is unable to lock themselves anywhere securely. Doors that open into the room where the bearer is located open at anyone's touch even if the bearer or his allies have secured them.

58-61 *Premonitory.* Item gives the owner warning of grave danger or imminent death. The vision may be days or minutes in the future and is 80% accurate.

62-66 *Flying.* The item is able to make the wearer lighter than air and in many cases affords some sort of manoeuvrability. The owner gains a flying move action of 1d6-2 x 10 feet per round (a result of 0 or lower indicates that the item only provides the ability to levitate). As part of their movement, they may change their altitude by 20 feet in any given round. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.

67-70 *Chance.* This item may be used once a day. The bonus or penalty is applied to the user for 24 hours. Roll 2d5 each time the item is used and consult the table below:

Roll	Result
2	-2 penalty to spell checks, attack and damage rolls
3	-2 penalty to saving throws
4	-2 penalty to armor class
5	-1 penalty to attack and damage rolls
6	+1 bonus to attack and damage rolls, saving throws and spell checks
7	+1 bonus to attack and damage rolls
8	+2 bonus to armor class
9	+2 bonus to saving throws
10	+2 bonus to spell checks, attack and damage rolls

71-78 *Regenerative.* The bearer's natural rate of healing is doubled. In addition, they recover twice as many hit points as usual whenever a cleric lays hands upon him.

79-83	<i>Focusing.</i> This item assists a user who is able to cast spells. A caster with access to this item receives a +1d3 to a spell check when casting a specific kind of spell. To determine the sort of magic assisted by using this item roll 1d14: (1) illusion; (2) summoning; (3) necromancy; (4) transmutation; (5) pyromancy; (6) terramancy; (7) cryomancy; (8) aeromancy; (9) electromancy; (10) binding/exorcism (11) charm/compulsion; (12) scrying/divination; (13) runes/symbols; (14) abjuration/protection.
84-90	<i>Incendiary.</i> The item houses powerful pyromantic powers. To determine the basic effect roll 1d3: (1) <i>flaming hands</i> ; (2) <i>scorching ray</i> ; (3) <i>fireball</i> . Each time the item is used it produces a random spell check for the base effect using d24+11. Incendiary items fumble the spell check by rolling a 1 and should resolve the critical failure as a misfire.
91-94	<i>Controlling.</i> The item is able to exert control over a type of creature. Only one such creature is controlled by the magic item and it receives a Will save (DC = 1d20 + 10) to resist being bound to the bearer's will. To determine the type of creature controlled, roll 1d20: (1) animals; (2) demons; (3) dwarves; (4) dragons; (5) elementals; (6) elves; (7) giants; (8) gnolls; (9) gnomes; (10) goblinoids; (11) halflings; (12) humans; (13) insects & arachnids; (14) kobolds; (15) lizard & serpent men; (16) ogres; (17) orcs; (18) troglodytes; (19) trolls; (20) un-dead. Roll on <i>Table A-8: Power Utility</i> and <i>Table A-7: Power Persistence</i> .
95	<i>Weather control.</i> The item is able to exert the wielder's influence on the local weather patterns. The item functions as the 5th level cleric spell <i>weather control</i> . Each time the item is used, it produces a random spell check using d24+20.
96-00	<i>Judge's Choice.</i> The Judge creates their own power or chooses one from the list.

Table A-5: Magic Item Powers, Type III

d%	Result
01-10	<i>Medusa's eye.</i> A creature looking at the item when activated must make a Fort save (DC = 1d10+10) or be turned to stone permanently. Roll on <i>Table A-8: Power Utility</i> .
11-20	<i>Longevity.</i> The item extends the owner's lifespan. Aging is either slowed (75%) or stopped (25%) by the item. There is a 90% chance that losing or destroying the item results in the owner aging all the years avoided by possessing the item in 1d6 rounds.
21-30	<i>Vampiric touch.</i> Any time the owner inflicts 10 or more points of damage in a single strike, the item heals him 1 hit point.
31-42	<i>Summoning.</i> A creature is conjured when the item is used. To determine the exact creature summoned by the device roll 1d14: (1) air elemental; (2) djinn; (3) deep one; (4) type I-III demon; (5) type IV-V demon; (6) earth elemental; (7) extra-dimensional analogue of the user; (8) fire elemental; (9) hell hound; (10) hollow spawn; (11) shadow; (12) skiff of dimensional sailors; (13) vombis leech; (14) water elemental. The item does not confer the ability to control the creature summoned but the user is free to attempt negotiations with it. Roll on <i>Table A-8: Power Utility</i> .
43-45	<i>Regeneration.</i> This item closes wounds quickly and reattaches severed body parts. Each hour the owner heals 1 hp. Body parts quickly attach themselves, but take a full day of rest to be fully usable.

- 46-50 *Anti-magic.* Any spell that targets the owner of this item has a -1d3+1 penalty on their spell check while the effect is active. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 51-60 *Debilitating.* Bearer may draw the essence out of creatures by pointing at it and uttering the command word. Creatures who fail a Will save (DC = 1d14 + 10) are drained of 1d4 ability score points; determine ability score by rolling 1d5: (1) Strength; (2) Stamina; (3) Agility; (4) Personality; (5) Intelligence. Roll on *Table A-8: Power Utility*.
- 61-65 *Powerful.* The owner's caster level is raised by 1 while the item is active. Roll on *Table A-8: Power Utility* and *Table A-7: Power Persistence*.
- 66-75 *Lucky.* When the item is used, the owner may declare any one roll (attack, damage, skill or spell check, saving throw, etc.) to have the best possible result. The owner has an hour in which to use the benefit. Roll on *Table A-8: Power Utility*.
- 76-80 *Ability.* This item may only be used once and changes one ability score. The change is very difficult to reverse and requires a powerful remove curse that can remedy a major curse (if a save is indicated, the Will save is DC 15). A majority of the time the ability score that can be altered is already determined (75% chance), roll 1d5: (1) Strength; (2) Stamina; (3) Agility; (4) Personality; (5) Intelligence. If not determined by the object at the time of creation (25% chance), the user declares the statistic to be altered. User then rolls 4d6 for the ability score to be changed and throws out the lowest die. The value indicated on the dice become the user's new ability score whether for good or for ill.
- 81-85 *Resurrection.* The item is able to bring the dead back to life. This item may only be used once. Roll an additional *Eldritch Eccentricity* from *Table A-6*.
- 86-90 *Death ray.* Any target struck by a ray from this device must make a Fort save (DC = 1d20+10) or instantly die. Range is 2d4 x 10 feet and requires an attack roll that receives a +3 bonus to hit and is modified by the user's Agility modifier. Roll on *Table A-8: Power Utility*. Roll an additional *Eldritch Eccentricity* from *Table A-6*.
- 91-00 *Judge's Choice.* Judge may create their own power or choose one from the list.



Table A-6: Eldritch Eccentricity

d%	Eldritch Eccentricity
01-02	<i>Judge's creation.</i>
03-04	<i>Corrupting.</i> User suffers a minor corruption or a <i>patron taint</i> if they have one.
05-06	<i>Black rot.</i> A random finger or toe blackens, shrivels and falls off in 1d3 days.
07-08	<i>Phantasmal beacon.</i> The item attracts shadows who regard the bearer as their prey.
09-10	<i>Explosive curse.</i> The next time the user is the target of any arcane spell or effect, the spell check rolled is instead applied to the <i>fireball</i> spell check results and its point of impact is centred on the user.
11-12	<i>Cupidity.</i> The item inspires dishonest people to attempt to take the item from its possessor. Any thief, or like-minded individual, upon seeing the item attempts to steal it within the next 24 hours.
13-14	<i>Privation.</i> The user is suddenly dehydrated and malnourished. Their eyes become sunken and their lips crack. The user's speed is reduced to 10 feet and his Strength is reduced by 4 points. The condition can be remedied with rest and consuming 1d5 extra days of rations and fluids.
15-16	<i>Bankrupting.</i> Each use of the item magically consumes 1d100 gp of wealth from the user or a party member. If there is no wealth, substitute 1 hp per 10 gp, rounded up.
17-18	<i>Stinging eyes.</i> The user's eyelids swell and obscure their vision giving them -2 to attack rolls and AC. Roll on <i>Table A-7: Power Persistence</i> to determine how long the Eccentricity affects the bearer.
19-20	<i>Incompetence.</i> The user suffers -1d3 on all skill and ability checks. Roll on <i>Table A-7: Power Persistence</i> to determine how long the Eccentricity affects the bearer.
21-22	<i>Horrifying.</i> The user sees great inky, jellyfish monstrosities which quiver and float all around him. The delusion(?) lasts for 1d6 turns, during which time he is completely unnerved. Any action other than walking requires a DC 13 Will save in order to perform. Rolling a 1 during the effect, forces the user to remain completely still for 1d6 rounds as they believe the creatures have noticed him and his movements.
23-24	<i>Jouncing.</i> User blinks to random locations, pointing in random directions within eyesight of their last position for 1d10 rounds.
25-26	<i>Delusory beasts.</i> User thinks that all animals are, roll 1d6: (1) fluffy kittens; (2) rabid dogs; (3) dragons; (4) slavering spiders; (5) gentle lambs; (6) hickory smoke scented pigs. Roll on <i>Table A-7: Power Persistence</i> to determine how long the Eccentricity affects the bearer. The Judge may determine if rolls are to be made for each species of animal or if the roll applies to all animals.
27-28	<i>Surveilling.</i> The user feels an otherworldly presence that observes his actions for 1d20 rounds. During each round, the presence acts according to its own whims. Roll a d20: On a 1 , the entity strikes against the user and his allies. On a 20 , the creature aids the user. If the user is able to commune with the entity, they may or may not opt to perform a <i>patron bond</i> .
29-30	<i>Glossolalic.</i> The user can only speak one randomly selected language from <i>Appendix L</i> . Roll on <i>Table A-7: Power Persistence</i> to determine how long the Eccentricity affects the bearer. This change does not enable the user to understand the language that he speaks.

31-32	<i>Dulled wits.</i> The bearer temporarily loses a point of Personality.
33-34	<i>Blood hungry.</i> The item deals 1d4 points of damage to the user.
35-36	<i>Sentient.</i> The item has a personality, feelings and the ability to communicate. The Judge may use <i>Table 7-6: Familiar Personality</i> to determine the item's temperament or make up their own.
37-38	<i>Raging hormones.</i> The user's hair - all of it - grows 1d3 inches with each use.
39-40	<i>Nonsensical.</i> The user begins laughing uncontrollably for 1d20 rounds.
41-42	<i>Outré.</i> The user's mind is drawn into a black, abyssal gulf where faint piping can be heard. Images of alien orbs, queer buildings, and strange creatures chaotically swirl in his mind. The user must make a DC 12 Will save to salvage their sanity. If the user fails the save, they become a mad, gibbering shell of their former selves. The exact nature of the loss of sanity, and whether it may be regained, should be determined by the Judge.
43-44	<i>Dyeing.</i> The user's skin is turned a random color; roll 1d8: (1) neon pink; (2) blood red; (3) bright blue; (4) pitch black; (5) verdant green; (6) kaleidoscopic; (7) bone white; (8) burnt orange for 1d3 months.
45-46	<i>Pitiful pauper.</i> If the bearer has less than 10 gold pieces in currency or other valuables on their person, they suffer a -1 on all attack and damage rolls. If the bearer has less than 10 silver pieces, their damage die is shifted 1 step down the dice chain. If the user has less than 10 copper pieces, their spell checks are at -1 and the spell's random effects are shifted down 1 die on the dice chain. All effects are cumulative.
47-48	<i>Moonstruck.</i> The item works as intended once. After that, the user is deluded to believe that the item continues to be operational and uses it whenever appropriate. He will unconsciously use his abilities of any sort (including those of other magical items available) to actually produce a result commensurate with the supposed properties.
49-50	<i>Obeisance.</i> The item is connected to a supernatural power that requires the user to perform a <i>patron bond</i> . Failure to do so could result in the item disappearing or worse.
51-52	<i>Spasming.</i> The user temporarily loses a point of Agility.
53-54	<i>Antagonist.</i> An entity is associated with the item and wishes the user ill. Whenever the item is used, the entity becomes aware of the bearer's location and may track them.
55-56	<i>Gibbering.</i> The user is unable to stop talking for 1d4 turns. The user may attempt to quiet themselves to loud humming by making a DC 10 Will save every minute.
57-58	<i>Haunted prison.</i> A ghost or spirit has been trapped in the item. It is up to the Judge to fill in the details.
59-60	<i>Unwholesome.</i> The user contracts a disease that limits an ability score by 1d6+2 until healed.
61-62	<i>Obfuscating.</i> The user is blinded for 1d8 rounds after use.
63-64	<i>Hallucinatory humanoids.</i> The user believes that all humanoids are, roll 1d6: (1) subhuman mutants; (2) cultists of an obscene entity; (3) un-dead; (4) serpent-men in disguise; (5) friendly gnomes; (6) rapacious hobgoblins. The Judge may determine if rolls are to be made separately for each species of humanoid or if the roll applies to all humanoids.
65-66	<i>Vitiating.</i> The user temporarily loses a point of Stamina.

67-68	<i>Pyretic.</i> The user becomes febrile and extremely sensitive to cold for 1d6 turns. Damage from cold sources or spell manifestations deal +1 die step.
69-70	<i>Prison gate.</i> There is a 5% chance per use that the item will transport the user to a prison on another plane.
71-72	<i>Cadaverous.</i> The user's appearance takes on a gaunt, pale and otherworldly cast for 1d24 hours. Any checks involving social interaction are at -2 disadvantage.
73-74	<i>Temporal acceleration.</i> The owner is aged unnaturally by the item. If the item has uses per day, it ages the character 1 year for each use. If the item is always active, the character's rate of aging is doubled while in possession of the item.
75-76	<i>Cosmically renounced.</i> By possessing this item, the user is unclean in the eyes of the gods. <i>Lay on hands</i> results suffer a -1 die step until the user disposes of the item. If the cleric incurs disapproval while using their <i>lay on hands</i> ability on the marked user, an extra 1d4 is added to the disapproval roll.
77-78	<i>Mana damper.</i> After the item's use and duration has ended, all of the bearer's magic items stop working for 1d6 turns. Casting a spell while within 10' of the bearer imposes a -1d3 to the spell check and -1 die step to all random components and effects.
79-80	<i>Imbecilic.</i> The user temporarily loses a point of Intelligence as the item has clouded his mind and senses.
81-82	<i>Possessed.</i> During the creation of the item, a malignant force was trapped in the item. It seeks to take over the user's mind to accomplish its bizarre and twisted goals.
83-84	<i>Vermin attracting.</i> 1d10 rounds after the item's use, the bearer is beset by a swarm of vermin. Roll 1d4 to determine type: (1) bat; (2) insect; (3) rat; (4) vampire bat. Consult <i>Chapter 9</i> of the <i>Core Rulebook</i> for details on each swarm's description and statistics.
85-86	<i>Embrittling.</i> The user's muscles and bones become sensitive and brittle. Whenever the user takes physical damage use +1 die step.
87-88	<i>Luck sink.</i> The owner loses a permanent Luck point.
89-90	<i>Dulling.</i> The user suffers -2 to initiative for 1d3 turns after each use of the item.
91-92	<i>Mercurial.</i> The item is affected by the user's own variegations. Each wielder must roll on <i>Table 5-2: Mercurial Magic</i> each time the item is used. If the user has a negative Luck modifier, adjust the roll by his Luck modifier x 10%. If the item can be used multiple times per day, apply a cumulative -10% on each roll after the first.
93-94	<i>Enfeebling.</i> The user temporarily loses one Strength point as the item has poisoned him slightly.
95-96	<i>Unstable.</i> The item explodes after use dealing 2d6 damage (DC 13 Reflex save for half) to everyone within 1d6 x 10 feet.
97-98	<i>Muddled magic.</i> The user's ability to focus magic of any kind is hampered for 1d4 turns. If the caster attempts to use magic, whether innate or from another device or item, there is a 20% of failure. If a failure is indicated, there is a further 20% chance that the failure will manifest a minor corruption and/or <i>patron taint</i> .
99-00	Roll twice on this table.

Table A-7: Power Persistence

d%	Result
01-40	1 round/instantaneous.
41-60	1d3+1 rounds
61-70	1 turn
71-80	1d3+1 turns
81-89	1 hour, roll on <i>Table A-6: Eldritch Eccentricity</i>
90-94	1d3+1 hours, roll on <i>Table A-6: Eldritch Eccentricity</i>
95-98	2d4 hours, roll on <i>Table A-6: Eldritch Eccentricity</i>
99-00	Always on, roll on <i>Table A-6: Eldritch Eccentricity</i>



Table A-8: Power Utility

d%	Result
01-25	One time use. That's all folks!
26-45	1d5/month
46-60	1d3/week
61-75	1/day
76-90	2/day
91-97	3/day, roll on <i>Table A-6: Eldritch Eccentricity</i>
98-99	5/day, roll on <i>Table A-6: Eldritch Eccentricity</i>
00	Unlimited, roll twice on <i>Table A-6: Eldritch Eccentricity</i>



Table A-9: Cursed Magic Items

The possessor of a cursed item may not divest themselves of the item under normal circumstances. The possessor must have a *remove curse* spell of sufficient strength cast on the item and then may permanently rid themselves of the item. To determine the way which a cursed item stays with the possessor, roll 1d3: (1) the item is stuck on the possessor and no one can remove it; (2) the discarded item instantly hides itself in their belongings; (3) the cursed item glimmers itself to look like another item owned by the possessor.

d20	Curse (strength)
1	<i>Melancholy (minor)</i> . The owner becomes very depressed. Their initiative, attack and damage rolls, and saves are all at -1d3.
2	<i>Insensate (minor)</i> . Roll 1d3 to determine the sense that the owner is deprived of while afflicted by the cursed item: (1) sight; (2) hearing; (3) taste/smell.
3	<i>Disconnection (minor)</i> . If the user is a cleric, they find it very hard to call upon their godhead for assistance. All divine clerical functions (spells, <i>lay on hands</i> , <i>turn unholy</i> , etc.) have a 1d3 penalty imposed upon the roll. If the afflicted is not a cleric, <i>lay on hands</i> attempts by clerics have the same penalty applied when used on the accursed. The cleric is also obsessed with using his spells and abilities as often as possible.
4	<i>Sleepy (minor)</i> . The item puts the owner into a supernatural sleep that lasts 3d3 hours.
5	<i>Hostility (minor)</i> . This item functions exactly as a Summoning item (see <i>Table A-5: Magic Item Powers</i> , Type III above). Whatever is summoned is extremely hostile and receives a +10 bonus on saves vs binding, charm and control spells.
6	<i>Imprisoning (minor)</i> . When the item is activated, the user is held fast. To determine the nature of the prison roll 1d6: (1) chains; (2) an iron maiden; (3) manacles; (4) barrel; (5) force field; (6) iron mask, iron boots and drunkard's cloak.
7	<i>Targeting (minor)</i> . The wearer attracts missile fire giving anyone a +2 bonus to attack and all missiles do at least 2 points of damage. If the wearer is potentially subject to <i>friendly fire</i> from a missed attack while firing into melee, the chance to be hit is increased to 100%.
8	<i>Sluggishness (minor)</i> . The wearer always goes last in any initiative order. In situations where the party is unaware of danger, the wearer is always surprised.
9	<i>Fumbling (minor)</i> . The wearer becomes quite unlucky in combat. The afflicted uses a d20 to resolve fumbles. Additionally, the fumble range for the owner is increased to 1-3.
10	<i>Vengeful (minor)</i> . The item functions exactly as an Animated item (see <i>Table A-4: Magic Item Powers</i> , Type II above). However, when the command word is spoken it attacks the user dealing at least 2 hit points per round until the curse has been lifted.
11	<i>Bewitched (minor)</i> . For every spell, magical ability or magical item the afflicted employs, there is a 25% chance that the magic malfunctions. An effect could be reversed (i.e. - an <i>enlarge</i> spell is cast as <i>reduce</i>) or its intended target is switched to a different target or a misfire result occurs. The Judge is free to twist the magic any way he sees fit.
12	<i>Baleful (minor)</i> . The afflicted rolls a d3 to resolve fumbles while casting a spell. Additionally, the spell fumble range for the wearer is increased to 1-3. The caster is also obsessed with using his spells as often as possible.

