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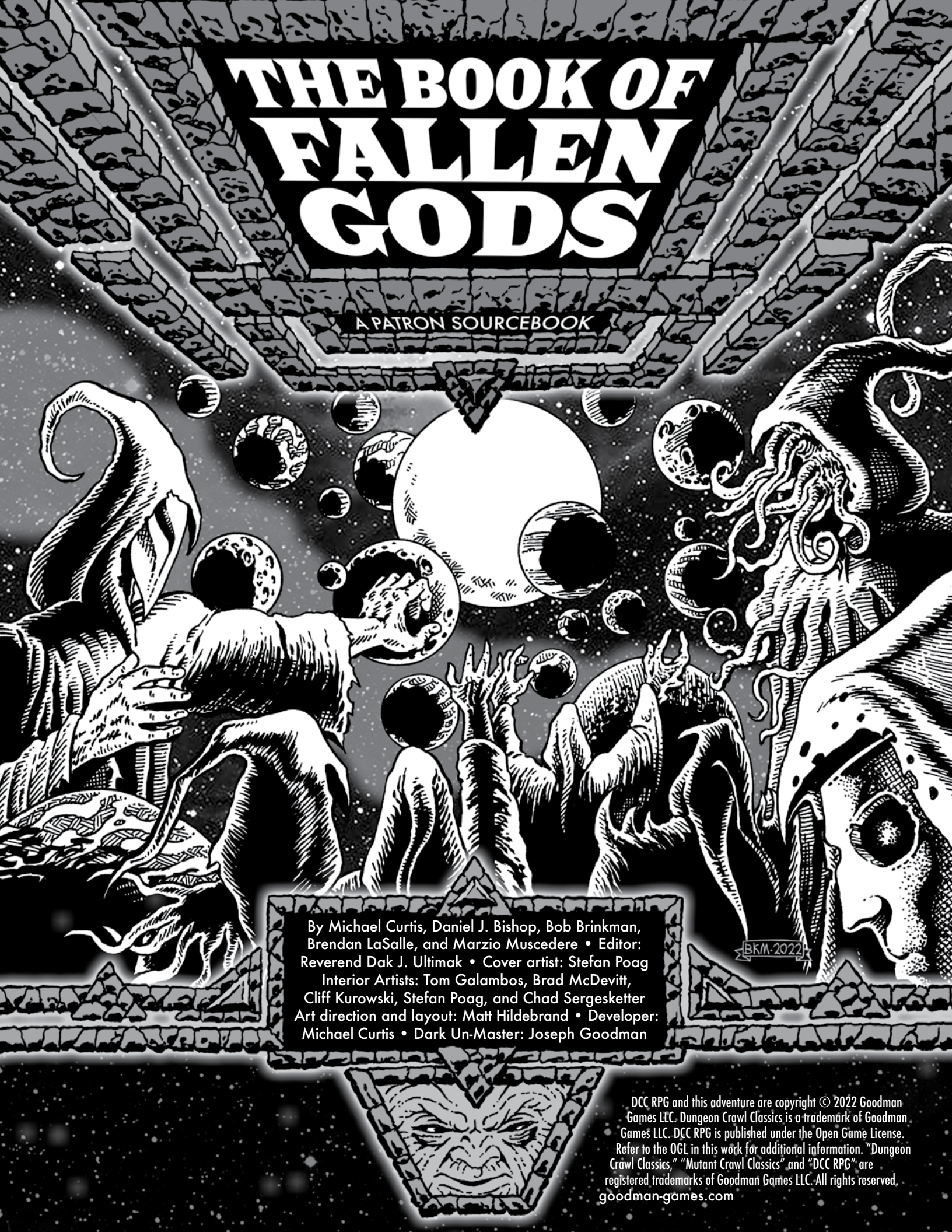
THE BOOK OF FALLEN GODS

A PATRON SOURCEBOOK BY
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A PATRON SOURCEBOOK



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INTRODUCTION

Carved on antediluvian ruins, and recorded in parchment scrolls made from the hides of extinct beasts, are the legends of the Ones Who Were. In the days when the multiverse was new and the chaos of creation raged unchecked, powerful entities were immaculately birthed into being. For eons, these godlike entities ruled creation, molding and changing it to their whims. In this churning storm of creation, mutation, and destruction, life appeared and was snuffed out in an eye blink. The multiverse seemed doomed to a brief, chaotic life.

Then, almost impossibly, new powers arose from the churning maelstrom of the cosmos and began to exert their will. These young gods, spawned from unknown sources, began to chip away at the chaos. Celestial bulwarks were raised and levees of order laid down to calm the whirling madness of the multiverse. The Ones Who Were struck out against the interlopers, but the newcomers were too formidable and the alliances between the Ones were too weak to present a united front. In the end, the Ones Who Were fell and the young gods brought order to the multiverse.

The Ones Who Were became known as the Un-Gods, fallen deities now forced to live like beggars in the dark corners of creation. For countless eons the Un-Gods barely survived, stripped of power and purpose. In time, however, and perhaps even with the assistance of the new gods, the Un-Gods became something else. Not quite deities, but rather cosmic forces as inevitable as life and death. The Un-Gods are no longer manifestations of raw chaos, but neither have they utterly embraced order. Instead, they are the threads from which the skein of balance is woven, eternal and irresistible universal laws made manifest.

No priests serve the Un-Gods. No hymns are sung in their praise. But there are those who would invoke their power, for both good and ill. Whether to do so is wise is another matter entirely.

OPTIONAL RULE: PATRON DICE

If a player has a character who has forged a *patron bond* with one of the Un-Gods and possesses a set of that entity's affiliated dice, available from Impact Miniatures, they can draw upon their patron's cosmic power once per game session.

The player announces they are calling upon appropriate Un-God before making a roll and gains a +1d bonus to that roll—assuming they're rolling the correct set of dice. This comes at a potential cost, however. If the die result is a natural 1, regardless of die size, the PC immediately gains patron taint. The Un-God is not pleased with the character calling upon their power for such a trivial matter—and most matters are trivial in the ineffable minds of cosmic entities.

OVERVIEW

The *Book of Fallen Gods* introduces seven new supernatural entities for your *Dungeon Crawl Classics* RPG campaign. These beings were once primordial gods at the dawn of creation, but have been thrown down and diminished, losing their divine status. Despite this, their power continues to flow through the multiverse. And wherever power can be found, there are those who would align themselves with it.

The seven Un-Gods in this book represent various constant forces at work in the multiverse, ranging from creation, love, destruction, decay, and manipulation. They exist solely to maintain these cosmic forces and gladly assist any who would bend their knee in service of this goal. Each entry contains an *invoke patron* table, a *patron taint* table, and a *spellburn* table. Due to size constraints, patron spells are not present but may appear in future DCC RPG products.





THE UN-GODS

CHAAR, TITAN OF ETERNAL NIGHT

Chaar, Titan of the Eternal Night, first among the Ones Who Were, was the last to be thrown down by the arrival of the young gods. Once representative of the blackness of starless existence, the arrival of matter and energy transformed them into something else, a manifestation of the inevitable exhaustion and decay of all things. Confined to their throne at the center of all things, Chaar watches as their power inexorably overwhelms all order which stands against it. No matter how strong, or reinforced, entropy overcomes all things in the end—even the power which binds them within the void.

The order which has been enforced upon the universe is anathema to Chaar, who understands that the forces of Law seek to subvert the chaos of decay, and thus their own replacement by even newer forces of Law to follow. In an attempt to reduce the imprisonment of reality within the confines of Law, Chaar's servitors (the entropic knights), travel through reality, leaving signs of the great undoing in their wake.

Invoke Patron check results:

- 1** Failure and the undoing. On the roll of a natural 1, the caster submits themselves to the whims of entropy, leaving their very being worn and eroded. Caster immediately loses 1 level (reduced to the bare minimum experience of the prior level), forfeiting all knowledge of any spells learned at their former level.
- 2-11** Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of the patron bond spell, the wizard may still be able to cast it.
- 12-13** The next non-living, mundane object that the caster lays their hands upon crumbles to dust.
- 14-17** Chaar intercedes on the caster's behalf, causing any ongoing effects (spells, disease, poison, etc.) negatively impacting the caster to immediately expire.
- 18-19** Eternal night envelops the caster, concealing them within its inky, primal darkness and surrounding them to a radius of 20'. No magical sight, vision, or light (including things such as *color spray*) may pierce this blackness, although it leaves the caster unaffected and able to see and function as normal. Creatures of less than 1 HD are unsettled by the unnatural darkness and immediately flee. The darkness remains for 1d3+1 rounds.
- 20-23** Chaar extends their power, gracing their supplicant with the slightest hint of their entropic might for the next turn. Damage inflicted by the caster gains a +3 bonus.
- 24-27** For the next 1d5 rounds, the caster's hands become an entropic conduit. On a successful melee attack, the caster inflicts an additional 1d6+CL damage (1d7+CL to Lawful creatures).
- 28-29** Even the might of raw phlogiston bends to the power of entropy. Spells cast within 100' of the caster suffer a -1d penalty to all rolls (spell checks, damage, duration, etc.) for 2d5 rounds.
- 30-31** An entropic wind extends outwards from the caster, inflicting 1d30 damage on all creatures within 50' of the caster. The wind continues for 1d5 rounds.
- 32+** Chaar sees their greatness reflected within the caster and uses the caster's body as a vessel through which to extend themselves. Everything within 1d5 x 10' of the caster must make a DC 25 Willpower save or immediately turn to dust, including the caster who may make an additional Luck check to survive. Such are the sacrifices one makes in the name of entropy.

PATRON TAINT: CHAAR

Those who bind themselves to Chaar risk utter dissolution at the hands of the power which they channel through themselves. 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 anymore.

Roll Result

- 1 The caster's vision becomes attuned to universal decay surrounding them, causing them to see how objects would appear in a more advanced state of age. This has a disorienting impact on the caster and their ability to concentrate, reducing spell checks by -1 on all spells that require a person, place, or thing, to be visually targeted (including area of effect spells). If this result is rolled a second, the disharmony caused by the visual alterations increases to -3 to spell checks. If this result is rolled a third time the mental anguish of seeing the world literally rotting to dust before their eyes is potentially debilitating for the caster. Each morning the caster must succeed at a DC 13 Willpower save or be so distracted by the horrible images before them that they are unable to concentrate enough to perform many tasks (casting spells, taking of notes, and more at the judge's discretion). Blindness (temporary or permanent, does negate this effect (although brings with it a different set of negatives).
- 2 The caster's flesh begins to lose elasticity as they suddenly age by 25% of their expected lifespan: dwarf +75 years, elf +250 years, halfling & humans +20 years. This causes a -1 reduction to all physical abilities (Strength, Agility, Stamina). The second time this result is rolled, the caster ages a second time, suffering an additional -2 reduction in their abilities scores. The third and final time this result is rolled, the caster must succeed at a DC 18 Fortitude save or die of old age. Should they survive, they once again age and suffer an additional -3 penalty to their physical abilities (minimum 3).
- 3 The caster's fingertips carry with them the power of entropy. Holding items of cloth or parchment in their hand for 1 round causes them to utterly decay to dust. Upon a second indication of this taint, the touch of the caster for 1 turn will destroy up to 1'x1'x1' of wood. Rolling this a third and final time causes 1'x1'x1' of stone to crumble within an hour.



- 4 The caster's skin begins to resemble the wastes of the endless void and loses all additional coloration (freckles, scar coloration, etc), leaving them a monotonal purplish gray. If this result is rolled a second time the caster's skin gains the light absorbency of the void, incapable of reflecting light back outwards to the world. The caster's body appears as a hole ripped in the fabric of space, achieving a black only attainable in the darkest of spaces and is so unsettling as to inflict a -1d penalty to all normal Personality checks and grants a +1d bonus to checks related to intimidation or fear. This does not impact the appearance of any items worn or carried. If this result is rolled for a third time, light begins to bend towards the caster. Illumination around them becomes a perpetual gloom and reduces vision within a 10' radius of the caster by half.
- 5 The caster's mere presence within 100' causes milk to spoil, wine to turn to vinegar, and food to rot, within 1 turn. A second roll of this result extends the radius to 200'. A third and final roll increases the radius to 500' and, additionally, livestock drops dead (leaving a desiccated, inedible corpse) within the same time frame.
- 6 The air around the caster is always -10°C/-18°F colder than the surrounding area. A second result decreases the temperature to -30°C/-54°F. A third and final result decreases the temperature by -100°C/-180°F. Coming into contact with, or being in the presence of, the caster may inflict cold damage (judge's discretion).

SPELLBURN: CHAAR

While Chaar is dedicated to entropy and darkness, they will assist those who follow their guidance in the undermining of the Lawful foundation of the multiverse.

Roll Spellburn Result

- 1 The caster's body becomes charged with entropic forces, causing things in their presence to decay and crumble to dust. Instead of the ability points offered in supplication, for each point a 1'x1x1' volume of stone or wood decays to dust.
- 2 If the target of the caster's destructive spell is either Lawful, or is an inanimate object which has been shaped or constructed, the value of the spellburn is doubled. However, if the spell is not destructive, or is focused on a follower of Chaos, the spellburn's value is halved (rounded down, minimum 0).
- 3 The caster may offer up years of their life, in place of physical abilities, to empower their spells. The caster gains +2 to their spell check for every 5 years of their life sacrificed. Upon burning their lifeforce the caster must immediately make a d% roll greater than the number of years which have been burned (cumulatively) +20. Failure results in instant and irrevocable death. Luck *may* be spent on this roll with 1 Luck equaling +5%.
- 4 Chaar offers the supplicant a deal, granting an additional point of spellburn for every +1 of enchantment on items to be sacrificially destroyed in their name (maximum +5) within 1d7 days. Should the sacrifice not be made, the caster permanently suffers that many points of damage, randomly spread across their physical attributes. These points cannot be recovered via restoration, and are wholly and permanently lost.







THE IANTHINIAN



he Ianthinian is the power behind a billion thrones. It is the honeyed tongue that seals treaties and the dagger in the back that starts coups. Kings, queens, warlords, and despots alike all crave the Ianthinian's blessing, but few know the price they must eventually pay to receive it.

The Ianthinian is but whisper and shadow, for none know its true form save that it lurks behind every poisoned blade and within the desirous hearts of all usurpers. Often represented as a purple spider or a faceless purple robed prince, devotees of the Ianthinian desire nothing more than the accumulation of wealth and power, infiltrating the highest levels of nobility and influence, whereby they steer politics, incite wars, and even topple empires, all in service of their shadowed liege.