- 13 *Miser's curse (moderate)*. The user and his possessions are transformed into a pile of gold of roughly the same weight. Losing one piece of the afflicted prevents removal of the curse.
- 14 *Impotent (moderate)*. One of the user's ability scores is reduced to 3. To determine the ability score affected, roll 1d5: (1) Strength; (2) Stamina; (3) Agility; (4) Personality; (5) Intelligence.
- 15 *Mummy's curse (moderate)*. The user is affected by a magical rotting disease which permanently reduces the bearer's Agility, Stamina and Personality by 1 point every week. Once one of the three ability scores is reduced to zero, the bearer shrivels and dries, becoming a mummy in 1d10 days. The afflicted must have both *remove curse* and a cleric's *lay on hands* to remove the disease.
- 16 *Misfortune (major)*. The user's Luck score is reduced to 3 while in possession of this item. Furthermore they cannot gain any Luck until the curse is removed. When the curse is lifted roll 1d3: (1) Luck score remains as is, but may be increased as normal; (2) Luck score is restored to the value before being cursed; (3) Luck score is returned to its natural maximum.
- 17 *Waning (major)*. The user and their belongings begin to physically fade and vanish. The process progresses for 7 days until the user is gone forever without trace.
- 18 *Polymorph (major)*. The user and their belongings are instantly transformed by the item. Usually the afflicted is transformed into a harmless animal of some sort (i.e. cat, goat, frog, horse, sheep, etc.), but the Judge may use whatever suits his fancy. To determine the nature of the transformation, roll 1d4: (1) permanent change; (2) change occurs at random and lasts for 4d6 hours; (3) change occurs at a pre-ordained time and lasts for 4d6 hours; (4) transformed into a random creature every hour.
- 19 *Petrification (major)*. The user is instantly transformed into stone with no saving throw. The afflicted must have both *remove curse* and reversed *turn to stone* cast on them to remove the effects.
- 20 *Death*. The owner must make a Fort save (DC = 1d20+10) or instantly die. To determine the exact cause of death roll 1d8: (1) death ray; (2) poison; (3) disintegration; (4) consumed - body and soul - by a god or demon; (5) strangulation; (6) flesh melts; (7) rapid aging; (8) incineration.



APPENDIX B:

ELVEN MERCURIAL MAGIC

A unique set of mercurial magic effects for elves and black-skinned elves. Designed to replace the *dead zone* in the *Mercurial Magic* Tables of the *DCC RPG Core Rulebook*.

41 *Fey*. A feeling of uncontrollable doom creeps over the caster. The caster suffers a 1d4 penalty on all their saves. The *fey* feelings last for 1 round per level of the spell cast.

42 *Lure of power*. This spell has severe psychotropic effects on the caster. The caster has delusions of unlimited power and hegemony over the entire universe. For 1d4 rounds the caster considers themselves an omnipotent godling.

43 *Choral*. The caster has learned this spell in the form of a song. Tone, timbre and emotion dictate the spell result. Use the caster's Personality modifier instead of their Intelligence modifier.

Dark elf: *Grudgeful teacher*. Whomever deigned to teach you this spell added a malicious tracking component. Each time this spell is cast there is a cumulative 1% chance that a dark skinned elf assassin or other such threat will appear within 24 hours to make an attempt on the caster's life. The chance resets to 1% if the threat is dispatched.

44 *Debilitating vulnerability*. The elf's iron sensitivity becomes acute for a number of turns equal to the level of spell cast. Being within 5' of any iron causes the elf to feel weakened and imposes a -1 to their Strength score. Touching iron is agonizing and forces a DC 10 Will save each time they come in contact with the metal. If failure is indicated, the caster convulses in pain and falls prone. He may not act until he rolls a successful saving throw.

45 *Faerie theft*. A random mundane object on the caster's person has its *asëacuיל*, or lifeforce, sapped away by a faerie. The object looks normal until used. At which point, it falls apart revealing glamourous trash, twigs, rocks, scraps of cloth, etc.

46 *Green thumb*. All living vegetative matter within 10' per spell level experiences a spurt of growth. Vegetative creatures caught within this radius heal 1d14 points of damage per spell level. Seeds or other reproductive plant mechanisms sprout and grow. Dead vegetative matter has a 5% per spell level of re-propagating.

Dark elf: *Fungal bloom*. Fungal spores within 10' per spell level germinate into mycelium and grow into full sized fungus in seconds. Fungal creatures caught within this radius heal 1d14 points of damage per spell level.

47 *Patron influence*. This spell was a gift from the elf's patron. Add *patron taint* to any spell fumble result where misfire alone is indicated.

48 *Runic magic*. The caster must trace the *fey* runic symbols for the spell. This doubles casting time with a side benefit of adding the innate power of the runes. A spell taking 1 action to perform now takes a round; a spell with a casting time of a round now takes 2 rounds to complete. The caster's spell receives a +1 bonus to the spell check from the addition of the runes.

Dark elf: *Lumgolit's share*. The power of this spell is partially drawn from spilled blood, a sacrifice to Lumgolit. A quantity of blood with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or *patron taint* (Judge's choice). The sacrifice must either be the caster's own blood or that of a sacrificed, sentient creature.

49 *Crystal casting.* The caster must use a gem with a value equal to 10 gold pieces times the level of spell being cast. Using a gem with a value of 20 times the spell level gives the caster a +1 on the resulting spell check. 100 gold pieces per spell level grants +2 and 500 gold pieces per spell level grants +5.

Dark elf: *Poisoned casting.* The spell requires that the caster have a quantity of poison in order to function normally. The DC save of the poison is divided by ten, rounded down, provides a bonus to the spell check (i.e. a poison with a DC of 16 provides a +1 bonus; DC 22 provides +2). The spell can be cast without this component, but the caster suffers a -4 penalty to his spell check.

50 *No change.* The spell manifests as standard.

51 *Moon-aspected.* The phases of a moon affect this spell. Roll 1d8 to determine ascendant phase: (1) new; (2) waxing crescent; (3) waxing half; (4) waxing gibbous; (5) full; (6) waning gibbous; (7) waning half; (8) waning crescent. During the ascendant phase, the caster uses a die step higher than usual and receives a +2 on the spell check. On the opposed phase, the caster uses a die step lower and suffers -2 from spell checks made during that phase of the moon. All other phases provide a -1 or +1 to the spell check respectively if they match in the waxing or waning phases (new moon is a waning phase and full a waxing phase).

Dark elf: *Wrathful.* Anger fuels the casting of this spell, making for quicker delivery at the price of accuracy. If the casting time for the spell is over 1 action, its casting time is reduced by half. A spell that takes a round to cast, now takes 1 action. A spell that takes a turn to cast, now takes 5 minutes and so on. Wrathful spell checks suffer a -2 penalty. If the spell normally takes an action and the caster has a second action die, they may cast a spell that normally takes a full round as their second action.

52 *Alluring.* Any target(s) of this spell finds the caster attractive and must make a DC 8 Will save or be dazed for 1d3 rounds. Dazed targets can move at half speed but can perform no other actions other than defense.

53 *Call of the wild.* Casting the spell attracts animals and creatures with an Intelligence score of 3 or less. All such creatures within 50' approach the caster as quickly as possible for 1d14 rounds. If the caster uses this spell before the animals disperse, the animals crowd the caster reducing movement to half and imposing a -4 penalty to checks and attacks.

Dark elf: *Dominating presence.* The caster briefly has an appearance that is more commanding, powerful and self-assured. The caster has a +1 bonus in their next social interactions.

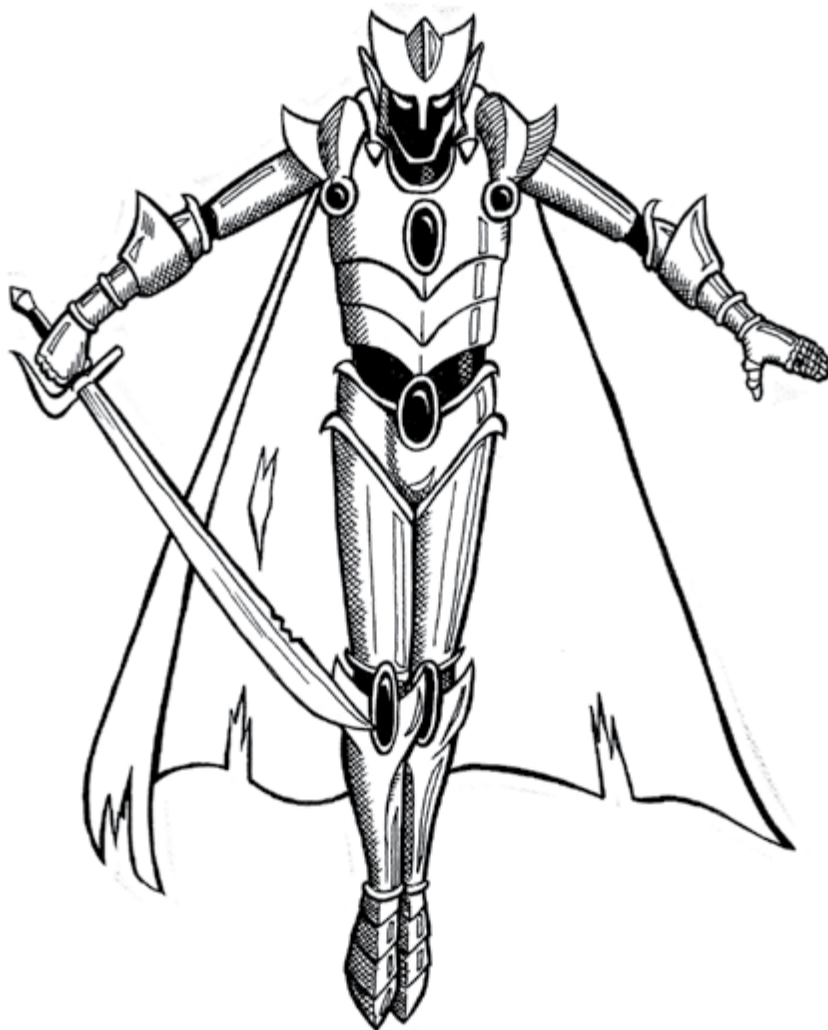
54 *Time Shift.* For the briefest of moments, the caster's perception of time slows. The world shimmers and sparkles as sunlight refracts off immobile motes of dust. Blades of grass and trees limbs sway as if waltzing. The tableau out of Elfland is serene and mind clearing. The caster gains +1 on their next spell check.

Dark elf: *Visions.* The caster experiences brief visions and/or hears words from a demon or their patron. They are usually hints or direction that aid the caster. The caster gains +1 on their next spell check.

55 *Open-air.* The caster rolls 1d24 for spell checks while outside; if cast while in an enclosed space, he rolls 1d16. If the elf's spell check does not use a 1d20, roll a higher or lower die according to the dice chain.

Dark elf: *Underground.* The caster rolls 1d24 for spell checks while underground; if cast while in an above ground he rolls 1d16. If the elf's spell check does not use a 1d20, roll a higher or lower die according to the dice chain.

- 56 *Dancing queen/lord of the dance.* The spell is cast by stepping in time to a complicated and intricate series of movements. The caster adds their Agility modifier and Intelligence modifier to their spell check.
- Dark elf:** *Killing stroke.* The spell is cast into a weapon and may remain in the weapon for a number of rounds equal to the caster's level. The range of the spell is altered to touch and is delivered by successfully striking the subject with a melee or ranged weapon attack.
- 57 *Genii loci.* The natural spirits of the place are awakened by the casting of this spell. Depending on the location and its history, the natural spirits may become conversational, wail in pain, glower menacingly, or attack any creature *invading* their home.
- Dark elf:** *Spider friend.* The caster attracts a venomous spider that will attack enemies within 10' of the caster (Atk +0, 1 dmg + poison) for 1d4 rounds.
- 58 *Sublime beauty.* The spell's manifestation is rendered with such artistry that those who behold the spell must roll a DC 8 Will save or pause in wonder for a round.
- 59 *Faerie gift.* After casting this spell, the elf turns invisible which lasts for 1 round per level of the spell. The effect will end prematurely if the caster attacks another creature either directly or through spellcasting.
- 60 *Preternatural grace.* The caster receives a +1 bonus to AC, missile attacks and reflex saves that lasts for 1 round per level of the spell.



ELVEN THIEF OF FINNGOLRIC



Elves who undertake a *patron bond* with Finngolric are different from their more common magic loving brethren. Many have never had a traditional family nor an elven education. They can cast spells, but rely on their patron more than their own magical talents. They must avoid iron, but have never touched nor donned mithril arms or armor.

Finngolric teaches his devotees a different way. They learn to avoid confrontation and strike with opportunity. They learn of machines and locks and how to circumvent them. They climb and hide and scrounge in order to make their way in the world. They speak and communicate in their own elven slang. They mark their environment with symbols that recommend friendly people and safe places, and warn of danger. In short, they are thieves.

Elven traits: Except where noted below, Elven Thieves share all the traits of an Elf character (e.g. infravision, immune to sleep and charm, bonus to find secret doors, etc.)

Weapon training: trained in these weapons: blackjack, dagger, dart, garrote, longbow, longsword, shortbow, short sword, sling, spear and staff. Elves that follow Finngolric cannot purchase arms and armor made from mithril at standard equipment prices at the start of their career.

Alignment: Elven Thieves of Finngolric must be chaotic.

Magic: Automatically receives the spells *patron bond* and *invoke patron* at 1st level and their bond to Finngolric has successfully taken place. Being able to invoke Finngolric is the only magic a 1st level Elven Thief has. They may learn more spells as they advance, but the rigors of learning and practicing are not for the free folk of Finngolric.

Elven Thieves of Finngolric often prefer spells that assist them in their profession (e.g. *cantrip*, *feather fall*, *invisibility*, *knock*, *water breathing*, etc.), but are free to learn whatever spells suit them best.

Luck and Wits: As per the Thief class except the character doesn't recover Luck after a night of rest. See Finngolric's patron spell *steal luck* for details on how elven thieves might regenerate expended Luck. Elven Thieves of Finngolric do not have a lucky spell.

Thieving skills: As per a Neutral Thief of the same level with the following changes:


- *Forge document* skill starts with +0 at 1st level and progresses to +8 at 10th level.
- *Cast spell from scroll* is only used if the elf attempts to cast clerical spells from a scroll.

Elven Argot: Elves do not learn *thieves' cant* but they do communicate with other elven thieves via their own slang and by inscribing symbols in places for other elven thieves to find.


Table E-1: Elven Thief of Finngolric

Level	Atk	Crit Die/ Table	Action Dice	Spells Known	Max Spell Level	Luck Die	Ref	Fort	Will
1	+0	1d6/II	1d20	1	1	--	+1	+1	+0
2	+1	1d8/II	1d20	2	1	d2	+1	+1	+0
3	+2	1d10/II	1d20	3	2	d3	+2	+1	+1
4	+2	1d12/II	1d20	4	2	d4	+2	+2	+1
5	+3	1d14/II	1d20	4	2	d5	+3	+2	+1
6	+3	1d16/II	1d20+1d14	5	3	d6	+4	+2	+2
7	+4	1d20/II	1d20+1d16	5	3	d7	+4	+3	+2
8	+4	1d24/II	1d20+1d20	6	3	d8	+5	+3	+2
9	+5	1d30/II	1d20+1d20	6	3	d10	+5	+3	+3
10	+5	1d30/II	1d20+1d20	7	3	d12	+6	+4	+3


FAERIE




You are a tiny, mischievous sprite. The big people call you the Fair Folk, the Gentry, Little People or faeries. You live in mounds or great hollowed trees in secluded, sacred forests and hillsides. You live to torment or treat the larger races if they stumble into your territory. Little children dream of finding you but those who do may regret it. Sometimes kind and helpful, at other times known to play mischief (or worse) upon mortals, their actions, taboos, and customs can seem inscrutable and confusing.




Faeries are generally social and gregarious creatures. Faeries that join together in a confederacy are called *trooping* faeries those that do not are known as *solitary* faeries. Trooping faeries are further divided by their morals and supernatural characteristics into the benign *Seelie* Court and the malevolent *Unseelie* Court. The courts are public places to hear grievances, make decisions, and celebrate.



Trooping faeries live communally under mounds or hills, or in Elfland itself. Their social structure closely imitates that of humans with nobles, gentry and servants. All faeries love making music and dancing, even the evil ones, and all troopers enjoy rades (ritualistic processions). Faeries often interact with humans, and many have human ancestry, just as many humans unknowingly have faerie blood in their lineage.



The Seelie Court is filled with the sort of entities that most have heard in fairy tales. The aristocratic caste of Seelie are typically enchanting and beautiful beyond measure. Mortals that set eyes upon them usually fall deeply in love. The Seelie faeries are generally honorable and, while unpredictable to a mortal's sense, tend to defend their homes, the natural world and the otherworld around them.



The Unseelie Court abhor the mortal realm. They seek to harm humans, and delight in bringing woe to all that cross their path. Some are spirits of the restless dead, intent to wreak even more unhappiness from beyond the grave. Unseelie faeries are ugly, malicious, and evil. The Seelie may see responsibility in their magical powers whereas the Unseelie put their passions first and use their power as the ends to every means.

Hit points: A faerie gains 1d4 hit points at each level.

Weapon training: Tiny bows, clubs, daggers, rapiers (treat as a short sword), and spears. Faeries tiny weapons are made from non-ferrous materials like bronze, knapped flint or stone, bone, wood, and, in rare circumstances, mithril. Tiny weapons deal -3d on the dice chain than their humanoid sized counterparts.

Faeries rarely wear armor since it vastly impairs their ability to fly. When they don protective gear, it is usually made of plant materials like tough leaves, bark, or seed/nut hulls.