Individuals seeking a bond with the Ianthinian must first seek to sow strife within any chosen organization, be it a merchant's guild, town council, church parish or even city militia. All manner of underhanded dealings are in play, such as foul gossip, the uncovering of secrets, blackmail, deception or even framing for murder. Once the deed has been done in the Ianthinian's honor, the individual will be granted the poisoned promises of the *Purple Prince*.

Invoke Patron check results:

- 12-13** The Ianthinian grants the devotee the ability to sneak silently, hide in shadows, and disguise self all per the thief's abilities of the same name. The devotee is granted a skill check bonus equal to their caster level. The abilities last for 1 turn per CL.
- 14-17** The Ianthinian grants the devotee a hidden and unknowable secret about one adversary in line of sight, that if spoken to the subject causes them shock and confusion. Examples of the cryptic and shocking secret can be anything from, "*Your mother does not blame you. Your sister's decision was her own*" to "*Your father forgives you, as you have long forgiven him.*" Once the revelation is disclosed, the subject falls to their knees gasping in awe and is unable to act for 1 round (Willpower save vs. spell check result to avoid).
- 18-19** The Ianthinian brings the devotee's shadow to life as an insidious spy that can slip under doors, between shutters, and through even the narrowest of cracks. For the next 1d3+CL turns the devotee can move their shadow up to 50' per CL and can spy through their shadow's eyes and ears as if it were their own.
- 20-23** The devotee sows confusion and chaos within the mind of a single creature within line of sight, forcing it to make a Willpower save vs. the spell check result. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on a success.
Whenever the affected creature chooses a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. The confusion lasts for 1 round per CL or until a successful saving throw is made.
- 24-27** The devotee blasts the mind of a single target, resulting in an agonizing headache that destroys the intellect. Any creature of the caster's choosing within line of sight must make a Willpower save vs. the spell check result. A failed save results in 2d3+CL Intelligence damage. If the creature's Intelligence falls to zero, it is reduced to a vegetative state and considered brain dead. If a target does not have a defined Intelligence score, assume 10 for normal humans and sentient humanoids. The Intelligence damage heals normally.
- 28-29** The Ianthinian dispatches a venomous, purple spider that can be used against a single enemy of the devotee's choosing within 100' per CL. The spider magically appears upon the subject's person in 2d3 rounds, and automatically bites them before dying. The victim must make a DC 10+CL Fortitude save or take on the appearance of death, with pallor upon their cheeks and a stillness in the blood that cannot be distinguished from the likeness of the grave. The false death lasts for 1 day per CL. On a successful save the victim is not affected by the false death but takes 1d6 per CL damage instead.

30-31 The devotee's whispers become as poison, filling the victim's mind telepathically with painful revelations that bring madness and death. The devotee may choose a creature within 60' that must make a DC 10+CL Willpower save each round so long as the devotee maintains their poisonous whisper. Failed saves result in 1d8 per CL damage each round. The devotee may continue the toxic whisper for 1 round per CL so long as they partake of no other action, including movement. Any damage inflicted upon the caster also ends the spell.

32+ With only a few simple words the caster speaks the secrets and hidden desires of the heart, thereby dominating up to 5 HD x CL worth of creatures; controlling their actions for 1d4+CL rounds. Creatures need not understand the caster's language to be affected. Dominated creatures commanded to perform suicidal actions receive an additional Willpower save vs. the spell check result to break the spell's hold.

PATRON TAINT: THE IANTHINIAN

The blessings of the *Purple Prince* can bring riches, fame, and empire. But the cost of such power can be great indeed. 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 anymore.

Roll Result

- 1** The devotee's countless dealings within the shadows has left them with an unnatural and unsettling aura. The first time this taint is rolled, the devotee's shadow seems to move strangely and inconsistent with their own movements. The second time this taint is rolled, not only does the devotee's shadow seem to move of its own volition, but their face is continuously obscured in gloom despite any light source. This results in a 3 point loss to Personality score. The third time this taint is rolled, an unnatural aura of darkness seems to follow the devotee. Candles flicker, torches dim and even sunlight seems to fade causing them to always appear obscured by shadows. This results in a 6 point loss to Personality score along with a +2 bonus to any intimidation rolls.
- 2** The Ianthinian has damned the devotee to become a creature of the night. The first time this taint is rolled, the devotee becomes weary in sunlight, and prefers to stay indoors during the day or cover themselves up if forced to go outside. The second



time this taint is rolled, the devotee suffers a -1d penalty to all skill checks and attack rolls during daylight hours. The third time this taint is rolled, the devotee loses 1d5 points of Stamina each turn spent in direct sunlight. Note that the devotee may mitigate the Stamina loss by wearing heavy clothing that covers their entire body, thereby reducing the loss to 1 point of Stamina per hour spent in sunlight. Any lost Stamina heals normally.

- 3 The devotee must prove their ardor toward the Ianthinian by secretly spreading hurtful and embarrassing gossip about a member of their own party. The second time this taint is rolled, the devotee must secretly slander a member of their own party to the point it causes them public defamation and a loss of prestige and influence. The third time this taint is rolled, the devotee must double cross a member of their own party (e.g., framing them for murder or planting a stolen item in their possession). This act must result in calamity for the victim. Note that a devotee can no longer advance in level, and losses one randomly determined spell per month until each task is completed.
- 4 The devotee's desire to gain secrets and listen to the hidden whispers of others has resulted in an unnatural increase in auditory range. The first time the taint is rolled, the devotee gains a +1 to all hearing based checks but is also overcome by debilitating migraines that result in a permanent -1 penalty to all other Intelligence-based checks. The second time the taint is rolled, the devotee gains a +3 to all hearing based checks but the migraines increase in intensity resulting in a -1d penalty to all other Intelligence-based checks. The third time the taint is rolled, the

devotee's hearing is so acute, they are bombarded by a continuous and excruciating litany of piercing whispers that rise in pitch bursting the devotee's eardrums and leaving them permanently deaf.

- 5 The Ianthinian is displeased and seeks to punish the devotee by stealing their very voice. The first time the taint is rolled, the devotee can no longer make any sound above a normal talking voice. This includes yelling, grunting, or screaming. The second time the taint is rolled, the devotee can only speak in whispered tones. The third time the taint is rolled, the devotee permanently loses the ability to make any sound at all and in effect becomes mute. Note that a mute spellcaster suffers a -1d penalty to all spell checks.
- 6 The Ianthinian is vexed by the devotee's blunders, and as punishment turns their joys to ashes. The first time this taint is rolled, the devotee's touch turns to ash any precious metal (e.g., gold, silver, platinum, etc.) that is not acquired through means of treachery, treason, blackmail, or similar methods the patron would approve of. The second time the taint is rolled, the devotee's decaying touch also includes jewels and precious stones. The third time the taint is rolled, the devotee's decaying touch also destroys magical items (e.g., scrolls, weapons, wands, etc.).

SPELLBURN: THE IANTHINIAN

Devotees of the Ianthinian steer the politics of empire from the shadows; acquiring knowledge and uncovering secrets to exploit all settings of power. But with true power there is always a price. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your own campaign.

Roll Spellburn Result

- 1 The Ianthinian exacts a heavy toll for its powers—the caster's very memories. The caster gains 1 point of spellburn for every point of sacrificed Personality or Intelligence.
- 2 In a brief and excruciating display, the caster's body briefly fades into shadow, becoming the very embodiment of misty gloom before returning to its normal state. The painful transformation manifests as ability loss.
- 3 The caster is cloaked in purple mist while their face briefly twists and contorts into the faceless visage of the *Purple Prince*. The stress of this fleeting transformation manifests as ability loss.
- 4 The Ianthinian reminds the caster that they are worth little more than creatures that skulk and creep by night. When the spell is cast, dozens of spiders, centipedes, crawlers, and other creepy insects burst forth from the caster's orifices. This painful and traumatic display manifests as ability loss.





IVYEEL THE ENTWINING



Ivyeel the Entwining is both the source of and a manifestation of the living, vibrant force of growth that flows through all living things in the multiverse. Its power winds its way across a network of invisible, pulsing channels, like vines crawling across an ancient ruin. These vines distribute life energy distilled from Ivyeel's divine sap across all worlds and planes. Ivyeel is the source of life, itself, the divine spark that turns inanimate matter into living things. There is a dark side to Ivyeel, however, for not all abundance is good. Ivyeel is also growth unchecked, be it in the creepers that choke life from the mighty oak or the rogue cells that grow into tumors within the body.

Despite this two-sided nature, Ivyeel the Entwining, like many of the Un-Gods, is above the concepts of mortal morality. Creatures seeking both ill and good compact themselves with Ivyeel and it answers their invocations equally. Among Ivyeel's servants are those who wish to kindle new growth in blasted places as well as ones who would choke the life from an existing paradise in order to replace it with one of their own making.

When invoking Ivyeel, the caster can retroactively suffer 1 point of spellburn to their Stamina ability to choose a lesser spell check result if they desire.

Invoke Patron check results

- 12-13 Ivyeel's life force flows through the caster or someone they are touching. This living energy heals 1 die of damage or restores a broken limb (caster's choice). As a side effect, the target's eyes glow vibrant green for 1d3 turns.
- 14-17 The sap of Ivyeel manifests around one target the caster can see within 40' of them. The target must make a Willpower save vs. the spell check result or become immobilized for 1d4+CL rounds by the sticky sap. On a successful save, the target can move but is slowed by the viscous fluid, taking a -1d penalty on all actions requiring bodily movement, and suffering a -10' reduction to their speed. The effect also lasts for 1d4+CL rounds or until the target is washed clean of the sap.
- 18-19 Green shoots emerge from the earth and surround either the caster or a target of his choice within 20'. The greenery forms a living cocoon around the subject, pulsing with vibrant life for 1 round. At the end of the next round, the shoots return to the earth and the target emerges, healed of 2 dice of damage or have organ damage restored or diseases cured (subject's choice).
- 20-23 Ivyeel chooses to remove some of its life energy from a target the caster can see within 80'. Green rays of sunlight appear to rise from the target's body, draining its vitality and desiccating its flesh. The target suffers 3d6 damage and temporarily loses 2 points of either Strength, Agility, or Stamina (judge's choice or randomly determined). If the target succeeds on a Willpower save vs. the spell check result, no ability damage occurs and they suffer only ½ damage. Regardless of the save result, somewhere in the multiverse, a creature receives the removed life energy from Ivyeel and is restored to health. The judge can use this effect in their campaign should they ever need to justify a sudden and unexpected healing on a character or NPC.
- 24-27 Ivyeel deems the life force of all living creatures in a 30' radius around the caster should be the same. The hit points of all creatures in this area of effect immediately becomes the same as the caster's, regardless of their normal health, current injuries, or other effects. In addition, if the caster is in good health (no diseases, suffering from poison, broken limbs, etc.), anyone who is experiencing those conditions is immediately healed of them. Likewise, if the caster is suffering from any afflictions, all living creatures in the area of effect immediately gain them. Creatures can attempt a Willpower save vs. the spell check result to avoid being affected by this redistribution of life energy if they choose to. Otherwise, the effects are permanent until circumstances change them (natural or magical healing, taking wounds etc.)

28-29

The life force of Iveyeel runs rampant in $2d4+CL$ foes the caster can see within 120'. Each must succeed on a Willpower save vs. the spell check result or be afflicted by tremendous tumors of malignant cells. These tumors appear nearly instantaneously and cover the targets' bodies with twisted lumps and growths the size of melons. These cancerous bodies make it impossible for the afflicted to move more than 10' per round (further modified by armor) and all physical actions including spell casting suffer a -3d penalty. The tumors last for $1d3+CL$ turns at which time each subject can attempt a Fortitude save vs. the spell check. On a success, the tumors vanish and the target is restored to normal. On a failure, the tumors shrink, but the cancer remains. The victim immediately loses $1d6+CL$ points from Strength, Agility, and Stamina, and they will almost certainly die within 30 days unless magical healing is applied.

30-31

Iveyeel's life energy fills a number of allied creatures equal to $2d4+CL$ within 360' of the caster. They are instantly healed of all injuries and afflictions and temporarily gain 1d4 points of both Strength and Stamina. As a side effect of this, the affected creatures' bodies glow a lambent and vibrant green, producing illumination equal to that of sunlight in a 60' radius. Additionally, each affected creature must roll 1d100 and if the roll is equal to or less than their level or HD, Iveyeel plucks them from their location and uses them as a seed of new life on some far-flung place in the multiverse. The creature vanishes from the game, living out a new existence of the progenitor of all life on a distant world or plane. If a player loses their character as a result of this, any replacement character they introduce into the campaign gets the maximum number of hit points possible at 1st level and their Stamina is increased to 18. Otherwise, the glowing light lasts for $1d6+6$ turns.

32+

Iveyeel removes all life energy from an area measuring 100'x 100' the caster can see. All living creatures in this area that fail a Willpower save vs. the spell check result die, their bodies turned into mummified husks. This life energy is returned to the multiverse and Iveyeel applies it elsewhere. Somewhere in the vast realm of creation, a new star appears or a world comes into being or a demigod is born.



PATRON TAINT: IVYEEL

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 anymore.

Roll Result

- 1 The caster seems to be in the bloom of health regardless of what afflictions and injuries they might actually be suffering. Their cheeks are ruddy, their skin is clean, their hair is shiny, and they exude a healthful aura. If this effect occurs a second time, the caster's presence restores health to simple life forms such as insects and small plants. These living creatures become more robust and enlivened after basking in the caster's presence for a few minutes. If this effect is rolled a third time, the caster's presence restores life to deceased simple life forms. Dead ants are resurrected, desiccated flowers bloom again, and even cut timber produces shoots of living green.
- 2 Ivyeel begins using the caster's body as a battery from which to draw life energy when necessary. When first rolled, this manifests as the caster occasionally awakening from an evening's sleep feeling unrested and weak, but they soon regain their strength. If this result is rolled a second time, once each month (roll 1d30 to determine which day this occurs), the caster awakens having suffered one point of temporary Stamina damage. If this result occurs a third time, the Stamina damage is increased to 1d3 points and the caster must succeed on a Luck check. If they fail, one of the points is permanently lost.
- 3 The caster acts as a reservoir of Ivyeel's power. When this effect first occurs, the caster can heal 1 hp with a touch every 30 days. If this result is rolled a second time, the caster can heal 1d3 points every 30 days. If this effect occurs a third time, the caster heal 1 die of health every 30 days.
- 4 Ivyeel begins to manifest within the caster themselves. When this effect first occurs, the caster no longer sheds tears when crying, but instead weeps drops of glittering green sap. If this effect occurs a second time, the caster's hair becomes entwined with living ivy that grows from their scalp. If this effect is rolled a third time, the caster glows with a dim but vibrant green light equal to moonlight at all times.
- 5 The caster's aura is filled with Ivyeel's power, making them more commanding and influential. This manifests as a permanent +1 increase to their Personality score. If this effect occurs a second time, the power makes them an irresistible target for those that feed off life energy. The caster will always be attacked first by un-dead, especially life-draining kinds, whenever encountered. If this result occurs a third time, the caster's aura is maddening to such creatures. Not only will they attack the caster above all other targets, but they gain a +3 bonus to attack rolls and damage when doing so.