Alignment: The Fair Folk appear to mortals to be almost exclusively chaotic (and their morals to be capricious and strange), but that is not necessarily the case. Trooping faeries tend more towards lawful and solitary faeries more towards chaotic, but, faeries of any stripe may be of any alignment.

Magic: Faeries are inherently magical beings. More so than humans or elves, they form relationships with natural powers and trade favors amongst themselves. Their spells tend more toward those associated with elemental or fey powers.

Faerie spells are determined randomly like a Wizard's, except they must use *Table F-4: Faerie Spell List* below. In addition to Known Spells in Table F-1, faeries also know the *glamour* and *invoke nature's spirits* spells outlined in *Appendix E: New Spells* above.

Caster level: Caster level is a measurement of an faerie's power in channeling a spell's energy. A faerie's caster level is usually his level as a faerie. For example, a 2nd-level faerie has a caster level of 2.

Night vision: Faeries can see in the dark up to 60'.

Vulnerabilities: Faeries are extremely sensitive to the touch of iron. Direct contact for even a moment causes an intense burning sensation, and exposure at close distances is painful. A faerie may not wear iron armor nor wield iron weapons. Direct, prolonged contact with iron causes 1 hp of damage per round. Being struck with an iron weapon or impliment forces a faerie to make a DC 8 Fort save or lose their



action die for the next round. Luck may not be used to modify this save. If a faerie is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks.

Size bonus: Faeries are fast moving and small. Consequently they are harder to hit and evade attacks and area of effect spells better than bigger creatures. Apply the faerie's size bonus, as shown on *Table F-1*, to their Armor Class and Reflex saving throws.

Size and Combat: Due to faeries' small and fragile physiology, combat with man sized opponents is more deadly. Adjust all damage and effect dice from normal and critical table results up one step on the dice chain. Opponents with Mighty Deed class feature may attempt to Giant Strike and substitute their critical table as per the chart below (damage and effects dice from *Crit Table G* are not adjusted up the die chain as indicated above):

Deed Die	Giant Strike Result
3	1d3 on Crit Table G
4	1d4 on Crit Table G
5	1d5 on Crit Table G
6	1d6 on Crit Table G
7+	1d7 on Crit Table G

Growth: Faeries may grow to humanoid size for a number of turns equal to their level (gear and equipment also changes size). Whilst man sized, faeries lose their ability to fly and forfeit their stealth bonuses. Their base land speed becomes 30. Size bonus no longer applies to their AC and Reflex saves, but is instead applied to their Strength score and hit points. At 5th level a faerie may retain humanoid size indefinitely.

Movement: A faerie has a base land movement speed of 10', as opposed to 30' for humans. However, faeries rarely walk and instead rely on their wings to move quickly from place to place. Faeries have a base flying speed of 40'. Wearing any sort of armor reduces a faerie's flying speed to 20'. Medium armor slows a faerie's flight speed to 10' and heavy armor renders flight impossible.

Stealth: Faeries are quite good at sneaking and hiding. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on *Table F-1*. This can be used in the same manner as a Thief's abilities.

Languages: At 1st-level, a faerie automatically knows Common, the pixie racial language, and one other language. A faerie knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in below in *Table F-5: Languages Known*.

Action dice: A faerie's action dice can be used for attacks or spell checks at any level. At 6th level, a faerie can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check. Note that the results of mercurial magic supersede the action dice, so a faerie with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

Luck: Faeries add their Luck modifier to their *size bonus*.

Seelie/Unseelie Court: Faerie characters must decide to which band of trooping faeries they align, even if they consider themselves to be solitary. In certain circumstances, this cultural allegiance may change, but not without some sort of genesis (i.e. questing, supernatural forces, etc.) Seelie and Unseelie Court members must roll 1d4+1 times on *Table F-6: Seelie Features* or *Table F-7: Unseelie Features* as appropriate.

Faeries at level 0: Faeries are sensitive to iron, are always in their tiny form (with no size bonus, base speed of 10', and base flying speed of 40'), and have infravision of 60'.

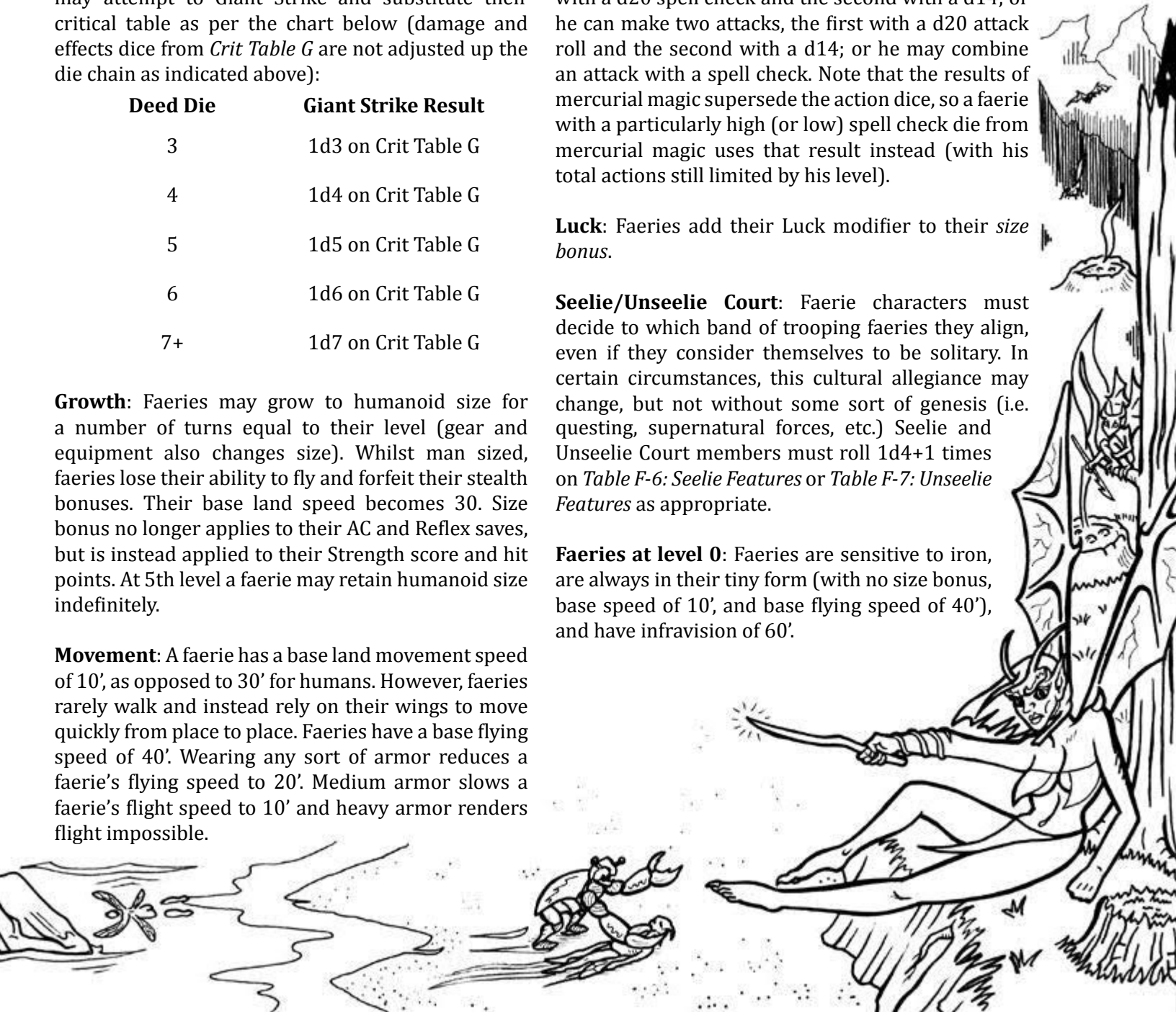


Table F-1: Faerie

Level	Attack	Crit Die/ Table	Action Dice	Known Spells*	Max Spell Level	Fort	Ref	Will	Sneak & Hide	Size Bonus
1	+0	1d5/I	1d20	2	1	+0	+0	+1	+3	+2
2	+1	1d6/I	1d20	3	1	+1	+1	+1	+5	+3
3	+2	1d7/I	1d20	4	2	+1	+1	+2	+7	+4
4	+2	1d8/I	1d20	5	2	+1	+1	+2	+8	+5
5	+3	1d10/II	1d20	6	3	+2	+2	+3	+9	+5
6	+3	1d12/II	1d20+1d14	7	3	+2	+2	+4	+11	+5
7	+4	1d12/II	1d20+1d14	8	4	+2	+2	+4	+12	+6
8	+4	1d14/II	1d20+1d16	9	4	+3	+3	+5	+13	+6
9	+5	1d14/II	1d20+1d16	10	5	+3	+3	+5	+14	+6
10	+5	1d16/II	1d20+1d20	11	5	+3	+3	+6	+15	+7

* Plus *glamour* & *invoke nature* (see Appendix E above).

Table F-2: Faerie Titles

Level	Seelie	Unseelie
1	Brownie	Boggart
2	Sprite	Gremlin
3	Pixie	Hob
4	Puck	Spriggan
5	Seelie	Unseelie

Table F-3: 0-Level Faerie Occupations

d7	Occupation	Trained Weapon	Trade Goods
1	Faerie animal trainer	Tiny club	Bird sized saddle
2	Faerie courtesan	Faerie rapier	Gold ring worth 5gp
3	Faerie huntsman	Faerie dagger	Horn
4	Faerie itinerant	Tiny club	Begging bowl
5	Faerie menial	Rolling pin, soup ladle, etc. (treat as tiny club)	Pat of butter
6	Faerie sentry	Faerie spear	Acorn helmet
7	Faerie troubadour	Faerie dagger	Musical instrument, roll d7: (1) tin-whistle; (2) harp; (3) drum; (4) mouth harp; (5) fiddle; (6) concertina; (7) bagpipes.

Table F-4: Faerie Spell List

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Animal Summoning	ESP	Consult Spirit	Control Ice	Animate Dead*†
2	Cantrip	Detect Invisible	Curse*	Control Fire	Hepsoj's Funcund Fungi
3	Charm Person	Forget	Dispel Magic	Polymorph	Vermin Blight*
4	Chill Touch†	Invisibility	Fly	Remove Curse*	Weather Control*
5	Color Spray	Knock	Gust of Wind	Transmute Earth	(Patron spell)***
6	Darkness*	Levitate	Haste	(Patron spell)***	
7	Enlarge	Locate Object	Planar Step		
8	Force Manipulation	Magic Mouth	Runic Alphabet, Fey		
9	Invoke Patron**	Mirror Image	Slow		
10	Magic Shield	Monster Summoning†	(Patron spell)***		
11	Mending	Phantasm			
12	Patron Bond**	Scare			
13	Read Magic	Wood Wyrding*			
14	Sleep	(Patron spell)***			
15	Second Sight*				
16	Ventriloquism				
17	(Patron spell)***				

* As per cleric spell of same name. On a result of natural 1, the faerie suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** If either *patron bond* or *invoke patron* is rolled, the faerie receives both of these spells, but they count as only one spell slot.

*** Ignore this result if the faerie does not have the spell *patron bond*. If the faerie has that spell, he also gains the appropriate patron spell. Consult your Judge for more information.

† Only available to members of the Unseelie Court of faeries.

Table F-5: Languages Known

Language	Seelie	Unseelie	Kobold	71-74	77-83
Alignment	01-10	1-10	Ogre	75	84-87
Dwarf	11-15	11-15	Centaur	76-80	--
Elf	16-40	16-30	Dragon	81-85	88-92
Halfling	41-50	31-35	Eagle	86-90	--
Gnome	51-60	36-38	Ferret	91-95	--
Bugbear	61	39-48	Horse	96-99	--
Goblin	62-68	49-63	Wolf	--	93-96
Harpy	--	64-66	Spider	--	97
Hobgoblin	69-70	67-76	Undercommon	100	98-100



Table F-6: Seelie Features Table

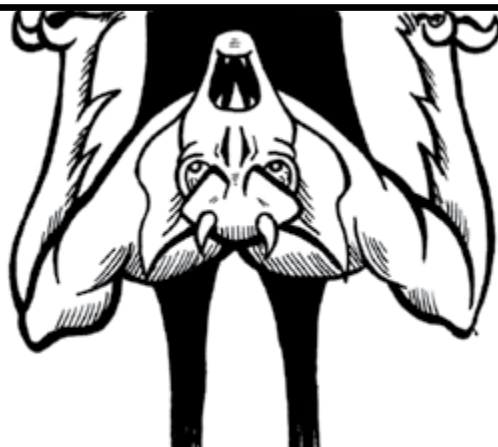
Roll 1d4+1 times:

d20	Feature
1	Butterfly wings
2	Antlers (roll 1d4 for number)
3	Cat eyes
4	Leaf covered skin
5	Glowing skin
6	Long grassy/plant hair
7	Unicorn horn
8	Rabbit ears
9	Hooved feet
10	Goat horns
11	Green skin
12	Beautiful visage
13	Bird feet
14	Rubicund appearance
15	Feathered wings
16	Thorny skin
17	Hair moves on own accord
18	Antennae
19	Radiant eyes
20	Furry mammalian tail
21	Golden skin
22	Dragonfly wings
23	Insect legs
24	Huge eyes

Table F-7: Unseelie Features Table

Roll 1d4+1 times:

d20	Feature
1	Bat wings
2	Horns
3	Cat eyes
4	Clawed hands
5	Pallored skin
6	Sunken eyes
7	Huge fangs/razor sharp teeth
8	No eyes (black pits)
9	Beak mouth
10	Mosquito proboscis
11	Blackened body parts
12	Hideous visage
13	Bird feet
14	Skeletal appearance
15	Weeping blood
16	Thorny skin
17	Covered with boils
18	Antennae
19	Tusks
20	Rat tail
21	Insect legs
22	Covered in open, infected wounds
23	Fetid, resinous coating
24	Bug eyes



Below are a pair of spells that were developed for use with the Faerie class in *Appendix F* (see below). They could also be leveraged as gift spells from fey themed demi-patrons featured in this book. As *invoke nature's spirits* developed, it became apparent that it could be used in many places. As a spell for Clerics of Ildavir or other such gods or beings where nature is one of their domains.

Glamour				
Level: 1	Range: 2' per caster level	Duration: See below	Casting time: 1 round	Save: Will vs. check to disbelieve or see below
General	Faeries are renowned for tricking mortals with faerie gold or spoiling food left out in the open. Often times these effects are created via a faerie's access to <i>glamour</i> . Grass, sticks, pebbles, trash, etc. are magically transformed into stolen things or objects that draw a mortal's interest. Anyone with faerie sight sees a glamoured object for what it really is. Additionally, all glamour effects are immediately dispelled upon contact with iron.			
Manifestation	See below.			
Corruption	N/A.			
Misfire	Roll 1d4: (1) the caster's clothes unravel and turn into a heap of string and cloth; (2) all milk products within 100' per caster level curdle and/or spoil; (3) 1d10 gp worth of the caster's currency and/or valuables disappear; (4) the caster's skin turns a random color for 1d5 days.			
1	Lost, failure, and misfire.*			
2-11	Lost. Failure.			
12-13	The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. - a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of hours equal to the caster level.			
14-17	The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. - a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of days equal to the caster level.			
18-19	The caster alters the appearance of a small or medium item or a collection of items into whatever he wishes (i.e. - a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of weeks equal to the caster level.			
20+	The caster alters the appearance of a small, medium or large item or a collection of items into whatever he wishes (i.e. - a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, a cave entrance disappears, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts until dispelled.			

* This spell could potentially be granted by a fey patron. Alboran, Reidmar are suitable candidates for such a boon. If the spell is granted to a character through patronage, change the *misfire* to *patron taint* in the fumble spell check result.

Invoke Nature's Spirits

Level: 1

Range: Varies

Duration: Varies

Casting time: 1 round

Save: None

General

Faeries have an innate connection to the natural world around them. They both serve and are served by the spirits and forces of nature. Faeries can call upon the *genii loci*, or spirits of the place, to aid them in times of need. Faeries never forget a favor granted and always repay their debts.

Each time this spell is used, the caster must act with reciprocity to the granting spirit(s). The nature of the gift is such that, without repaying the debt, the cosmos is aware that it and everything in it, is due some sort of action that rebalances the universe. Roll 1d10 and consult the table below. Judges may opt to create or alter results to fit their campaign.

Calling on the spirits of a place requires at least one point of *spellburn*, which is added to the final spell check. Unlike other spells, casting *invoke nature's spirits* allows the caster to choose any result at or below the spell check.

d10	Reciprocity result
1	The caster must protect a sacred hedge from mortal incursion. The issue could involve a simple agreement from mortals or lengthy and difficult bargaining. Obstinate individuals could require harsher measures...
2	Menhirs or standing-stones in the area need attention and maintenance. In some cases, a new monolith may need to be installed and attuned to the landscape. The task will take 1d24 days to complete.
3	The locale's primary water source has been diverted, befouled, or blocked. The problem may take 1d6 days to find. The fix might be as simple as physically removing the cause of the blockage or may require magic or intervening in something's plan.
4	A local spirit has been magically sequestered by a wizard or other wielder of magic for their own nefarious ends. The spirits ask the caster to free their fellow from his clutches.
5	A local spirit or creature has been badly wounded and needs the caster's assistance. 1d5 days of vigilant medical care are required to nurse it back to health.
6	A blighting force has been introduced mundanely or magically into the area. The caster must investigate and destroy the cancerous affliction or the spirits of the place may be forever altered.
7	The energy forces of the locale need re-harmonization. Rocks, vegetation, river banks, etc. must be cared for with complex ceremonies and rustic observances. The tasks take 2d30 days to complete and may need to be finished within a deadline.
8	Something is siphoning the magical essence of the place either mistakenly or with malice. The spirits beg the caster to end the torment and restore nature's balance.
9	A local spirit is incensed and aggrieved at generations of exploitation and abuse at the hands of mortals. While the damage done is irreversible, the caster must spend days tending to the spirit's inconsolable state. This process takes 1d20 days and leaves the caster mentally exhausted (expressed as 1d6 Personality loss).
10	Some humanoids have recently moved into the area and have been exploiting the local resources to the fullest extent. The spirits of the place beseech the caster to remove them by any means necessary.

Manifestation

See below.