- 6 The caster manifests Ivyeel's power unchecked. At first, this results in an unnaturally swift growth of hair and nails, which require trimming each day. If this result occurs a second time, the caster begins sloughing off dead skin as new cells rapidly grow. They leave a dusting of flaked-off skin in their wake. If this result occurs a third time, grotesque but benign tumors afflict them, warping their bodies with lumpy growths. The caster permanently loses 1 point of Agility and Personality due to these unsightly and dexterity-affecting tumors.

SPELLBURN: IVYEEL

As a source of natural power, Ivyeel the Entwining can be called upon to assist in spellcasting, but their ways are sometime unpredictable—much like their nature. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your campaign.

Roll Spellburn Result

- 1 Ivyeel the Entwining reclaims its power from the caster to enhance their spell casting. The caster grows wan and weakened, and the reclamation of Ivyeel's life energy manifests as ability damage.
- 2 If the target of the spell is a living creature, roll 1d6: (1-3) Ivyeel willingly helps channel the caster's magic at that target, granting an additional +1 spell check modifier for each point of spellburn; (4-6) Ivyeel is unwilling to cause harm to the target, and the caster must expend more of their power to fuel their magic. The caster must suffer 2 points of spellburn for each +1 bonus to their spell check. Spells that require a point of spellburn to simply cast will require 2 points in additional to any further spellburn.
- 3 Lambent green rays erupt from the caster's body and entwine with the mystical forces they are conjuring in their spell work. These rays are Ivyeel fueling the spell with the caster's own life force. This siphoned life energy manifest as ability damage.
- 4 The caster makes a Luck check. On a success, Ivyeel grants them 1 point of free spellburn drawn from living creatures around them. Grass turns brown beneath their feet, small animals grow lifeless, humans and similar creatures feel a brief weakness as if they'd suddenly exerted themselves. These side effects are momentary and result in no lingering detrimental effects.





OLATHVEE



Mad Olathvee is a manifestation of the greatest, most chaotic, least predictable force in the universe: the passion in the heart of mortals. Love is the Grand Irrationality that begets sighs and tears, poetry and murder, and untold thousand other outcomes of desire, rejection, loss, and loathing. Olathvee is the passion that both binds mortals and drives them to slay that which they once professed to love. Olathvee savors every stage of the cycle of longing, bonding, and heartbreak. The euphoria and pain created by the formation and severing of passionate connections are ambrosia to Olathvee, and he meddles in the affairs of mortals who would know love in order to feed his never-ending desire to taste their joy and anguish. The Mad One will do everything in his power to bring two mortals together in perfect harmony so that he may savor both the ecstasy of their union and the pain of their inevitable severing by betrayal, infidelity, or death.

Many casters believe they seek Olathvee's patronage out of a lust for power and perfect companionship, but in truth it is the Mad One that chooses his followers, subtly inciting the flames of their desire until they pledge their eternal loyalty, all the while thinking it was their own idea.

Olathvee's followers rarely see his true form, for when he deigns to make his person known to a follower he generally appears as they whom the subject most desires. When the Mad One does share his true form he appears as a fashionably thin man with straight, dark hair and the mien of a romantic poet.

Invoke Patron check results:

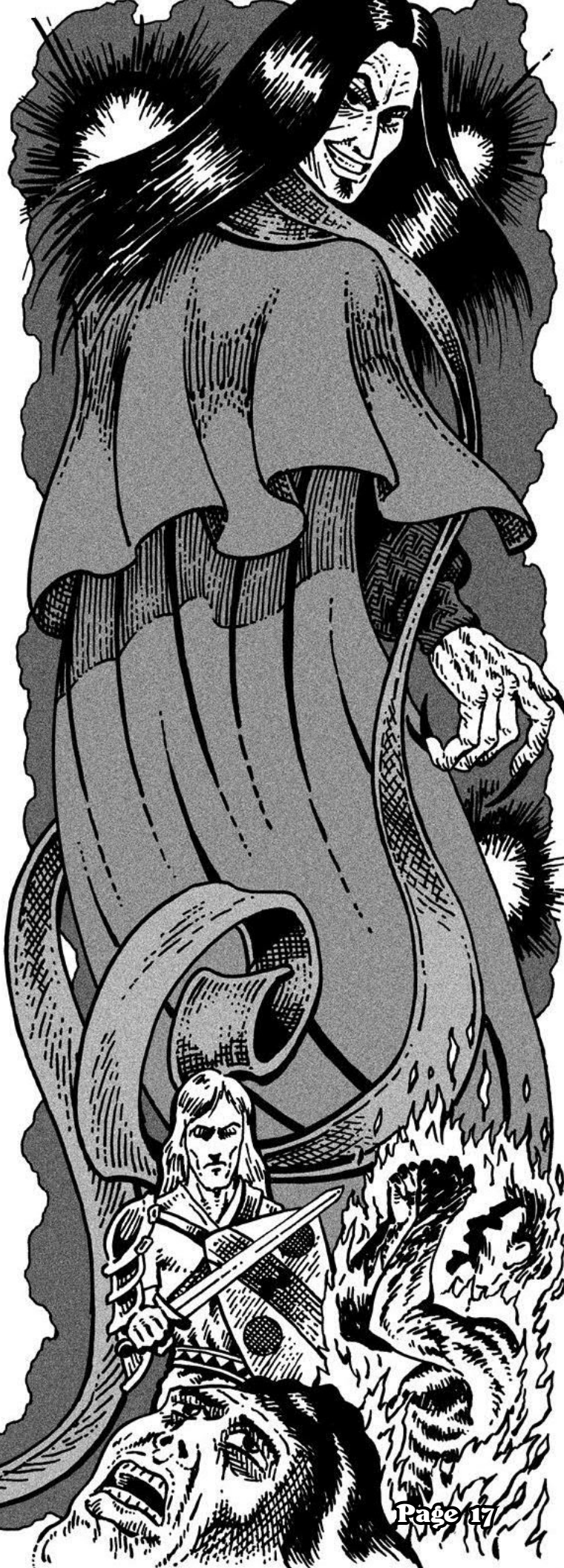
- 12-13 New Love conquers old! The power of Olathvee temporarily transfers a target's loyalty from their current allegiance to the caster. This works on the target's most immediate loyalty—a wolf and their pack, a bandit and their leader, a cultist and the cult, etc. The target must make a Willpower save vs. the spell check result. Targets who successfully save still may take no action for a round, struggling against the surge of sudden unwanted feelings of shifting loyalty. Targets who fail their save are suddenly, intensely loyal to the caster and their allies, and are severed from their normal allegiances for 1d4 + CL rounds. During that time, the target will work towards the caster's goals to the best of its understanding and abilities. The affected will not act suicidally, but it might attack its former allies, move to protect their new friends, reveal secrets, thwart whatever plans are against the caster and their allies, or other actions it can immediately take to help their new allies and confound their old ones. At the end of the duration the target knows it has been manipulated and will likely want revenge. The effect does not have the power to interfere with the target's relationship with the cosmic, i.e. their deity, patron, or alignment.
- 14-17 Olathvee touches the caster with just the tiniest fraction of his passion, which takes the form of a surge of physical power and charisma. The caster receives 1d6 ability points which can be added to their Strength, Stamina, or Personality (maximum of 18). The boost lasts for 1d6 + CL rounds, during which time the caster may spellburn points that were added to their physical abilities scores.
- 18-19 Olathvee drinks down the passion of the caster's foes, leaving them in a lethargic stupor. Up to CL targets within 60' can be affected. Targets must make a Willpower save vs. the spell check or have all desire drained from them. Victims failing their save become impassive and unresponsive, losing all taste for battle, sustenance, communication, and even self-preservation. Affected targets wander away at half normal speed, refusing to interact with anything and anyone, for CL turns. Targets also automatically fail any Willpower saves or Stamina-based checks they are forced to make for the effect's duration. Victims who are attacked attempt to shuffle away from conflict, with opponents gaining +1d on attacks Olathvee's drained vessels decline to block or dodge.
- 20-23 Olathvee gives the caster's foes a searing taste of true Heartbreak. Up to CL + 1d3 targets within must make a Willpower save vs. the spell check or be so shaken that they can take no normal actions for CL + 1d3 turns, during which they, roll 1d6: (1) scream themselves hoarse.; (2) weep uncontrollably.; (3) confess to all in hearing range the story of the one that got away.; (4) give away all their possessions in an attempt to "make things right"; (5) sing the saddest song they know, over and over.; (6) grow numb and insensible to the world around them.