Corruption	Roll 1d8: (1) caster takes on a physical trait from the locale where the spell was cast such as gravelly voice, twiggy facial hair, red sunburnt complexion, etc.; (2) spirits of nature are drawn to the caster and domesticated animals feel uneasy around him; (3) caster must meditate on the natural elements of their surrounding for 1 hour each morning; (4-5) minor corruption; (6-7) major corruption; (8) greater corruption.
Misfire	Roll 1d4: (1) the caster summons forth 1d10 1 HD creatures, elementals or spirits that are not under his control and immediately attack all interlopers; (2) instead of summoning creatures, the caster sends himself to a dark, dank cave where he must spend 1d4 rounds fighting an unknown monstrous opponent (Judge's discretion at 1d4 HD) before returning wounded and bloody; (3) a slumbering and malignant force is released from its imprisonment; (4) nothing happens, but the debt of reciprocity (see above) is still due.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + <i>patron taint</i> , (1-2) corruption, (3) <i>patron taint</i> (or corruption if no patron), (4+) misfire.
2-11	Lost. Failure. The <i>genii loci</i> will not respond to further castings of this spell for 24 hours.
12-13	The spirit or elemental called upon grants +1 to all checks/saves relating to its domain or element for the next 4 hours.
14-17	The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to disappear into undergrowth without a trace. Tracking the faerie is nigh impossible as plants and elemental forces mask the caster's passing. Finding the concealed fey requires skill checks of DC 30. The caster is traceless for 8 hours.
18-19	The spirit or elemental called upon grants +2 to all checks/saves relating to its domain or element for the next 12 hours.
20-23	The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to alter the landscape as his enemies move through it for 1 day. All who tread in the vicinity of the caster become lost, mistaking one direction for another. Anyone skilled in tracking or with significant outdoors skills may attempt to find their way, once an hour, with a DC 30 check.
24-27	A small elemental spirit creature becomes visible and aids the caster. A tiny gnome (earth), undine (water), sylph (air), or salamander (fire) serves the caster for a number of days equal to the caster's level. The elemental spirit is treated as a familiar for the duration of the spell, granting extra hit points, +1 to all checks/saves relating to their element, and other abilities, drawbacks, and details as outlined in <i>Chapter 7</i> of the <i>Core Rulebook</i> . Roll 1d20+10+CL+Int modifier and consult <i>Table 7-4: Familiar Type</i> in the <i>Core Rulebook</i> to determine the familiar's exact type (Guardian, Arcane, or Focal). Unless the caster is from the Unseelie Court, ignore Demonic familiar results.
28-29	A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d3 turns. The creature is the equivalent of a 4HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with <i>dispel magic</i> or by powerful magic.

30-31

The earth itself permits the caster to tap into its boundless strength. For the next 24 hours the caster may grow to man size at will. The transformation takes a full round and lasts 1 round per caster level, at which point they return to normal size. If the caster is already man size, no change in size occurs. His skin hardens and turns stony, he gains +4 to AC and a natural Strength of 18. His Agility cannot be higher than 9, his movement is reduced to 15', and he cannot swim. If the caster is a faerie, he gains the normal benefits of increased size in addition to those listed above.

32+

A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d6 turns. The creature is the equivalent of an 8HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with *dispel magic* or by powerful magic.





APPENDIX E: PATRON REVELATION SHEETS

These Patron Revelation Sheets are for the bonded wizards and elves in your campaign. The players may keep track of results from *invoke patron* or the patron spells they've been taught. The player can also record *patron taints* and other long term effects from their extended contact with supernatural beings.



Patron Revelation Sheet

Character Name: _____

Patron Name: _____

Patron Areas of Influence: _____

Patron Bond Location: _____

Patron Bond Spell Check Result: _____

Invoke Patron Attempts: _____ of _____ per _____

Invocation Ritual: _____

Invoke Patron Results: _____

Patron Spellburn Results: _____

Talent
Tracker

Patron Taints Obtained:

Patron Spell: _____

In Grimeire ☐

Patron Spell: _____

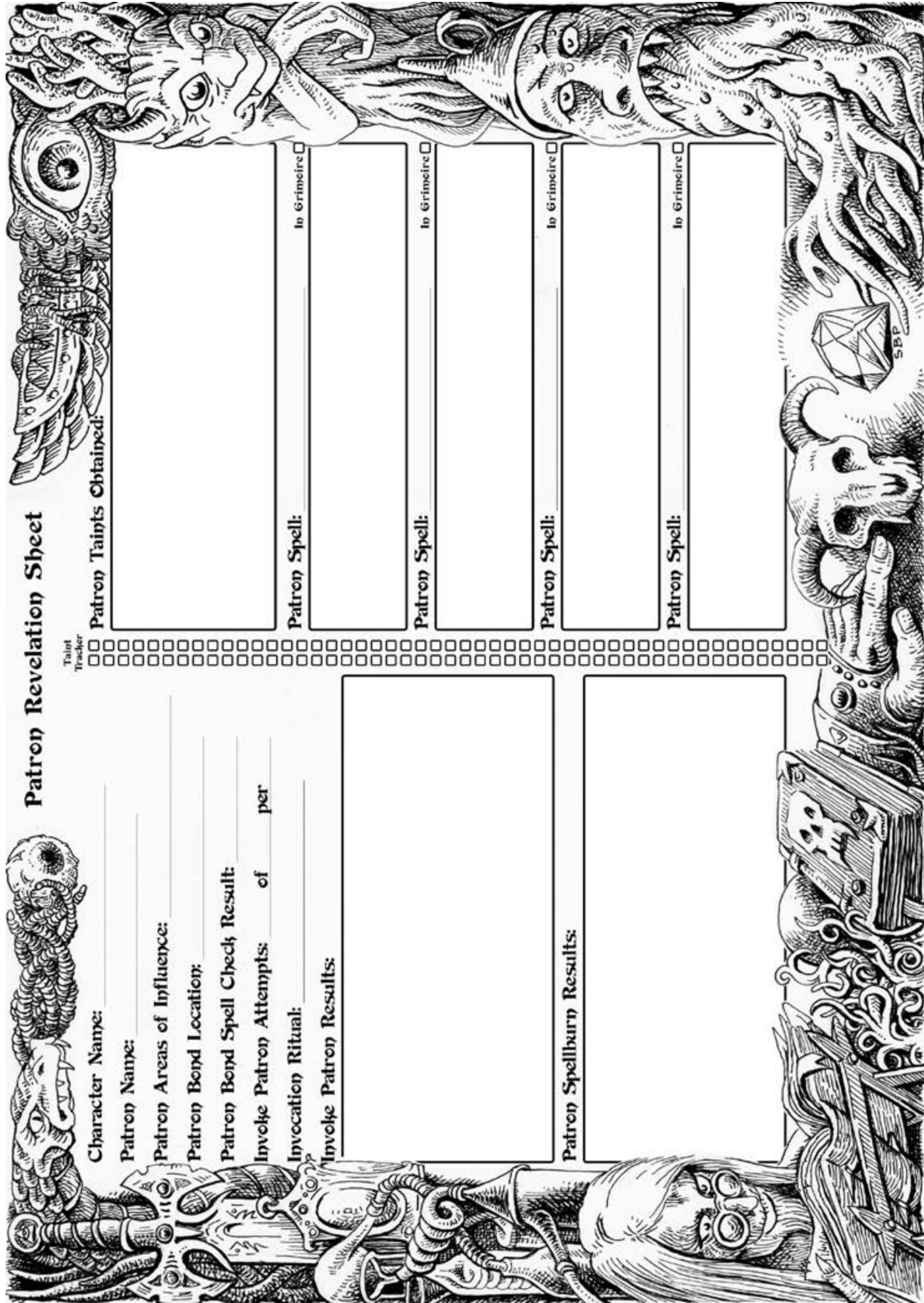
In Grimeire ☐

Patron Spell: _____

In Grimeire ☐

Patron Spell: _____

In Grimeire ☐



Trachys

Invoke Patron Results:

10 Grimpire

In Grimpire ☐

In Grimoire

In Grimeire

7HULSBP
VJGCH3VB
GFLM4L6
R00XTEH
LOHGM1-B
00E167FIN-XHY

10E GE
 3Z ZET
 100Z E
 SPB
 2017



Patron Revelation Sheet

Character Name: _____
Patron Name: _____
Patron Areas of Influence: _____
Patron Bond Location: _____
Patron Bond Spell Check Result: _____
Invoke Patron Attempts: _____ of _____ per _____
Invocation Ritual: _____
Invoke Patron Results: _____

Patron Spellburn Results:

Taint Tracker

Patron Taints Obtained:

Patron Spell:

To Grimoire ☐

Patron Spell:

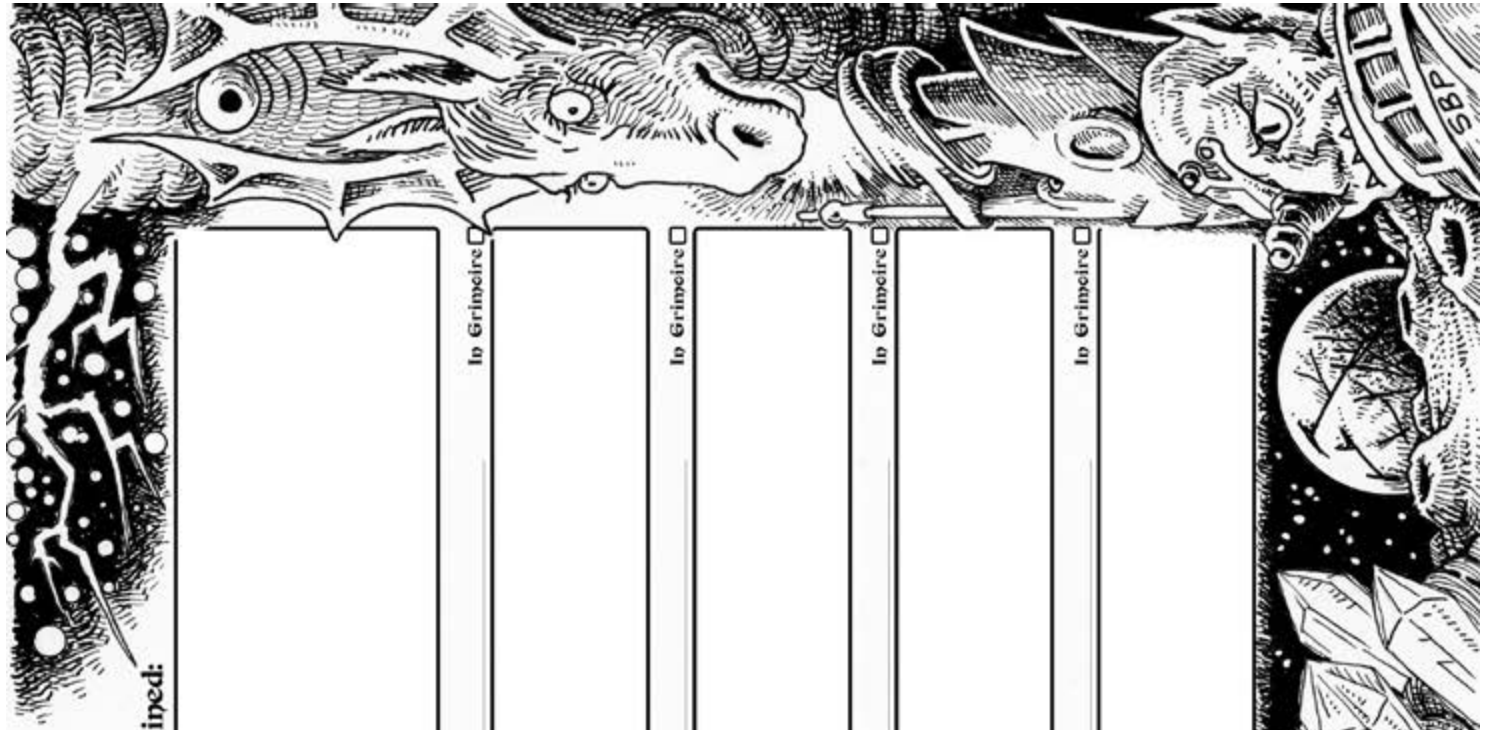
To Grimoire ☐

Patron Spell:

To Grimoire ☐

Patron Spell:

To Grimoire ☐



Patron Revelation Sheet

Character Name: _____

Patron Name: _____

Patron Areas of Influence: _____

Patron Bend Location: _____

Patron Bond Spell Check Result: _____

Invoke Patron Attempts: _____ of _____ per _____

Invocation Ritual: _____

Invoke Patron Results:

Patron Spellbourn Results:

Trainer

Patron Taints Obtained:

Patron Spell: _____

To Grimeire ☐

Patron Spell: _____

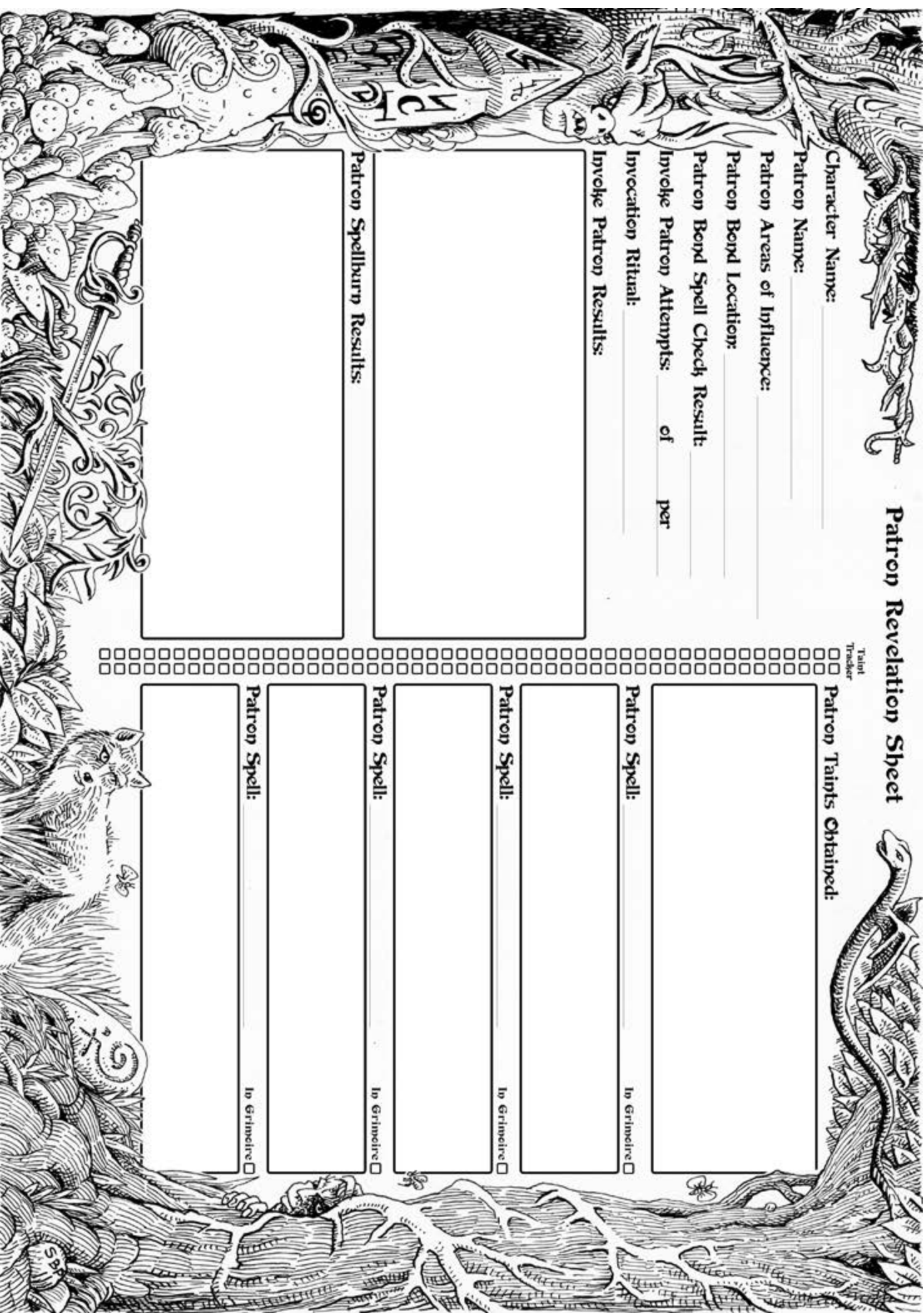
In Grimeire ☐

Patron Spell: _____

To Grimelmeir ☐

Patron Spell: _____

In Grimeire ☐



THE FAERIE RING

By Mark Green



The Faerie Ring is a collective of faeries. Individual faeries are magical but not hugely powerful, however, when gathered together, their power is multiplied many-fold. All faeries are able to come forward and be part of a collective, but they are fickle creatures who owe no allegiance to anyone. They don't generally form a ring themselves, but it is by forming, or drawing, or in some way creating a ring, that they are called upon.

Faeries are, by their very nature, chaotic, but The Faerie Ring is willing to be patron for all alignments as they believe they can bring laughter (and spiteful vengeance) to all.

Faeries seen during the day are joyous and happy, at their very best when dancing in a summer meadow with the sun shining brightly and a gentle breeze rustling the leaves in the woods. However, at night, if you're unlucky enough to see faeries then you'll likely find them turning to mischief and spiteful vengeance. This is the dichotomy at the heart of faerie culture. It's unclear to outsiders if this is two breeds of faeries, or whether they have dual personalities, most people are not brave enough to dig too deep on this.

However, one thing which unites faeries is that the power of the Faerie Ring peaks at the summer and winter solstices providing a +2 bonus on any *invoke patron* or *patron* spells on those days.

In fields and woods around the countryside, you may find evidence of invocations of The Faerie Ring in the form of circles of fungi, the residue of faerie magic seeping into the earth where the invocation was held.

The faeries themselves don't like to venture too far from the woods - their natural home, where their powers are the strongest, but they can be called upon anywhere that things growing in the earth or especially where living wood can be touched.

The *patron bond* ceremony to bond with the Faerie Ring must be held amongst nature, away from man-made (and elf-made, dwarf-made or halfling-made) structures. +2 to the *patron bond* result if the ceremony is held at either the summer or winter solstices.

Invoke Patron check results:

- 12-13 The Faerie Ring grants a +6 to the caster's AC for one round, or a single enemy's AC can be reduced by -4 for an entire round. This power can be stored and activated at any point but is lost when the caster sleeps.
- 14-17 The Faerie Ring will deflect a single attack on the caster against someone else (ally or foe) at random within 10' or the attacker if no-one else is within distance. The caster can choose when this power is activated, waiting to know that an attack would have hit him before doing so – even if it is a critical hit. This power can be stored and activated at any point but is lost when the caster sleeps.
- 18-19 The caster gains the speed of a faerie and +1 AC for 1 round, able to dart from one place to another seemingly instantaneously. Up to 40' can be travelled, but this cannot be directly through solid objects (i.e. cannot go through walls), but can go over/under tables as long as there is enough space for someone of the caster's size.

- 20-23 As 18-19, but the caster gains this ability for 1 turn.
- 24-27 As 20-23, but the caster gains +3 AC during this time, and can move through spaces as small as faeries could (approx 6" diameter).
- 28-29 Faeries seem to materialize around the caster's enemies and begin to pester them for up to 1 turn. The faeries do no physical damage, but opponents must pass a DC 14 Will save, each round or be too distracted to attack anyone, being preoccupied attempting to swat the insubstantial faeries.
- 30-31 Faeries appear and swarm all over the caster, lifting him into the air. The caster can control the movement of the faeries by thought, as they fly him around for 1 turn. During this time the caster gains a flying mode with a speed of 120' and +6 AC.
- 32+ The Faerie Ring turns up en masse and bears the caster and up to 6 allies aloft (as in 30-31 above). Each character so affected has control of their own movement and gains a flying mode with a speed of 120' and +6 AC for 1 turn.