24-27 Olathvee ignites the respect and regard the caster and their allies have for one another, and a mutual love jumps between members of the company like arcs of summer lightning. The caster and up to CL+9 allies and friends each heal 2d6 damage, 1d3 of ability loss, and any characters at 0 hp (but not yet bled out) are returned to consciousness with healing as above. In addition, each of the caster's allies can choose give a permanent gift of their life force to one of the others, as a symbol of their bond of blood. The PCs can each transfer one stat point permanently to one of their allies. If Luck is transferred this way then it changes the receiver's "starting luck" for purposes of their Lucky Roll, Lucky Weapon, Lucky Spell, etc.

28-29 Olathvee reminds a fallen comrade of the bonds of love that once connected them to their allies, drawing their shade back from the land of the dead to fight once more alongside their old companions. If the caster has a PC ally that died (and their stats are available), they appear kitted with all the mundane equipment they carried in life. If not, a random NPC, representing someone from the caster's past, arrives to fight. They are CL-1 level and of a random class. In either case the returned shade stays to aid the caster for 1 turn or until destroyed, and can be turned as un-dead.

30-31 The Madness of Desire! The caster chooses one target in visual range who must make a Willpower save vs. the spell check result or go mad with desire for a thing they can never possibly have. They fall convulsing to the ground in existential agony and refuse to move for CL x d6 rounds. The target may be led somewhere safe by its allies, but otherwise the creature will refuse to eat or drink, even shoving away magical drafts. Even after the effect of the spell wears off the target carries an aching wound from it, a longing for the thing never possessed that could have brought happiness.

32+ The Wrath of Olathvee! A single target in visual range must make a Fortitude save vs. the spell check result. Targets with more than twice the number of HD as the caster's level are stunned by a glimpse at all the passion in the universe, and fall to their knees, insensible of the real world while basking in all the Love in the Universe, this lasts for CL x d6 rounds. Afterwards the target is not able to take direct action against followers of Olathvee for a year and a day, overwhelmed and moved by the memories of just how much love there is in the world. Targets with less HD than twice the caster's level die as their heart explodes in a shower of fire that bursts from their chests. Creatures that the victim faced within 10' take 3d6 damage from the white-hot flames. Afterwards, the creature's body becomes a burnt-out shell of carbon, a permanent charred wreck that lasts forever, set in place like a statue in aspect of final ecstasy. If the victim fell in a public location the shell becomes a place of wishing for lovers, who instinctively leave coins and gifts to appease Olathvee.



PATRON TAINT: OLATHVEE

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

Roll Result

- 1 Scorned of Olathvee! The character suddenly believes themselves unworthy of love. They are constantly melancholic, feeling a desperate loneliness threaded throughout every aspect of their lives. If a potential romantic partner ever makes their intentions known, the affected must make a DC 10 Willpower save or suffer a nervous episode as they must immediately go somewhere and be alone with their self-loathing. If this result is rolled a second time, the saving throw increases to DC 11 as their self-loathing grows. If this result is rolled a third time, the saving throw increases to DC 14 and the character can no longer meet the eye of a stranger or look at themselves in the mirror without a DC 14 Willpower save. The ritual of the Digital Covenant (q.v.) dispels this taint, although it will be incredibly difficult to convince the caster that they are worthy of such a bond. Likewise, if the caster is under the effect of the Digital Covenant, they are immune to this patron taint, which should be re-rolled.
- 2 The caster constantly hears far-off music, songs of love and longing and loneliness from far-off worlds. If the result is rolled a second time, the music grows so intense that it distracts from the caster's awareness of their surroundings, reducing any skill checks involving hearing by -1. If the result is rolled a third time, the caster begins to hear their own name and the story of their own loneliness and loss interwoven into the music, increasing the penalty on checks to -1d.
- 3 The caster becomes bizarrely attractive. Their physical features, including visible scars and corruptions, change just enough to make their overall appearance shockingly beautiful. No creature with an awareness of beauty can treat the caster normally; all are entranced, jealous, disdainful, fearful, or otherwise affected, although close companions can eventually get over it. The afflicted must endure a never-ending barrage of unwanted attention, comments on their physicality, unwarranted possessiveness, competitive undermining, and even unvarnished hostility and hate. This is reflected as a +1 or -1 to Personality based checks depending on the situation, judge's discretion. Increase the modifier by 1 each time this result is rolled, up to a maximum of 3.
- 4 The Universe spontaneously generates a twin of the caster of opposite alignment and personality who immediately begins to work to upend the afflicted's life. The doppelganger appears where it can do the most damage, possibly in the caster's home city while they are out adventuring. The twin possesses all the target's knowledge, skills, and magic ability.



The arcane clone sets about creating mischief in the character's life, playing the kind of pranks one can only play on their twin— impersonating them in order to embarrass them, or making small promises in their twin's name. If this result is rolled a second time, the pranks become malicious, possibly doing long-term damage to the caster's reputation, finances, and relationships. If this result is rolled a third time, the arcane clone immediately goes about impersonating the caster full time, working to destroy their reputation, devalue their achievements, and, most urgently, to sever and ruin any and all personal and romantic relationships. The caster is instantly aware of their twin's existence, but not their location. If the doppelganger is killed it returns from the dead every time this result is rolled, with full memories of its previous incarnations. Note that the twin is not a PC and therefore cannot have or spend Luck.

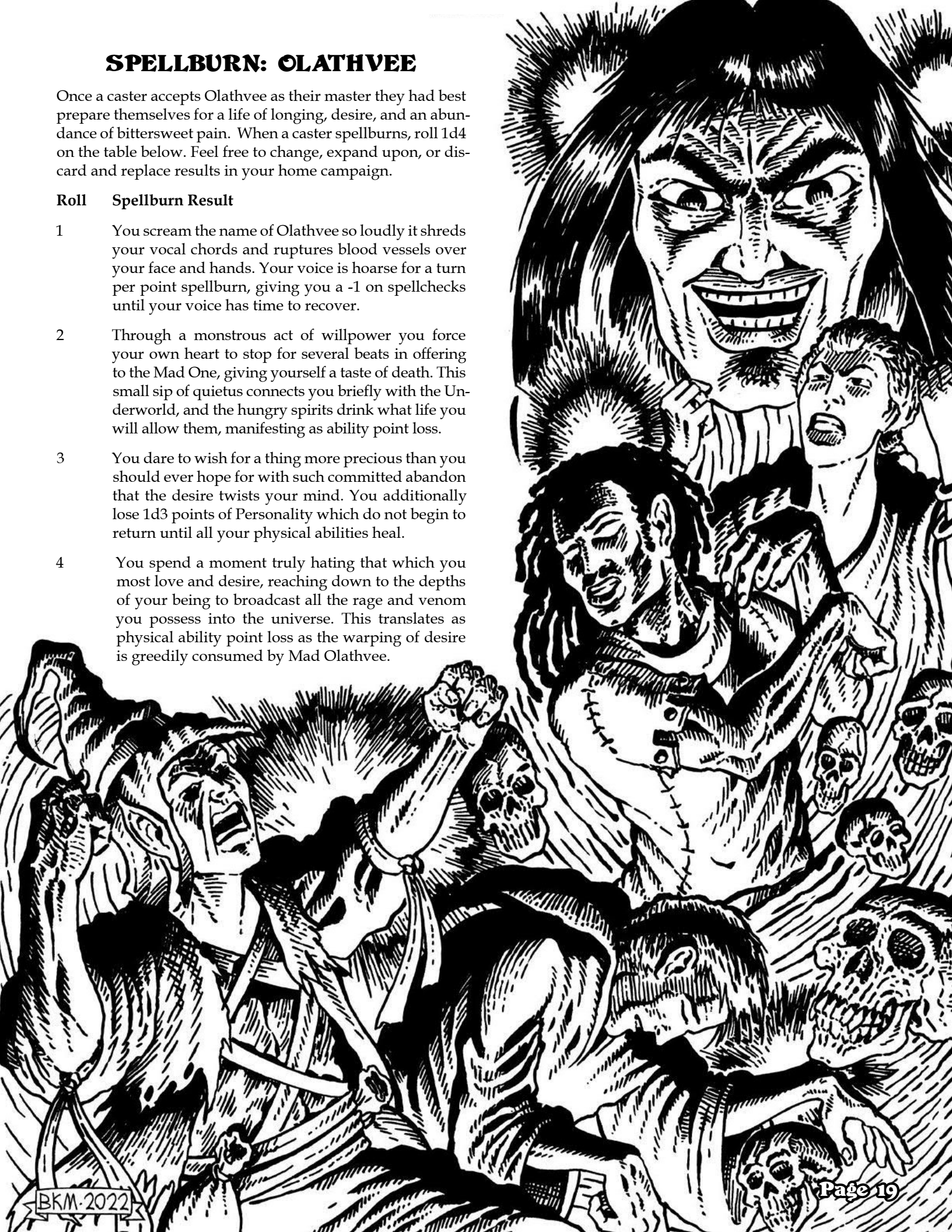
- 5 Olathvee's cycle of consuming the caster's desire and romantic misery takes its toll on the physical form. The caster grows emaciated as food and drink lose their savor for them. If this result is rolled a second time, the caster withers even further, and permanently loses 1 point of Stamina. If the result is rolled a third time the character becomes almost skeletal, permanently losing 1 point of Strength.
- 6 Gazing too long upon Olathvee taints the caster's soul with a touch of the Mad One's greed for love and loss. The caster becomes a romantic meddler, driven to arrange relationships between unpartnered friends, allies, and family members, while at the same time attempting to tempt their coupled acquaintances to infidelity with some unsuspecting third party. The caster must put in at least some work towards creating or breaking romantic connections every day, they are around other people or suffer 1 point of Personality loss that doesn't begin to heal until they get back to intervening in the love lives of others. However, if the caster ever manages to either sever a loveless or abusive relationship or instigate a romance that blossoms into marriage or True Love, Olathvee rewards their obtrusiveness with the gift of a point of Luck.

SPELLBURN: OLATHVEE

Once a caster accepts Olathvee as their master they had best prepare themselves for a life of longing, desire, and an abundance of bittersweet pain. When a caster spellburns, roll 1d4 on the table below. Feel free to change, expand upon, or discard and replace results in your home campaign.

Roll Spellburn Result

- 1 You scream the name of Olathvee so loudly it shreds your vocal chords and ruptures blood vessels over your face and hands. Your voice is hoarse for a turn per point spellburn, giving you a -1 on spellchecks until your voice has time to recover.
- 2 Through a monstrous act of willpower you force your own heart to stop for several beats in offering to the Mad One, giving yourself a taste of death. This small sip of quietus connects you briefly with the Underworld, and the hungry spirits drink what life you will allow them, manifesting as ability point loss.
- 3 You dare to wish for a thing more precious than you should ever hope for with such committed abandon that the desire twists your mind. You additionally lose 1d3 points of Personality which do not begin to return until all your physical abilities heal.
- 4 You spend a moment truly hating that which you most love and desire, reaching down to the depths of your being to broadcast all the rage and venom you possess into the universe. This translates as physical ability point loss as the warping of desire is greedily consumed by Mad Olathvee.



THE SALLOW BLIGHT



The Sallow Blight is a sentient malignancy that infects the emotions of all that succumb to its touch. It manipulates emotions as it spreads, destroying positivity and encourages apathy, despair violence, self-hatred, and other negative emotional states. The Sallow Blight's presence has brought about the downfall of a million worlds across the multiverse. It seeks only to ravage entire civilizations, culling the weak and emotionally-fragile to bring about new, harder cultures capable of thriving in an uncaring multiverse. On each world the Sallow Blight has touched, it has always found those willing to accept its malign sickness. The lovelorn, the cruel, the downtrodden with nothing left to lose and a new world to gain all have gladly accepted the Sallow Blight's malign kiss in return for power and a place of prominence among the ashes of the old world.