PATRON TAINT: THE FAERIE RING

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	Away with the Faeries: The caster develops a distaste for built-up areas (villages, towns, cities) and suffers a -1 to all saves when in them. This sense of claustrophobia gets worse on subsequent rolls of this result, to a maximum of -5 on the 5th time.
2	Far Away with the Faeries: The caster is at home in natural settings (woods, meadows, jungles, mountains, even deserts). This sense of peace grants the caster +1 on all Saves when in these environments. This sense of well-being gets better on subsequent rolls of this result, to a maximum of +5 on the 5th time.
3	Faerie Wings: The caster develops a pair of wings on their back. The wings are small and flimsy, unable to bear the caster in flight, and can still be hidden under normal clothes. On the second time this result is rolled, the Faerie wings grow but are still flimsy and unable to bear the caster in flight, however they cause pain and discomfort when anything heavier than silk is worn over them, -1 Stamina for the duration. On the third time this result occurs, the wings grow and now cannot be covered. Clothing must be made to accommodate them. The wings are now large enough to bear the caster in a glide, from height, but are not strong enough for proper flight. On the fourth occurrence, the wings grow strong enough to bear the caster, who can now fly for up to 40' every other round (faeries don't do sustained flight, they dart from place to another).
4	Courting Faeries: The caster is obliged to carry out a favour for The Faerie Ring. The first time, the favour will be local (within 10 miles) and will be about causing minor mischief (which could of course, get the caster into big trouble). The second time, the favour may be further afield, and will still be mischievous in nature, but will have a hint of blood involved, with someone needing to be injured in humorous circumstances. The third time, the favour will be about spiteful vengeance and could be anywhere in this world, or the next. It will likely involve someone having to die in an embarrassing manner. The Judge's humour is the final arbiter on what is humorous or embarrassing.

- 5 ***Courting Disaster:*** The caster hears the unmistakable laughter of faeries being amused, but nothing visible happens at that moment. The caster's fumble range is increased by 1 until the next time he fumbles, when it returns to normal. Every further time this result is triggered, the caster's fumble range increases by another 1 (i.e. 2nd time, range is increased by 2, 3rd time by 3, 4th time by 4, with no cap on repeat results).
- 6 ***Schadenfaerie:*** The caster feels compelled to do mischief. If this is not carried out to The Faerie Ring's satisfaction (aka the Judge's amusement) within 1 turn, then the caster's fumble range increases by 1 for 1 month as the faeries have their own fun with the caster. Every further time this result is triggered, the amount of mischief required increases and the time increases by 1 turn. Failure on subsequent results also increases the penalty, with the caster's fumble range increasing by 2 for 2 months on the second time, 3 for 3 months on the third time, and so on up to a maximum of 5 for 5 months.

PATRON SPELLS: THE FAERIE RING

The Faerie Ring grants three unique spells, as follows:

Level 1: *Faerie laughter*

Level 2: *Faerie friends*

Level 3: *Faerie shield*

SPELLBURN: THE FAERIE RING

The faeries of The Faerie Ring value Agility above all other abilities, and will not accept Agility score reduction for *spellburn*. 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	Only visible to the caster, a Seelie and an Unseelie faerie settle on either shoulder. Whispering in the caster's ear, they offer either the chance to <i>spellburn</i> Luck for double the requested amount, or the option to gain +4 <i>spellburn</i> by accepting an increase of 1 to the caster's fumble range for 1 day.
2	A cloud of faeries surround the caster, stinging, biting, and slashing at him for the result of equivalent ability score loss.
3	The <i>spellburn</i> damage is received by the caster as portions of his body becoming semi-transparent and insubstantial, almost as if it is passing into the Faerie Realm. The caster regains full corporeality once the <i>spellburn</i> damage is healed.
4	The Faerie Ring is willing to grant up to 12 points of <i>spellburn</i> without attribute loss if the caster is willing to permanently swap one spell of his choice for an unstated spell which will be selected by the faeries (chosen by the Judge). If the caster swaps a level 1 for a level 1 then 3 points of <i>spellburn</i> are offered, a level 2 for a level 2 then 6 points of <i>spellburn</i> are offered, a level 3 for a level 3 then 9 points of <i>spellburn</i> are offered, or a random one of the caster's spells for a random (not necessarily the same level) spell then 12 points of <i>spellburn</i> .

Faerie Laughter

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 round	Save: Will vs. check
General	The caster's opponents are rendered incapable as the faeries forcibly share their unique sense of humour.			
Manifestation	Faeries can find most things funny, from toilet humour to slapstick, from smutty doggerel to double entendres, but their favourite by far is schadenfreude. As laughter echoes around the caster, faeries come and go, in their own individual stand-up routines, desperate to impress each other at the expense of the caster's opponents.			
1	Lost, failure and, <i>patron taint</i> .			
2-11	Lost. Failure.			
12-13	Feet are tripped, clothing is pulled down, the faeries enjoy physical comedy. A single creature of the caster's choice within 50' must make a DC 15 Ref save or be so embarrassed and distracted that they lose their next action.			
14-17	1d6 opponents within 50' of the caster are afflicted by the faeries' attempts at physical comedy and must each make a DC 15 Ref save or be so affected that they lose their next action.			
18-19	Up to 4d6 HD of opponents within 50' of caster are afflicted by the faeries' attempts at physical comedy and must each make a DC 15 Ref save or be so affected that they get no action for 1d3 rounds.			
20-23	Whispering in ears, flashing of images, the faeries introduce a single creature, of the caster's choice within 100', to their compelling brand of humour. The creature must make a DC 18 Will save or feel unable to do anything but laugh/cry/grimace/guffaw for 1d3 rounds.			
24-27	1d6 opponents within 100' of the caster are subjected to the faeries' unrivalled comedy show and must each make a DC 18 Will save or be so excited/humoured/disgusted that they get no actions for 1d3 rounds.			
28-29	Assailed by the faeries' physical, verbal and visual comedy, all opponents within 100' of the caster must each make a DC 18 Will save or become entranced, unable to tear their eyes away from, or close their ears to, the faeries' routines and must suffer no action for 2d3 rounds.			
30-31	One creature of the caster's choice within sight of the caster is assailed by the full majesty of the mirth making faeries. Unless they make a DC 20 Will save, they are rendered incapable for 1d7 days, their senses incapable of fully processing the horror and humour that the faeries are showing them. If the DC 20 Will save is successful then the creature simply loses their next action.			
32+	Up to 2d6 HD of creatures of the caster's choice within sight of the caster are assailed by the full majesty of the mirth making faeries. Unless they each make a DC 24 Will save, they are rendered incapable for 1d30 days, their senses incapable of fully processing the horror and humour that the faeries are showing them. If any creature successfully makes their DC 24 Will save then they simply lose their next action.			

Faerie Friends

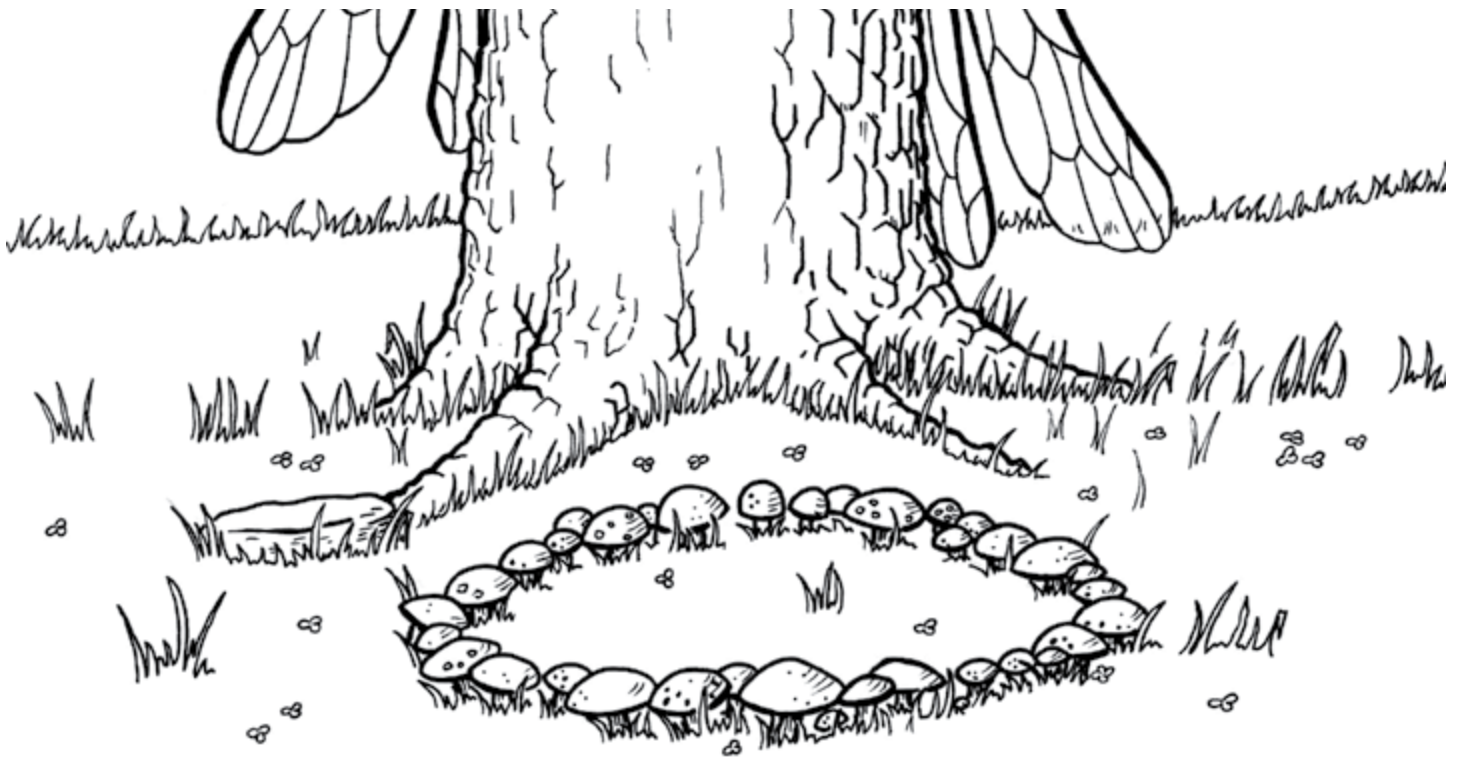
Level: 2	Range: Varies	Duration: 2d6 rounds	Casting time: 1 round	Save: None
General	The Faerie Ring allow the caster to summon some of their woodland friends, from vicious squirrels to a treant.			
Manifestation	The caster hops and skips around, dancing like a faerie as they call upon the Faerie Ring to send their friends to his aid.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-13	Failure, but spell is not lost			
14-15	<p>A nest of mice, covering a circular area approximately 20' in diameter, scurry up from the ground within 50' of the caster. The swarm attacks anyone except the caster. The caster can direct the cluster.</p> <p>Mice Swarm: Init +1; Atk swarming bite +4 melee (1d4); AC 10; HD 8d6; HP 40; MV 30'; Act 1d20; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +4, Ref +4, Will +0; AL N.</p>			
16-19	<p>A dray of 1d6 red squirrels spring past the caster and attack his enemies. Scurrying, leaping, they move quickly and harry relentlessly.</p> <p>Red Squirrel: Init +4; Atk bite +1 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +2; AL N.</p>			
20-21	<p>A cete of 2d6 badgers erupt from a hidden sett and launch themselves unremittingly on the caster's foes.</p> <p>Badger: Init +2; Atk bite +4 melee (1d6+2); AC 12; HD 2d6; MV 40'; Act 1d20; SV Fort +1, Ref +1, Will +3; AL N.</p>			
22-25	<p>A sounder of 3d6 wild boar charge past the caster and attack his enemies.</p> <p>Wild Boar: Init +2 ; Atk bite +6 melee (1d8+2) or tusk + 2 (2d6+2); AC 14; HD 2d6; MV 40'; Act 1d20; SV Fort +4, Ref +1, Will +2; AL N.</p>			
26-29	<p>A chain of 4d6 lynx form a circle around the caster, treating him as one of their own and willing to do his bidding.</p> <p>Lynx: Init +5; Atk bite +6 melee (1d6+2); AC14; HD 2d6; MV 40'; Act 1d20; SV Fort +4, Ref +4, Will +3; AL N.</p>			

- 30-31 The squealing bugle of Vailean, mightiest of all Bull Elks reverberates around the caster before he charges in, attacking all the caster's foes with his enormous antlers and powerful kicks.
- Vailean, the Mighty Elk:** Init +5; Atk antlers +2 melee (3d3+3), kick +6 melee (1d6+2); AC 14; HD 6d8; MV 40'; Act 2d20; SV Fort +8, Ref +8, Will +3; AL N.
- 32-33 Coinneach, Prince of Bears roars onto the scene to aid the caster.
- Coinneach, Prince of Bears:** Init +2; Atk bite +6 melee (2d6+6) or claw +10 melee (1d8+5); AC 15; HD 12d6; MV 40'; Act 2d20; SP +4 Crit Table M: Monsters; SV Fort +10, Ref +2, Will +6; AL N.
- 34+ The enormous, ancient, moss covered Lord Domhnall of the Treants, friend and protector of the faeries appears within 100' of the caster and will do the bidding of the caster.
- Domhnall, Treant Lord:** Init -2; Atk grab and bite +10 melee (3d8+6) or grab and constrict +16 (1d12+6); AC 18; HD 8d12; MV 20' (but with 60' reach); Act 2d24; SP critical on 20-24, Crit Table G: Giants, spells (+8 spell check): *animal summoning, fire resistance, magic bulwark*; SV Fort +14, Ref +6, Will +14; AL N.

Faerie Shield

Level: 3	Range: Varies	Duration: Varies	Casting time: 1 action	Save: None
General	Faeries invisibly interfere, either a caster's enemies are afflicted with increased fumble ranges for a time, or the caster and his allies receive increased Critical Ranges for a duration.			
Manifestation	In the corner of the eye, a faint movement. Almost audible, a tinkling laugh. There, but never quite there, Faeries wreak bloody, but always humourous (to them), havoc.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost, failure.			
12-15	Failure, but spell is not lost.			
16-17	The caster targets a single creature within 50'. A faerie stalks this creature's every move, waiting for it to attack. For 1 round the creature suffers a fumble range increased by 2 points (i.e. if it normally fumbles on a 1, then it now fumbles on a 1-3), as the faerie seeks the most opportune moment to interfere.			
18-21	For 1 round, the caster, or an ally of his choice within 50', has their critical hit range increased by 3 points (i.e. if their normal critical hit range is 20, then it becomes 17-20), as a faerie teases targets into the path of the attacks.			
22-23	All opponents within 50' of the caster are at an increased risk of fumbles as faeries take this opportunity to have fun at their expense. Opponents so affected have their fumble range increased by 2 points (i.e. if it normally fumbles on a 1, then it now fumbles on a 1-3) for 1d3 rounds.			

- 24-26 For 1d3 rounds, the caster, and all allies of his choice within 50', has their critical hit range increased by 3 points (i.e. if their normal critical hit range is 20, then it is now 17-20), as faeries guide weapons and steer enemies into the path of the attacks.
- 27-31 All opponents within 100' of the caster are at an increased risk of fumbles as faeries flock to enjoy themselves at others' expense. For 1d6 rounds, opponents so affected have their fumble range increased by 4 points (i.e. if it normally fumbles on a 1, then it now fumbles on a 1-5).
- 32-33 The caster, and all allies of his choice within 100', gain a critical hit range increase of 5 points (i.e. if their normal critical hit range is 20, then it is now 15-20) for 1d6 rounds, as Faeries work together to add force and accuracy to the caster and allies' weapons.
- 34-35 For 1d6 rounds, all opponents within 100' are at a 4 point increased risk of fumbles (i.e. if it normally fumbles on a 1, then it now fumbles on a 1-5), whilst the caster and his allies within 100' all enjoy a critical hit range increased by 5 points (i.e. if their normal critical hit range is 20, then it is now 15-20).
- 36+ For 1d6 rounds, the Faerie Ring itself appears. Faeries are everywhere, flitting around the caster's opponents, pointing out their weakest spots, deflecting weapons and missiles into their target's most vulnerable spots, and pulling headgear over eyes, undoing footwear fastenings, tying straps together and generally making it incredibly difficult for the caster's opponents to successfully attack. For the duration, the caster and all allies within 100' gain +10 to all attacks, with a critical hit range increased by 5 points, but all allies (not the caster) also suffer a fumble range increased by 3 points (sometimes the Faeries just can't help themselves!). All opponents within 100' of the caster are also at an increased risk of fumbles. These opponents attack at -5 and have their fumble range increased by 4 points (i.e. if it normally fumbles on a 1, then it now fumbles on a 1-5) for the duration.



GLORIANA, FAERIE GODMOTHER

By Daniel J. Bishop

Many of the faerie folk take a sidelong interest in human affairs. Often, this interest lasts but for an encounter, but sometimes a faerie becomes interested in mortals for their entire lifetimes, which is still a fleeting interest in the aeons-long existence of the fae. Such a creature is Gloriana, who sometimes aids Wizards and Elves, and has become the godmother of several mortal children - both with, and without, a formal Patron Bond spell. A mortal with Gloriana as a Faerie Godmother, but who is not actually magically bonded to her, cannot cast *Invoke Patron*, but such a relationship may explain an unusually high Luck score!

Gloriana, when she appears, comes either in the form of a faerie queen - tall, regal, and impeccably dressed - or in the form of a wizened old grand-dame hobbling on a black cane. Indeed, many of her godchildren are unaware that "Grandma Glory" is a powerful Faerie Lord. For all that Gloriana means well, faerie folk are most often on the side of Chaos, or Neutral at best, and her help sometimes backfires as random chaotic elements creep in. The more powerful the aid she gives, the greater the chance that something will backfire.

Gloriana's ceremony must take place in the near vicinity of a newborn infant. Once the infant is even three months old, it is too late, and a younger child must be sought out.



***Invoke Patron* check results:**

- 12-13 Have you any idea how many children, princesses, and young lords Gloriana must oversee? Burdened beyond measure, the Faerie Godmother has little time to do more than send a bit of luck the caster's way - the caster gains a pool of 4 additional Luck points that can be burned normally, or fade within 10 minutes if unused. These do not add to the character's permanent Luck score.
- 14-17 Gloriana has a moment to see to the caster's problem. Looking in her magic mirror, the Faerie Godmother causes a minor transformation that alters matters in the caster's favour. This can affect up to 4d6 objects, and can include things like transforming normal weapons into brooms, turning a pumpkin and some mice into a coach-and-four, or causing a tree to fall across a raging torrent, transforming itself into a bridge as it falls. These transformations all end (1-2) at midnight, (3-4) at the next full moon, (5) after 1d4 rounds, or (6) at the most inconvenient time possible (Judge's decision).
- 18-19 Gloriana has a free moment, and sends a magical whirlwind about the caster's most powerful foe, automatically causing 2d6 damage (Reflex save DC 20 for half), and transporting the foe 1d24 miles away (Will save DC 20 negates). There is a 1 in 20 chance that this whirlwind affects a random ally by mistake.
- 20-23 Gloriana watches the encounter in her magic mirror, lending the caster and his allies what aid she can. In effect, the caster gains a +2 bonus to all attacks, skill checks, and spell checks until the current crisis is resolved (and Gloriana loses interest) - the judge determines when the encounter is over or Gloriana stops watching (4d6 rounds or until the current situation resolves itself). Moreover, the caster's allies each gain a +1 bonus to attacks, skill checks, and spell checks. However, a natural 1 or 2 is treated as a natural 1 for purposes of spell checks, divine disapproval, and attack rolls made by the caster and his allies, and any fumble die is rolled at +1d on the dice chain. Sometimes, Gloriana's *aid* gets in the way!

- 24-27 Gloriana watches the characters in her magic mirror, lending the caster and his allies aid in the form of a +2 bonus to all attacks, skill checks, and spell checks for 1d10 minutes. There is a 1 in 16 chance that a magical backlash occurs at the end of this period, causing a –2 penalty to these same checks for the next 1d10 minutes. Gloriana, of course, is no longer watching at this time.
- 28-29 Gloriana sends aid in the form of a swarm of small animals, magically animated objects, tiny fey, or similar helpers, who appear in 1d5 rounds and remain for 8d6 rounds. Each round, they inflict 1d3 points of damage on all of the caster's foes, who must make a DC 15 Will save to take any action other than duck and cower, or attack the helpers which are immune to attacks. There is a 1 in 10 chance that they will attack the caster's allies in the same manner for the remainder of the duration if all foes are dispatched or flee. In this event, the caster may attempt a DC 20 Will save each round to send them away.
- 30-31 Gloriana sends aid in the form of one or more unicorns. 1d7 unicorns appear + the caster's Luck modifier, to a minimum of 1 unicorn. It takes 2d7 rounds for the unicorns to appear, and they remain for 1d4 + CL days. There is a 1 in 6 chance that the unicorns are themselves fleeing from another monster, which appears 2d10 rounds after they do: (1) 1d5 androids, (2) chimera, (3) demon (Type 1d4-1; minimum Type I), (4) manticores, (5) owlbear or (6) an average-sized dragon. The statistics for these monsters are found in the *Core Rulebook*.
- Unicorn:** Init +7; Atk horn +5 melee (1d8) or 2 hooves +3 melee (1d4 each); AC 17; HD 5d8; MV 60'; Act 2d20; SP detect evil (+5 spell check), infravision, half damage from non-magical weapons, can use an Action Die to teleport 1d20 feet, critical hit on 19-20 with horn; SV Fort +5, Ref +8, Will +7; AL N.
- 32+ The Faerie Godmother appears in person to sort things out. Unless another patron or some other great power is involved, she should be able to resolve the encounter generally in the caster's favour...but this may be due to relocating the caster or an adversary, or bringing the encounter to a draw by giving everyone involved a stern talking to. Gloriana prefers not to slay creatures outright, if it can be avoided. There is a 1 in 3 chance that Gloriana's resolution to a problem will introduce a new (and possibly worse!) problem, or create some other complication.

PATRON TAINT: GLORIANA

Association with Gloriana doesn't actually taint the caster so much as Gloriana botches spells and effects when her attention is distracted. When patron taint is indicated for Gloriana, roll 1d6 on the table below. There is no limit to the amount of patron taint Gloriana can cause, and all of these patron taints can be rolled an unlimited number of times.

Roll	Result
1	Cosmetic Changes: When this patron taint is rolled, roll 1d7 to determine what part of the caster is affected, and 1d5 to determine how it is affected. 1d7: (1) hair, (2) eyes, (3) nose, (4) lips, (5) skin, (6) whole body, or (7) gender. 1d5: (1) are reversed, (2) grows larger, (3) grows smaller, (4) misplaced to another location, or (5) changes colour [roll 1d8: (1) blue, (2) green, (3) red, (4) orange, (5) black, (6) yellow, (7) white, (8) back to its original colour]. The judge may apply the results of these rolls in any way he deems fit. The changes remain until magically undone.
2	I Didn't Mean to Do That!: Whatever spell the caster was attempting misfires, in addition to any other misfire that may have occurred due to the spell being miscast with a natural 1. This second misfire <i>lingers</i> , so that each time the caster uses that same spell, even if the spell succeeds, there is a 1 in 7 chance that it will misfire again (possibly in addition to success!) in the same way. Once the lingering misfire occurs, the spell can again be cast normally.

- 3 **Animated Mayhem:** Some normally inanimate thing in the vicinity of the caster becomes animated and intelligent, with an annoying personality, and generally behaving in a way that does not coincide with the caster's interests. It may actually wish to be of service to the caster, but its actions are rather consistently the wrong ones. Roll 1d7 to determine what is animated: (1) caster's primary weapon, (2) caster's or nearby ally's shield, (3) caster's or nearby ally's armour, (4) random item of minor equipment, (5) random nearby small object, (6) random nearby large object, or (7) random enchanted item of the caster's or his allies'. The item remains animated for 1d7 days. If the same item becomes animated a second time, the effect is permanent.
- 4 **Invitation to the Ball:** By accident, the Faerie Godmother has transported some sort of creature to the caster's location 75% of the time, or transported the caster to an awkward location the other 25% of the time. Creatures are not necessarily hostile, but they are confused upon arrival. Roll 1d6 to determine the creature type, using statistics from the *Core Rulebook*: (1) jungle ape-man, (2) centaur (3) cyclops, (4) griffon, (5) giant lizard, or (6) shrooman. The creatures are initially hostile only 25% of the time. If the caster is himself transported, it is to some awkward, but not immediately dangerous location, such as a royal ball, a seraglio, the middle of a sporting event, or whatever else the judge decides. In either case, there is a 25% chance that Gloriana realizes her error after 1d7 minutes and reverses the transportation. Otherwise, the creature transported (caster or otherwise) is on its own!
- 5 **Minor Favour:** Remember when you got a chance to meet that nice cyclops? Or had that visit to the Sultan's harem? Now it's time to return the favour....Gloriana asks some small favour of the caster, such as helping a squirrel find its lost nuts, helping repair the clasp on a locket, bringing something lost back to its owner, etc. The task is never dangerous in itself – although it can be annoying or demeaning – but it can result in a new adventure hook being discovered, if the Judge so deems.
- 6 **Mad Luck:** The attentions of the Faerie Godmother alter the caster's Luck score. Roll 1d6. If the result is 1-3, the caster's Luck goes down 1d3 points. If the result is 4-6, the caster's Luck goes up by 1d3 points.

PATRON SPELLS: GLORIANA

Gloriana grants three unique spells, as follows:

Level 1: *Bing Bang Boom!*

Level 2: *Gloriana's Most Excellent Love Spell*

Level 3: *Faerie Transformation*

SPELLBURN: GLORIANA

An essentially kindly being, Gloriana doesn't approve of *spellburn*, and makes it difficult for the caster to dissuade him. 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	The caster sees an image of his own reflection, as it appears in Gloriana's magic mirror, which then shatters into thousands of pieces. Gloriana then appears in his mind to rebuke him for being willing to harm himself. Doesn't he know what that does to his poor godmother? The resulting <i>spellburn</i> is taken from Personality as the caster's self-esteem is brutalized.

- 2 Gloriana turns from the caster. Use the *spellburn* table on page 109 of the *Core Rulebook*, as some other entity answers the caster's quest for power. The caster cannot successfully call upon Gloriana for 1d7 days.
- 3 Gloriana would rather just lend her power to the caster than see him get hurt. She grants up to 10 points of *spellburn*, free of charge. However, along with every 3 points of *spellburn* used, or portion thereof, the caster acquires one *patron taint* from Gloriana's unstable magic.
- 4 ***Do you really want to hurt yourself? Is it that important? Very well then; it's the only way you'll learn, dear. Spellburn*** is granted, but the caster takes 2 points of ability damage for each point of *spellburn* requested. Gloriana will not allow any statistic to go below 3 in so doing, but will spread extra lost points to other physical ability scores as needed. The caster only gains the bonus he had initially requested. ***There now. I hope we learned something from this, dear.***



Bing, Bang, Boom!

Level: 1	Range: 30'	Duration: Varies	Casting time: 3 actions	Save: Special
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General Also known as the *tripartite spell*, this spell calls upon the powerful but undisciplined energies of Gloriana to cause a variety of effects. Ultimately, the build-up of wild arcane forces tends to blow up in the caster's face. Once a wizard begins casting this spell, he cannot stop unless rendered incapable by another.

This spell requires three Actions to cast, with each Action requiring a spell check, and each spell check result building upon the previous results. Each spell check creates an effect, as indicated below. The caster may select any effect equal to or less than the first and second spell checks, but thereafter the magic loses control, and the caster must accept the result rolled.

Spellburn may be applied to any spell check, but only affects a single spell check. *Spellburn* may **not** be applied to reduce a result, although Luck may be spent to modify a result **downward** as well as upward. If a bonus to the next spell check would cause a caster to increase beyond 1d30, he gains instead a +4 bonus to the spell check per step beyond 1d30.

Manifestation	As per spell check result.
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1	All spell checks: lost, failure, and <i>patron taint</i> . Do not roll a second or third spell check.
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2-11	<i>First and second spell check</i> : Lost. Failure. Do not roll a third spell check.
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Third spell check: No additional effect, and spell is not lost.

- 12-15 *First spell check:* The caster creates a pyrotechnic display of noise and colored streamers over a 30' area. Normal animals are spooked, and if not controlled, will run away for 1d5 rounds. Unintelligent monsters must succeed in a DC 5 Will save or likewise run away (unless immune to fear). This display continues for the entire duration of the spell, including casting time, and then ends. Roll the next spell check with a -1d penalty on the dice chain.
- Second spell check:* A number of missiles equal to CL +1 spring from the caster's outstretched fingertips. Each missile does 1d5+CL damage, always hits, and takes an appearance as follows: (1d5) (1) screaming Gloriana faces, (2) flying monkeys, (3) silver arrows, (4) shards of stained glass, or (5) volumes of obscure poetry. Roll the next spell check with a -2d penalty on the dice chain.
- Third spell check:* There is a great sonic boom. All creatures within 100' of the caster (including the caster) must succeed in both a Reflex and a Fort save (DC equal to spell check result). Those who fail the Reflex save are knocked prone. Those who fail the Fort save take 1d3 damage and are deafened for 1d5 x 10 minutes.
- 16-17 *First spell check:* The caster creates a simple visual effect, similar to that of the lowest success on the *cantrip* spell, at a distance of up to 20' per caster level. For example, a flash of light, dancing lights, a ray of moonlight, or a patch of darkness. The effect may last up to the caster's level in rounds. Roll the next spell check without modification.
- Second spell check:* A mob of normal creatures comes to the caster's aid. They consist of any type of normal creature – deer, rabbits, birds, chipmunks, skunks, rats, etc. – and fill a 20' x 20' area. They move at 40' per round and can sweep other creatures with them. Unresisting creatures automatically move 30' in a direction chosen by the caster. Resisting creatures must make a DC 10 Strength check and take 1d3 damage. Each round a creature resists, the damage increases by +1d on the dice chain. The creatures remain for 2d5 rounds, and then scatter. Attacks against them are ineffective, as their numbers are replenished if any are slain, except area attacks doing damage equal to the spell check result or greater (which scatters the mob). The caster can choose which creatures in the animal mob's area are affected. If the mob travels more than 200' from the caster, it is dispersed.
- Third spell check:* The caster must succeed in a Will save (DC equal to spell check) or suffer corruption. Roll 1d7, modified by Luck: (1 or less) Greater, (2-5) Major, (6+) Minor. This corruption is transmittable for a period of 2d7 days; all who touch the caster must make a Will save or also become corrupted. Worse, their corruption can be transmitted for 2d6 days from the time they gain it, any who gain corruption from them can transmit it for 2d5 days, then 2d4 days, then 2d3 days, until at last the corruption can be passed on without affecting others.
- 18-21 *First spell check:* The caster causes a small object to animate until all spell effects have ended, or until the object is destroyed. This animated object is considered friendly to the caster, but the caster has no control over which object is animated or what it does. Regardless of its composition, the object has AC 10, 5 hp, is +0 for all saves, and has one attack with a +0 bonus (1d3 damage). The object tries to be helpful, but there is a 1 in 5 chance each round that whatever action it takes is not helpful, or even harmful, in a comedic way (as determined by the Judge). This is never malicious; the object simply lacks full human comprehension. Roll the next spell check without modification.

Second spell check: A number of weapons equal to CL x d3 animate, defending the caster and attacking his enemies. The weapons are not under the control of the caster, and are the nearest to him, or randomly chosen, including weapons owned by the caster, his allies, and his enemies. In an ally's hand, the weapon adds an attack bonus equal to CL. In an enemy's hand, weapons deliver an attack penalty equal to CL, and increase the fumble range by CL. Unattended weapons attack on their own, with a +CL attack modifier. Instead of attacking, 1d3 unattended weapons protect the caster, increasing his effective AC by CL for each weapon. These weapons remain animated for 2d5 rounds. Roll the next spell check without modification.

Third spell check: The caster suffers ill luck. He temporarily loses 1d7 points of Luck. This penalty lasts for 8 days, minus one day per point of penalty. Thus, a 7 point loss lasts only 1 day, but a 1 point loss lasts 7 days. Each day, the caster must succeed in a Luck check at a time determined by the Judge, or suffer a mishap. The first mishap causes 1d3 damage, the second 1d4 damage, the third 1d5, and so on up the dice chain. Note that the spell does not end until Luck is restored, so if the first spell check was 12-15, the pyrotechnic display lasts for days, making it impossible for the caster to remain hidden.

22-23

First spell check: All broken or damaged objects within 10 x CL feet are instantly mended, as good as new. Constructs are restored to full hit points. Roll the next spell check with a +1d bonus to the roll.

Second spell check: All allies within 100' (including the caster) are healed to their full hit points. Temporary ability score damage, except that caused by spellburn, is healed. Poisons and diseases are cured. Cursed characters gain a new save to throw off the cursed condition. Roll the next spellcheck at +1d on the dice chain.

Third spell check: Arcane feedback! Surges of feral magic course through the caster's body! The caster must succeed in a Will save (DC equal to spell check result) or suffer 1d3 temporary damage to Strength, Agility, and Stamina (roll separately for each).

24-26

First spell check: An object within 30' of the caster is animated until all spell effects have ended. The animated object is friendly to the caster, but the caster has no control over which object is animated or what it does. Regardless of what the object is, it is AC 12 with 5 hp, a +2 bonus to all saves, and has two Action Dice. It can make attacks with a +2 bonus to hit (1d4 damage). If reduced to 0 hp, the pieces fly together again the next round, creating **two** animated objects. These can be destroyed, each becoming two objects the next round. There is a 1 in 3 chance each round that they will do something less than helpful, as determined by the Judge, based on their limited understanding of the caster's needs. The caster can attempt to direct them, but if so there is a 1 in 5 chance that they will be set on a course which is actually detrimental to the caster, although not purposefully so. If this happens, they cannot be swayed from that course of action. Roll the next spell check with a +1d bonus to the roll.

Second spell check: The natural world bends to help the caster. Trees lash out, grass entwines feet, rocks fall, the ground splits, etc. All enemies within 100' must make a DC 10 Reflex save each round or take 1d5 damage from these effects. In addition, all enemies within 200' suffer a -1d penalty on the dice chain to all die rolls, including saves. These effects lasts for 3d4 + CL rounds, or until there are no enemies within 500' of the caster. Roll the next spell check with a +1d bonus to the roll.

Third spell check: Power surge! A surge of magical energy wracks the caster, causing 1d6 damage per Caster Level. The caster must make a Will save. If the save is 10+, the caster may direct half the damage (rounded up) to another creature within 50'. If the save is 20+, the caster may direct all the damage to another creature within 100'. If the save is a natural 1, not only does the caster take full damage, but all allies within 50' also take 2d6 damage.

First spell check: All allies within 100' of the caster (including the caster) are bolstered, gaining 1 HD hit points. They can go over their natural maximum, but any additional hit points are lost when the last spell effect ends. Roll the next spell check with a +1d bonus to the roll.

Second spell check: Faerie shot from invisible fey (pixies in the wild, svart-alfar underground) pierces all of the caster's enemies within 500' of the caster. These shots do 1d3 damage initially, and then do increasing damage at the start of each following round: 1d4, 1d5, 1d6, 1d7, and so on up the dice chain for a total of 3 rounds per CL. 3 HD of clerical healing, or a successful *remove curse*, can end the effect, and a Fort save (equal to the spell check result) is allowed each round to halve that round's damage. Roll the next spell check with a +1d bonus on the dice chain.

Third spell check: Transportation! The caster and all living creatures within 500' are transported (1d12): (1) 1d3 x 10' upwards (with the potential for falling damage), (2) 1d4 x 10' in a random direction, (3) 1d5 x 10 yards in a random direction, (4) 1d6 miles in a random direction, (5) 1d7 x 10 miles in a random direction, (6) to an adventure location chosen by the Judge, (7) to another continent of the same world, (8) to the moon (*The Revelation of Mulmo* includes several creatures they may encounter), (9) to another world in the solar system, (10) to an extra-solar planet, (11) to another plane of existence, or (12) 1d8 x 10 years forward or backwards in time, with an equal chance of either.

First spell check: There is a great maelstrom of color and noise, centered on the caster. Animals and non-intelligent monsters susceptible to fear flee immediately for 2d5 rounds. All other creatures, except the caster, must make a DC 10 Will save to take any action. This effect extends out from the caster to a range of 30' per caster level, and remains in effect until the third spell check is rolled. Roll the next spell check with a bonus of +2d on the dice chain.

Second spell check: All of the caster's foes within 1,000' must succeed in a Will save (DC equal to the spell result) or be transformed into (1d7): (1) salt, (2) stone, (3) butter, (4) cheese, (5) wood, (6) sand, or (7) dry leaves, which then blow away.

Third spell check: Transformation! Roll 1d14, then roll 1d7. The 1d7 roll is modified by the caster's Luck. Caster transformed to (1d14): (1) a small forest animal, such as a raccoon, squirrel, or rabbit, (2) a marble statue which glows in the dark (equivalent to candlelight), (3) same form, but shrunk to 1d6 inches tall, (4) same form but grown to 1d14+5' tall, (5) same form, but head of an ass, lion, pig, or ape (equal chance of each), (6) hideous beast (+2 bonus to Strength, -3 penalty to personality, and natural attack for 1d3 damage), (7) animated teapot, candlestick, or teacup (equal chance of each), (8) animated suit of plate mail, (9) cat or dog (equal chance of each), (10) horse, (11) gender is reversed, disappears, or becomes hermaphroditic (equal chance of each), (12) tree (equal chance of oak, ash, birch, beech, palm, and pine), (13) donkey, or (14) complete change of appearance, including height, weight, build, facial features, and apparent age. Transformation lasts for (1d7, modified by Luck): (1 or less) permanent unless dispelled, (2) 1d3 decades, (3) 1d4 years, (4) 1d5 months, (5) 1d6 weeks, (6) 1d7 days, or (7 or more) 1d8 hours.



Gloriana's most excellent love spell

Level: 2 Range: 30' Duration: Varies Casting time: 1 round Save: Will vs. check

General	<p>The course of true love may never run smooth, but never let it be said that Faerie Godmothers such as Gloriana ever let love falter through lack of action. Too much action, certainly, but never too little. When casting this spell, a wizard interferes with the emotions and destinies of two creatures, binding them together in a romantic sense. This will not cause creatures to perform suicidal acts, or automatically change their natures otherwise, although the influence of a beloved may do so over time.</p> <p>The romantically entangled beings gain bonuses for acting together, and suffer penalties when apart. Because each being gets its own save, it is entirely possible for a doomed love to result from this spell, where one creature futilely pursues the other, or where the creature that saved successfully can exploit the mystical bond.</p> <p>A creature is only <i>enamored</i> if it fails the save – any creature can choose to do this willingly. A creature can only be affected by one casting of this spell at a time; subsequent castings are treated as though an enamored creature has automatically succeeded in the saving through unless the spell check result is higher. The new spell check then determines what creature the target(s) are enamored with, and the old result is undone.</p>
Manifestation	Roll 1d5: (1) soft lighting plays over both of the targeted creatures, (2) a swelling of romantic music is heard, (3) singing bluebirds fly around the targeted creatures, (4) flowers spring up from the ground beneath the targeted creatures, (5) a sweet scent of roses fills the air.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost, failure.
12-13	Failure, but spell is not lost
14-15	Enamored creatures gain a +1 bonus to all rolls to aid, protect, or revenge the other target, whether enamored or not. This effect lasts 1d6 x CL turns.
16-19	Targeted creatures may use the hit points of enamored creatures, so long as at least 1 hp from each source of damage is taken from their own hit points. For instance, if Romeo took 5 hp damage, he could make Juliet take 4 hp of that damage. If both creatures are enamored, they can freely use the hit points of each other to balance their potential risk. However, if one creature saves, it may use the hit points of the other while giving nothing in return. If the targets are apart for more than 24 hours, they are only able to heal 1 hit point per day of adventuring, or 2 hit points per day of rest <i>which must be shared between them</i> , meaning that their rate of natural healing is halved. Likewise, they can only heal 1 point of attribute damage <i>shared between them</i> each day. A creature which makes its save can potentially cause an enamored victim to pine to death, while it suffers no inconvenience whatsoever. The spell lasts 1d7 x CL days.
20-21	Enamored creatures gain a +1d bonus on the dice chain to all rolls to aid, protect, or revenge the other target, whether enamored or not. If the target of an enamored creature's love is not present for 24 hours, the enamored creature cannot gain any natural healing benefit on that day. If the enamored creature's love behaves cruelly to it on a given day, the enamored creature takes 1 point of temporary Personality damage that day, and does not heal naturally. This spell lasts for 1d8 x CL weeks.

- 22-25 Enamored creatures gain a +1 bonus to all rolls to aid, protect, or revenge the other target, whether enamored or not. Targeted creatures gain 10 bonus hit points each day, so long as the other target is alive. If both creatures fail their save, these bonus hit points are divided evenly between them, so that each gains 5 hp. If one target fails the save, but the other target succeeds, the successful target gains all of the bonus hp. If the targets are apart for more than 24 hours, they are only able to heal 1 hit point per day of adventuring, or 2 hit points per day of rest *which must be shared between them*, meaning that their rate of natural healing is halved. Likewise, they can only heal 1 point of attribute damage *shared between them* each day. A creature which makes its save can potentially cause an enamored victim to pine to death, while it suffers no inconvenience whatsoever. The spell lasts for 1d10 x CL months.
- 26-29 Enamored creatures gain a +1d bonus on the dice chain to all rolls to aid, protect, or revenge the other target, whether enamored or not. Targeted creatures gain 14 bonus hit points each day, so long as the other target is alive. If both creatures fail their save, these bonus hit points are divided evenly between them, so that each gains 7 hp. If one target fails the save, but the other target succeeds, the successful target gains all of the bonus hp. If the targets are apart for more than 24 hours, they are only able to heal 1 hit point per day of adventuring, or 2 hit points per day of rest *which must be shared between them*, meaning that their rate of natural healing is halved. Likewise, they can only heal 1 point of attribute damage *shared between them* each day. A creature which makes its save can potentially cause an enamored victim to pine to death, while it suffers no inconvenience whatsoever. The spell lasts for 1d12 x CL months.
- 30-31 Enamored creatures gain a +1d bonus on the dice chain to all rolls to aid, protect, or revenge the other target, whether enamored or not. Targeted creatures gain 20 bonus hit points each day, so long as the other target is alive. If both creatures fail their save, these bonus hit points are divided evenly between them, so that each gains 10 hp. If one target fails the save, but the other target succeeds, the successful target gains all of the bonus hp. If the targets are apart for more than 24 hours, they are only able to heal 1 hit point per day of adventuring, or 2 hit points per day of rest *which must be shared between them*, meaning that their rate of natural healing is halved. Likewise, they can only heal 1 point of attribute damage *shared between them* each day. A creature which makes its save can potentially cause an enamored victim to pine to death, while it suffers no inconvenience whatsoever. The spell lasts for 1d14 x CL years.
- 32-33 The targets gain a +1d on the dice chain bonus to any rolls made to aid or protect the other. The targets are considered to have a single pool of hit points, consisting of all hit points that both creatures have. All damage to either target comes from this single pool, and no target is reduced to 0 hp unless this pool is reduced to 0. If the targets have contact with each other at least $\frac{1}{4}$ of the time each day, the pool is replenished at 3 hp per day of adventuring or 5 hp per day of rest. If either creature is not enamored, either due to making the save, or due to some other magical influence, the other target is instantly aware of it, and the spell effect ends. If one target dies and the other lives, the living target takes 1d5+1 temporary Personality damage but gains +1d4 Luck. The Luck represents intervention of the beloved's ghost on the enamored character's behalf. The other effects of the spell end with the death of one target. Otherwise, this spell lasts 1d16 x CL years.
- 34+ The targets gain a +2d on the dice chain bonus to any rolls made to aid or protect the other. The targets are considered to have a single pool of hit points, consisting of all hit points that both creatures have, plus 20 bonus hit points. All damage to either target comes from this single pool, and no target is reduced to 0 hp unless this pool is reduced to 0. If the targets have contact with each other at least $\frac{1}{4}$ of the time each day, the pool is replenished at 3 hp per day of adventuring or 5 hp per day of rest. If either creature is not enamored, either due to making the save, or due to some other magical influence, the other target is instantly aware of it, and the spell effect ends.

If one target dies and the other lives, the living target takes 1d5+1 temporary Personality damage but gains +1d4 Luck. The Luck represents intervention of the beloved's ghost on the enamored character's behalf. The other effects of the spell end with the death of one target. Otherwise this spell is permanent.

Faerie Transformation

Level: 3 Range: Varies Duration: Varies Casting time: 1 round Save: Fort vs. check

General	The power of Faerie allows the caster to transform objects, herself, or others, depending upon the spell check result. The caster may select any result equal to, or less than, the spell check. Regardless of the listed duration, the caster can always end a transformation with a DC 12 + spell check. If a natural 1 is rolled on this check, the caster must wait until the normal duration passes; otherwise, multiple tries are possible.
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Manifestation	As per spell check result.
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1	Lost, failure, and <i>patron taint</i> .
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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 transform herself or another within 30' into a normally inanimate object, such as a milking stool, an iron pot, a stump, or a tea kettle. While in this form, the caster is aware of her surroundings, but any attempts to act are both limited by the form (as determined by the Judge) and at -2d on the dice chain (this does not include attempts to end the <i>faerie transformation</i>). The transformation lasts for a maximum of 1d3 rounds per CL.
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18-21	The caster can transform a handful of dry leaves and twigs into <i>faerie gold</i> , with an apparent value of 1d5 gp per CL. <i>Faerie gold</i> appears to be normal gold coins, ancient, but local to where the spell is cast. The transformation lasts for a maximum of 1d4 hours.
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22-23	The caster can transform her appearance, or the appearance of 1d3 other humanoid creatures within 30', to another humanoid form so utterly that it requires a DC 10 + CL Intelligence check to recognize the transformed creature(s) for what they are. The caster can choose to transform into a specific individual (or individuals), but any who know them well gain a +1d bonus on the dice chain to penetrate the disguise. The caster can change gender, height, weight, race (to human, any demi-human, or humanoid), and can even transform so as to gain or lose limbs. Those transformed gain the movement rate and appearance of the new form, but no other powers. This transformation lasts no more than 1 hour per CL.
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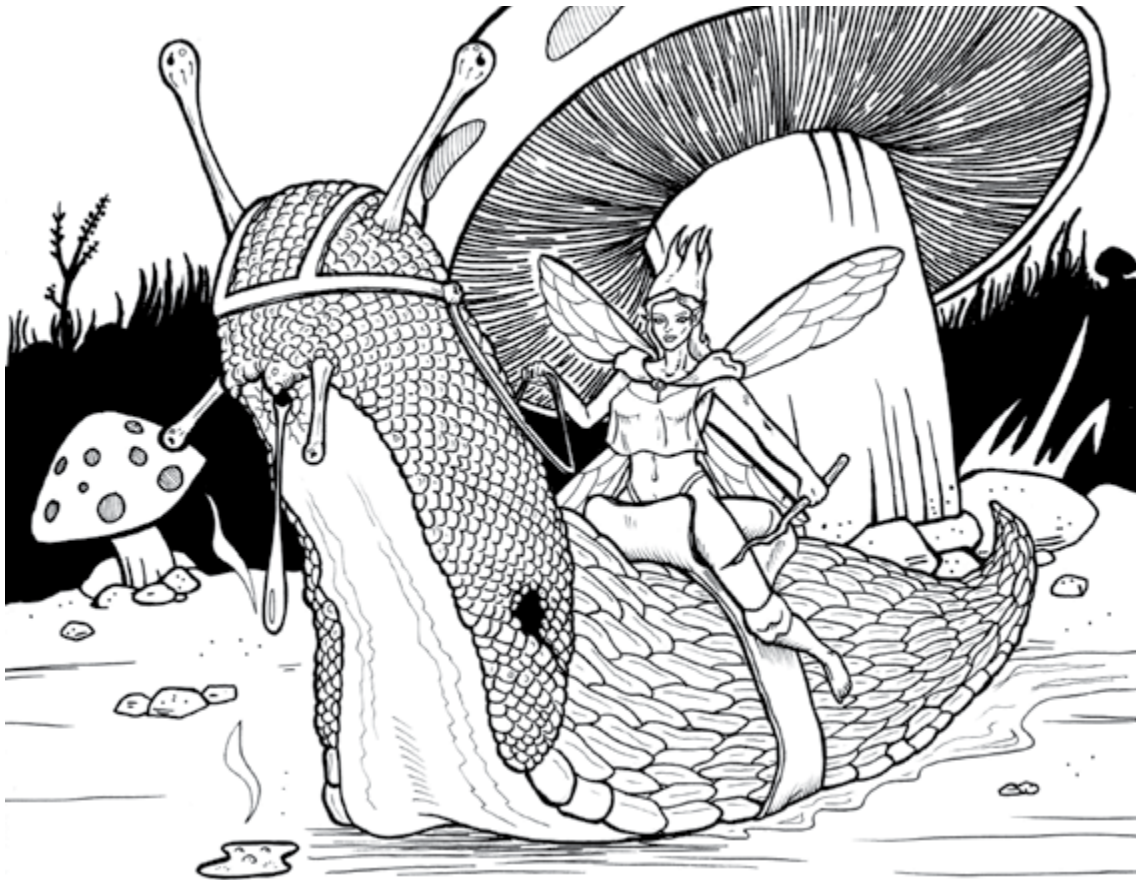
24-26	The caster can transform herself, herself plus 1d3 others within 30', or 1d7 others within 30', to take on the form of creatures with Hit Dice equal to or less than her own. Transformed characters assume the creature's form, manner of locomotion, speech, and ability to survive in the creature's normal habitat, but no other powers. This transformation lasts no more than 1 minute per CL.
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- 27-31 The caster can transform up to 1d3 objects, with a total weight of no more than 10 lbs. per CL, into other objects of equal, or lesser value. Thus, a 10' length of chain could be transformed into leather armor, or a longsword into a lantern. Magical objects cannot be affected or created. The transformation is permanent, unless the caster chooses to reverse it. The objects must be within 100' to be transformed.
- 32-33 The caster completely transforms herself or another within 150' into a new creature with Hit Dice equal or less than the CL. The target gains all of that creature's powers and abilities. This could include class abilities, if the judge deems that appropriate. The transformation lasts for a maximum of 24 hours.
- 34-35 The caster can transform 1d3 creatures per CL into trees, creating a grove where none was before. The creatures are aware of all that happens within their area, but are unable to act. Unless the caster relents and undoes the transformation, it is permanent.
- 36+ The caster transforms herself into a dragon, whose HD are equal to CL x 2 and whose size is determined by CL (a small dragon if CL 5, an average dragon if CL 6+). Spell use is equal to the caster's, and the caster uses her normal Action Dice for spells, gaining new Action Dice for physical attacks according to Age, which is equal to the caster's age. When this spell is learned, determine the dragon's statistics, including breath weapon, attacks, martial powers, unique powers, and appearance. The caster's alignment does not change. Whenever this spell is cast with this result, the caster always transforms into the same dragon. The transformation lasts for a maximum of 1d5 rounds per CL.



TAND-ALV, THE TOOTH FAIRY

By Paul Linkowski



For a millennium three powerful lich kings have maintained a permanent portal between their realm and the elf lands. Tand-Alv, the unfortunate regional ruler where the portal materialized in, has vowed to stop the undead forces from gaining a foothold in the elf lands. Realizing that a traditional elf army is dangerous to use against the liches because the fallen elven warriors could be used by the liches to add to their undead army, Tand-Alv found an unusual solution. She created an army of giant snails and slugs to fight off the undead hordes. These creatures were chosen because their dead bodies decay quickly and have no skeleton and thus are useless to the liches' magicks. As a precaution, Tand-Alv permanently transformed herself into a slug like form. She uses powerful magic to present her original elven form to the outside world.

Tand-Alv grants power to those that help her collect teeth. The teeth collected help Tand-Alv gather the life-force and magic necessary to expand her army. Any tooth from a living humanoid is accepted, but teeth from the dead have no power. To collect a tooth and offer it to Tand-Alv, the caster must touch the tooth while casting invoke patron. The tooth will disappear and Tand-Alv will grant power to the caster. Teeth that are forcibly extracted will cause *patron taint*. However, baby teeth that are naturally shed by a child are very valuable and the caster may pick the kind of snail or slug that is produced from the spell check result. Additionally, any time a child's tooth is used, coins magically appear. Roll 1d7 to determine the number of coins produced.

Tand-Alv appears as a graceful and beautiful young slender elf wearing enamel white plate mail while riding on her giant war snail.

The subject of a patron bond ceremony with Tand-Alv must extract one of their own teeth. Tand-Alv prefers the teeth of children and if the elf or wizard adds two baby teeth along with their extracted tooth, the caster gains a +2 bonus to the spell check result. If the teeth were forcibly extracted, a -4 penalty is placed on the roll. The caster may use the same bonuses for sacrificed teeth whenever they are able to use baby teeth as an additional component to one of Tand-Alv's patron spells is cast.

Invoke Patron check results:

- 12-13 Tand-Alv is engaged in a fierce battle with the lich kings. She only has enough time to grant the caster +4 to his next attack, saving throw, skill check, or spell check.
- 14-17 A 40' diameter slime circle appears around and moves with the caster for 1d7 turns. The caster and his allies can gracefully skate around on the slime receiving a +4 to AC. Enemies within the slime circle suffer a -2 to their attacks.
- 18-19 Tand-Alv sends 1d2 **Giant Carrion Slugs** to defend the caster for one hour. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
- 20-23 Tand-Alv sends 1d3 **Carrion War Snails** to defend the caster for one hour. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
- 24-27 The tooth used will turn to a slug. Slugs can be stored for one week before turning to dust. If person eats more than one slug per turn they need to roll for *patron taint*.

If a slug is eaten roll 1d5 to determine effect:

1. **All Teeth.** One target within 40' of eater regrows all missing teeth. This can be reversed so all teeth of target instantly decay.
2. **Sleep.** Up to 8 creatures within 40' of the caster fall asleep (DC 14 Will save to resist). The sleep is normal and the target can be awakened through normal means.
3. **Slime Floor.** Up to a 200 square foot area is covered in snail slime. The caster and his allies can gracefully skate around on the slime, receiving a +4 to AC. Enemies in the slime make attacks at a -2 penalty.
4. **Slug Army.** 1d7 **Giant Carrion Slugs** are conjured to defend you for one hour. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
5. **Forgetfulness.** Creatures viewing the eater forget that the eater exists the moment their attention is removed from them (Will save resists).

- 28-29 You can see through 5 feet of normal matter to find things hidden for 1d4 turns. The tooth used will turn to a slug. Slugs can be stored one week before turning to dust. If person eats more than one slug per turn they need to roll for *patron taint*.

If a slug is eaten roll 1d5 to determine effect:

1. **Sleep.** Up to 16 creatures within 40' of the caster fall asleep (DC 16 Will save to resist). The sleep is normal and the target can be awakened through normal means.
2. **Slime Floor.** Up to a 300 square foot area is covered in snail slime. The caster and his allies can gracefully skate around on the slime receiving a +4 to AC. Enemies in the slime make attacks at a -2 penalty.
3. **Army of Snails.** 1d7 **Carrion War Snails** are conjured to defend you for one hour. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
4. **Fly.** The eater flies at a speed of 60'. The flying ability lasts for 1d6+1 turns.
5. **Invisibility.** The eater turns invisible and remains invisible for up to 1 turn. The spell remains if the eater does not attack another creature (either directly or by spellcasting). The eater does not need to concentrate to remain invisible.



30-31 You fade and become nearly transparent, granting +4 to AC, you can pass through most non-magical matter at will and see through 10' of normal matter to find things hidden for 1d4 turns. The tooth used will turn to a snail. Snails can be can be stored for one week before turning to dust.

If the snails are crushed roll 1d5 to determine effect:

1. **Slime Floor.** Up to a 400 square foot area is covered in snail slime. The caster and his allies can gracefully skate around on the slime receiving a +4 to AC. Enemies in the slime make attacks at a -2 penalty.
2. **Army of Snails.** 2d4 **Carrion War Snails** defend you for two hours. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
3. **Fly.** The crusher flies at a speed of 60'. The flying ability lasts for 1d6+1 turns.
4. **Lightning Bolt.** The crusher releases a single lightning bolt aimed at one target within line of sight. The bolt has a range of 50' from the point of origin, which can be anywhere within 50' of the caster. The lightning bolt does 3d6 damage. Reflex save for half damage.
5. **Magic Shield.** The crusher conjures a snail shell that provides a +4 bonus to AC for 2d6 rounds.

32+ You are Tand-Alv's champion. 3 **Carrion War Snails** are at your command for one day. You fade and become invisible, granting +6 to AC, you can pass through most non-magical matter at will and see through 20't of normal matter to find things hidden for 1d4 turns. The tooth will turn to a snail. Snails can be stored for one week before turning to dust.

If the snails are crushed roll 1d5 to determine effect by the crusher.

1. **Great Snail Army.** 6D6 **Carrion War Snails** appear for one hour at your command. The snails obey the caster's commands, even undertaking suicidal commands. Due to the nature of the summoning, the caster cannot directly harm the creatures summoned.
2. **Fly.** The crusher flies at a speed of 60'. The flying ability lasts for 1d6+1 turns.
3. **Lightning Bolt.** The crusher releases a single bolt of electricity aimed at one target within line of sight. The bolt has a range of 50' from the point of origin, which can be anywhere within 50' of the crusher. The bolt of electricity does 3d6 damage. Reflex save for half damage.
4. **Slow.** One target within 40' of the crusher is slowed to half its normal speed (Will save to resist). Its movement rate is halved, and it can take its normal actions only once every other round (with the first *skip* being its next activation). It automatically drops to the bottom of the initiative count. The effect lasts for 1d6+1 rounds.
5. **Transformation.** The crusher can transform himself into a creature with Hit Dice less than or equal to his own. He assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat but gains no other powers. The transformation lasts 5 minutes.

PATRON TAINT: TAND-ALV

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	A hard shell starts to form on the caster's back and a 3" pool of slime constantly forms around the feet of the caster. When this result is rolled a second time, the shell thickens and grows so the caster looks like a hunchback and their two legs turn into single snail foot for 1d7 days. The caster cannot jump but does have the ability to walk on walls at 1/4 speed. They gain +1 to their AC but lose 2 points of Agility. When this result is rolled a third time, the caster has a fully formed snail shell on their back and their two legs turn into a single snail foot permanently. The caster gains another +1 to AC, but the weight of the shell encumbers the caster and they can only move at half speed. Also, because of the odd body shape, all armor must be custom made to fit. The caster cannot jump but does have the ability to walk on walls at 1/4 speed.

- 2 The caster is constantly cleaning their teeth. Initiative is reduced by 1 as the caster's hands are picking at their teeth. When this result is rolled a second time, their Personality is reduced by 1 because no one wants to be around a person that is always picking at their teeth. When this result is rolled a third time, their Stamina is reduced by 1 because the caster's teeth and gums start to bleed from all the picking and scratching.
- 3 Snails and slugs fall in a 10' diameter centered on the caster any time a patron spell is cast. All within that area must make a Ref and Fort save (DC 10 + the caster's Int modifier). Failing the Reflex save indicates the character slips on a snail or slug and falls prone; failing the Fort save means the character has been hit by large gastropod for 1d3 points of damage. When this result is rolled a second time, The diameter increases to 20'. When this result is rolled a third time, 1d3 cat-sized slugs or snails attach themselves to or follow behind the caster permanently. The slugs have a movement of 5, 10 AC, and 1d6 HD. They can carry small loads, but are not particularly suited for combat. The caster cannot directly or indirectly harm the slugs and if a slug dies they take 1d3 points of damage.
- 4 The caster must drink 1d3 pints of water in one turn or temporarily lose 1d10 points of Stamina. When this result is rolled a second time, salt stings and burns. If exposed to salt, the caster must wash it off before any other action can be taken. When this result is rolled a third time, salt does 1d3 hp of damage every round until the salt is washed off. No other action can be taken until the salt is washed off.
- 5 I want the children's teeth! The caster gains the ability to find children's teeth when he enters a populated area once per day. A successful Luck check, reveals 1d3 baby teeth that are about to, or have, fallen out. For every tooth found, there is a 50% chance that the tooth will still be in the mouth of the child. The tooth will fall out in 1d20 hours. For each tooth recovered, the caster must leave 1d3 gold pieces. The second time this is rolled, the caster becomes preoccupied with finding a tooth if there is one in the area. The caster must make a DC 8 Will save or go out of his way to find and collect a tooth. If this is rolled three times, the caster is obsessed with finding teeth. Every day the caster spends in a populated area, the caster must perform a Luck roll to see if there are teeth to be had. The caster will spend resources to secure at least one tooth. If the caster must leave the area that the tooth was detected in, a -2 to initiative is placed on the caster until another child's tooth is found.
- 6 The caster's face starts to turn into that of a slug. The caster's eyes bug out and move to the side. When this result is rolled a second time the caster's eyes pop out onto eye stalks and their skin has a permanent listing slime to it. The caster can still pass for being a humanoid with a Personality roll. When this result is rolled a third time, the caster has a slug face resulting in a -10 to Personality.

PATRON SPELLS: TAND-ALV

Tand-Alv grants three unique spells, as follows:

Level 1: *Tough as teeth*

Level 2: *Decay*

Level 3: *Bones to flesh*



SPELLBURN: TAND-ALV

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 is called to do a special mission for Tand-Alv (a side trek taking no more than 2 days). The caster has 1d6 weeks to complete the quest. If the caster fails to complete the quest, there is a 10% chance that Tand-Alv turns the caster into a giant war snail and drafts the caster into her army for 1d6 weeks. If drafted, the caster has a 50% chance of survival in Tand-Alv's army. If the caster survives, he is returned a war hero and restored to his former self with two less taints if the caster has any.
2	Tand-Alv wants the caster's tooth, now! If the caster removes one tooth from his mouth as part of the <i>spellburn</i> , Tand-Alv grants up to 10 points without cost. If they have no teeth to offer Tand-Alv, she demands twice the requested ability score points from the caster. The Judge gets to choose which stats.
3	The caster's movement slows to a snail's pace. The caster moves at half speed and their initiative order drops to last. Actions take double the amount of time (an action takes a full round, a full round activity takes 2, etc.). The effects last until all the ability score damage is healed.
4	Tand-Alv needs the caster's help with a group ritualistic spell. Time stops and the caster is pulled to her realm. They are returned as if no time has passed, but the experience leaves them fatigued (expressed as Strength, Agility, and Stamina loss).

Tough as Teeth

Level: 1	Range: Touch	Duration: Varies	Casting time: 1 action	Save: None
General	The caster conjures up a magical casing of enamel that protects him from opponents.			
Manifestation	Roll 1d4: (1) a yellow glowing translucent tooth appears around the targets for an instant; (2) many tiny faeries whirl around fixing plates of enamel to targets; (3) large glowing gold coins spin above the heads of the targets; (4) the caster's eyes turn into gold coins.			
1	Lost, failure, and <i>patron taint</i> .			
2-11	Lost. Failure.			
12-13	The caster's appearance turns glossy. A thin flexible coating of enamel surrounds the caster. It provides a +1 bonus to AC for 1d4 rounds.			
14-17	The caster's appearance turns glossy. A thin flexible coating of enamel surrounds the caster. It provides a +3 bonus to AC for 1d7 rounds.			
18-19	The caster's appearance turns glossy. A thin flexible coating of enamel surrounds the caster. It provides a +5 bonus to AC for 2d7 rounds.			

20-23	The caster's or one of his ally's appearance turns glossy and white. A very thick flexible coating of enamel surrounds the target, but does not impede its vision or hearing. It provides a +5 bonus to AC for 1d5 turns. In addition to the AC bonus, the shield also blocks magic missiles (missiles usually have no effect; see <i>magic missile</i> spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 4 points per attack for the duration of the spell.
24-27	The caster's or one of his ally's appearance turns glossy and white. A very thick flexible coating of enamel surrounds the target, but does not impede its vision or hearing. It provides a +5 bonus to AC for 1d5 hours. In addition to the AC bonus, the shield also blocks magic missiles (missiles usually have no effect; see <i>magic missile</i> spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 15 points per attack for the duration of the spell.
28-31	A very thick, flexible, glossy, opaque white coating of enamel surrounds the caster and allies within a 20' radius, but does not impede the vision or hearing of the targets. It provides a +7 bonus to AC for 1d5+1 hours and surrounds the allies even if they leave the caster's side. In addition to the AC bonus, the shield also blocks magic missiles (missiles usually have no effect; see <i>magic missile</i> spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell and; it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.
32+	A very thick, flexible, glossy, opaque white coating of enamel surrounds the caster and allies within a 20' radius. This does not impede the vision or hearing of the targets. It provides a +10 bonus to AC for 18 hours and surrounds the allies even if they leave the caster's side. In addition to the AC bonus, the shield also blocks magic missiles (missiles usually have no effect; see <i>magic missile</i> spell description); it reduces damage on all attacks against its target by 4 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell and; it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

Decay

Level: 2	Range: 100'	Duration: Instantaneous	Casting time: 1 action	Save: Reflex vs. check
General	This spell creates a corrosive environment around the target. Flesh and bone decay, metal rusts, earth erodes, etc. Only materials that are naturally resistant to corrosion are spared (such as: Noble metals, glass, ceramics, etc.)			
Manifestation	Roll 1d5: (1) A green ray shoots from the hands of the caster; (2) A stinking black cloud explodes from the caster's mouth; (3) Black rays shoots from the eyes of the caster; (4) A slime materializes above, and drops onto the target; (5) Slugs erupt from the mouth and eyes of the caster and attach to the target.			
1	Lost, failure, and <i>patron taint</i> .			



2-11	Lost, failure.
12-13	Failure, but spell is not lost.
14-15	The caster can attack one target. A Reflex save must be made or the target temporarily loses 1d7 points of Stamina.
16-19	The caster can attack one target for 1d6 + CL damage. Also, a Reflex save must be made for living targets or they temporarily lose 1d3 points of Stamina. If the target is an inanimate object, it takes an additional 1d3 points of damage.
20-21	The caster can attack two targets for 1d8 + CL damage. Also, a Reflex save must be made for living targets or they temporarily lose 1d7 points of Stamina and the target's flesh starts to decay causing -1 point of Personality. If the target is an inanimate object, it takes an additional 1d7 points of damage.
22-25	The caster can attack three targets for 1d10 + CL damage. Also, a Reflex save must be made for living targets or they temporarily lose 1d8 points of Stamina and the target's flesh starts to decay causing -1d3 points of Personality. If the target is an inanimate object, it takes an additional 1d8 points of damage.
26-29	The caster can attack up to five targets for 1d14 + CL damage. Also, a Reflex save must be made for living targets or they temporarily lose 1d10 points of Stamina and their flesh decays, causing -1d4 points of Personality. If the target is an inanimate object, it takes an additional 1d10 points of damage.
30-33	The caster can attack up to ten targets in range for 1d20 + CL damage. Also, a Reflex save must be made for living targets or they permanently lose 1d8 points of Stamina and their flesh decays, causing -1d5 points of Personality. If the target is an inanimate object, it takes an additional 1d12 points of damage.
34+	The caster can cause a great blight of decay. A single target takes 6d20 + CL damage; 2-5 targets each take 4d20 + CL damage; 6-10 targets each take 3d12 + CL damage; 11-30 targets each take 1d20 + CL damage; 31-50 targets each take 1d12 + CL damage; 51-100 targets each take 1d8 damage; and 101 or more targets each take 1d6 damage. Also, a Reflex save must be made for living targets or they permanently lose 1d10 points of Stamina and their flesh decays, causing -1d6 points of Personality. If the target is an inanimate object, it takes an additional 1d14 points of damage.

Bones to Flesh

Level: 3 Range: Range: 30' Duration: Varies Casting time: 1 round Save: Fort vs. check
plus 10' per CL

General	This spell turns bones to flesh. The victim's skeleton turns into soft tissue, making victims collapse into puddles of flesh and cartilage, slowly being crushed by their own weight. If the victim is floating in a liquid or space and can still manage to breathe, he will be able to survive until hunger, thirst or other environmental conditions kills him. Un-dead are affected the same but do not suffocate or starve. The reverse is called <i>restore bones</i> . The magically softened bones re-ossify.
Manifestation	Roll 1d3: (1) A rays of bright light shoot from the caster's eyes, striking the target; (2) Giant, slug-like tendrils explode from the caster's arms, attaching to the target; (3) The target's body starts to convulse as their features collapse without the support of bones.
1	Lost, failure, and <i>patron taint</i> .
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster partially softens the target's bones. The target loses 3 inches in height and suffers a -4 penalty to all attack rolls, Reflex saving throws, and initiative, as well as all skill checks involving mobility. This effect lasts 1 hour per caster level.
18-21	Several of the target's bones turn to flesh. The portion affected by the spell is randomly determined by the Judge. If the upper part of the target's body is affected, it loses the ability to attack, speak, or cast spells, and they must make a DC 10 Agility check to avoid falling prone. If the target's lower body is affected, the target is immobilized until the spell expires or is removed. This effect lasts 1 hour per caster level.
22-23	The caster turns the target's bones to flesh. The target remains in this condition for 1 day per caster level and cannot perform any action. The target is a lumpy puddle of flesh on the floor. The target remains aware of its surroundings but is unable to move. The target starts to suffocate after 2 hours unless floating. The target can only eat liquefied foods in this condition.
24-26	The caster turns the bones of up to two targets into flesh. The targets remain in this condition for 1 day per caster level and cannot perform any action. The targets are lumpy puddles of flesh on the floor. The targets remains aware of their surroundings but are unable to move. The targets start to suffocate after 2 hours unless floating. The targets can only eat liquefied foods in this condition.
27-31	The caster turns the bones of up to four targets into flesh. The targets remain in this condition for 1 day per caster level and cannot perform any action. The target are lumpy puddles of flesh on the floor. The targets remains aware of their surroundings but are unable to move. The targets start to suffocate after 2 hours unless floating. The targets can only eat liquefied foods in this condition.

- 32-33 The caster turn one target's bones to flesh with no save allowed. In addition, the caster can cause the target to splatter with a stamp of his foot if the target fails a Fort save against this destructive gesture. If the save is successful, the target still remains in this condition for a period of 1 week per caster level. The target remains aware of its surroundings but is unable to move. The target starts to suffocate after 2 hours unless floating. The target can only eat liquefied foods in this condition.
- 34-35 The caster transforms the bones of all creatures within sight into flesh. Targets must make a Fort save or be reduced to puddles of flesh. The caster can choose who is affected. The effects last for 1 month per caster level. The targets remain aware of their surroundings but are unable to move. The targets start to suffocate after 2 days unless floating. The target can only eat liquefied foods in this condition.
- 36+ The bones of all living and dead creatures (animals, humanoids, monsters, etc.) within 100 yards per caster level are transformed into flesh unless the target makes a Fort save. The caster can choose who is not affected, but the caster must be aware of their location. The effect is permanent until negated by restorative magics, powerful artifacts, or divine influence. The targets remain aware of their surroundings but are unable to move. The targets start to suffocate after 2 hours unless floating. The target can only eat liquefied foods in this condition.



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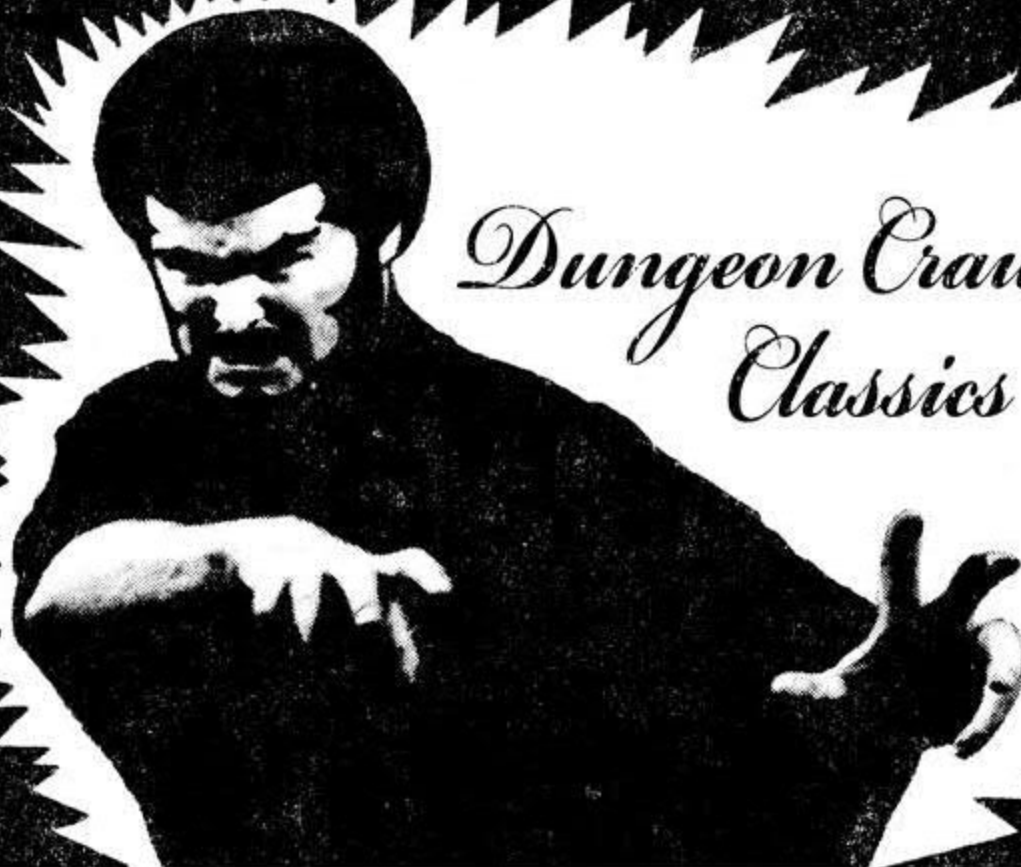
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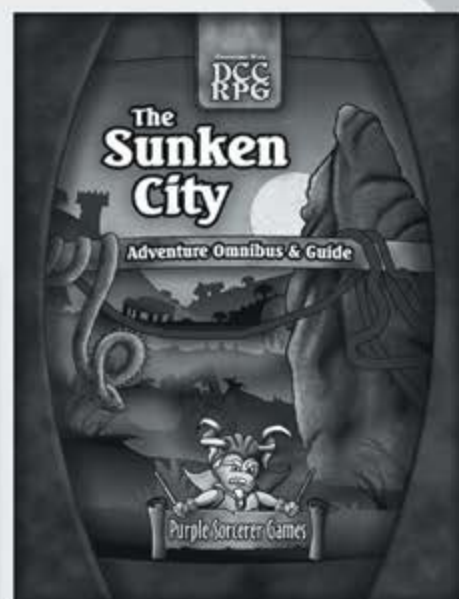
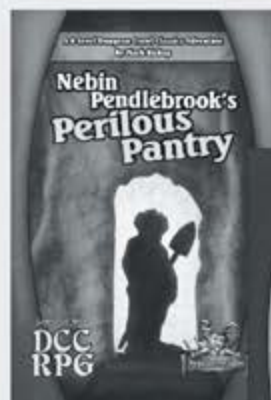
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