Invoke Patron check results

- 12-13 A number of targets equal to the caster's level within 60' are afflicted by a sense of profound apathy if they fail a Willpower save vs. the spell check result. This apathy makes them listless and self-focused, less apt to notice the actions of those around them. All ability and skill checks related to stealth or fast-talking gain a +1d bonus. This effect lasts for 1 turn.
- 14-17 The caster's touch becomes infected with the Sallow Blight's power. A target the caster makes physical contact with must succeed on a Willpower save vs. the spell check result or become emotionally cold and callous. They follow the caster's commands as if charmed for 1d6+CL rounds, so long as they are ordered to perform cruel, violent, or destructive acts such as killing other creatures, stealing another's belongings, or committing arson. If the caster gives them an order that benefits another directly, including the caster (such as ordering the charmed creature to protect them from others), the target can make another Willpower save, shaking off the spell's effect on a success. If the target is already callous or violent, they may suffer a -1d or even a -2d penalty to their save at the judge's discretion. The caster can only infect 1 target at a time and their touch loses this property once used or after 1d3+CL rounds have passed.
- 18-19 The caster utters unspeakable truths that shatter the world view of those hearing them. A number of targets equal to the caster's level within 50' must succeed on Willpower saves vs. the spell check result or be stunned as their sense of reality is stripped bare. Targets failing their save can only wail helplessly, laugh maniacally at an uncaring multiverse, or stare sightlessly into the void of truth. This stunned states lasts for 2d4+CL rounds. However, if the target is attacked or otherwise suffers damage, they can make another Willpower save to rouse themselves to action.
- 20-23 The caster or another target they touch takes on a faded, sickly appearance as the Sallow Blight assumes partial control over them. This control lasts for 2d5+CL rounds. During this period, the target's words are unnaturally persuasive, giving them a +1d bonus to all Personality checks related to swaying the emotions of others. The caster also gains a +1d spell check bonus when casting spells that affect another's mind or psyche, such as *charm person* or *word of command*. Lastly, the target gains a +2 bonus to Willpower saves while under the Blight's influence.
- 24-27 As 14-17 above, but the caster can affect a number of targets equal to 1d5+CL within 40' and need not touch them to infect them with cruelty. This charmed state lasts for 3d6+CL round. Additionally, if the target fails their save with a natural 1, the effect is permanent.
- 28-29 The caster can affect the emotional state of up to 1d8+CL creatures within 120'. Each target can make a Willpower save vs. the spell check result to resist this effect. If failed, however, the caster changes their emotional state in a negative way. This manifests as intense sorrow, violence, boredom, cruelty, self-hatred, or similar emotions. The actions of the targets are determined by the judge. A target overwhelmed by sorrow will likely do nothing but weep uncontrollably for the spell's duration, while those affected with violent emotions will fly into a berserker rage, attacking friend and foe alike. The caster can make each target feel a different emotion if desired and this effect lasts for 2d10+CL rounds.

30-31 As 14-17 above, but the caster affects a number of targets equal to $2d6+CL$ within 60' of them and need not touch them to infect them with cruelty. Targets who fail their Willpower saves are under the effect of this spell until the caster chooses to release them, orders them to perform an act that transgresses against their callous nature, or the caster dies.

32+ The caster chooses a single target they can see whose HD/level doesn't exceed their own. This target must succeed on a Willpower save vs. the spell check result or become an avatar of the Sallow Blight. This avatar exists solely to spread the Blight's insidious demolishing of hope and emotional well-being. The avatar permanently gains the ability to spread callousness as described in result 14-17, but the effect lasts as long as the avatar lives and they have no limit on the number of targets they can infect. The avatar also gains an additional 20 hit points, becomes immune to non-magical attacks, and has a +10 modifier to all saving throws. Only one avatar of the Sallow Blight can exist on a world at a time. Their manifestation usually heralds a spiral of violence and destruction from which a new world will ultimately emerge, forever changed by the touch of the Sallow Blight.

PATRON TAINT: THE SALLOW BLIGHT

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 anymore.

Roll	Result
1	The caster becomes emotionally distant, making it difficult for them to care about others. At this stage, their emotional coldness has no discernible game effect. If the caster rolls this result a second time, the emotional distance become more severe and they are incapable of thinking about the needs of others. They suffer a -2 penalty to any Personality check involving empathy or interpersonal relationships. Should this result occur a third time, the caster becomes a borderline sociopath lacking any emotions at all. They are incapable of maintaining even business relationships and may never have hirelings or followers. The caster suffers a -1d penalty to all Personality ability checks.



- 2 The caster takes on a wan, pale appearance, making them look ill. If this result occurs a second time, they become even more pale and sallow-looking, appearing nearly corpse-like. This results in the permanent loss of 1 point of Personality. If this result is rolled a third time, the caster takes on a grayish-yellow pallor and looks entirely unnatural. Strangers will assume them to be either infected with illness or are un-dead and will likely try to drive them away at best or burn them to ashes.
- 3 The caster's personality becomes tiresome to others, making them wish to leave their company as soon as they can. This taint has no appreciable game effect at first. If this taint occurs again, all strangers must succeed on a morale check (see DCC RPG rulebook p. 94) in order to willingly deal with the caster for longer than a moment or two. They ignore or even flee the caster if the morale check fails. If this result is rolled a third time, the caster actually feeds off others' emotions. Anytime a stranger fails a morale check, they suffer 1 point of temporary Personality damage and the caster gains sustenance. The caster must consume a number of Personality points equal to their level each month or they permanently lose 1 Stamina point.
- 4 The caster develops a curious pale splotch on their flesh, either on a hand, forehead, forearm, or lower leg. If this result occurs a second time, the splotch takes on a yellow-gray coloration, making it even more noticeable and unhealthy looking. If this taint is rolled a third time, a single yellow eye manifests in place of the discolored flesh, observing the world with a cold gaze. The eye never closes or even acknowledges the caster, and, if damaged or cut out, returns the next dawn as if never harmed. The caster is plagued almost nightly with dreams of a ravaged world filled with cold, cruel survivors slowly rebuilding a new civilization in which hope and love have no place.
- 5 The caster spreads woe wherever they go. Arguments and disagreements seem to break out and lovers part forever in towns where the caster tarries too long. Locals put this down to sheer bad luck and the caster has no control over how relationships deteriorate around them. If this result occurs a second time, the caster's presence causes relationships to fray in a matter of hours instead of days. At this stage, some observant individuals may tie events to the caster's presence and seek to remove or harm them in return. If this result is rolled a third time, the caster becomes ground zero for emotional turmoil and causes fistfights to erupt just by walking into a tavern. It is impossible for the caster to prevent others from noticing they are responsible for the discord and the already argumentative mob will take out their anger on the caster if they can.

- 6 The caster becomes prone to negative emotional mood swings, suddenly turning, cruel, morose, verbally abusive, violent, angry, and so forth unexpectedly. If this result is rolled a second time, the caster must make a Luck check each morning when they awaken. On a failed check, they spend the day in one of the following emotional states: (1) angry, (2) cruel, (3) depressed, (4) self-hating, (5) abusively sarcastic, or (6) frightened. If this result occurs a third time, the caster only make a Luck check each week, stays in this emotional state for an entire week if they fail their check.

SPELLBURN: THE SALLOW BLIGHT

The Sallow Blight desires only to spread and always assists its followers. The price for this intervention, however, always aids the Blight in the long term, helping to spread its infection across the caster's home world. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your campaign.

Roll Spellburn Result

- 1 The Sallow Blight demands the caster sacrifice one of their most emotional memories to power their magic. This manifests as a permanent loss of 1 point of Personality, but in return, the Sallow Blight grants a +5 bonus to the spell check.
- 2 If the caster inflicts harm on another while spellburning, they immediately heal back 1 point of spellburn per HD/level of the creature being harmed. The creature must agree to suffer the violence and the caster must inflict it by means capable of causing at least 1d4 damage. For example, a punch would not be sufficient, but slicing the creature with a dagger would. Damage is rolled normally.
- 3 The Sallow Blight agrees to amplify the caster's spellburn, granting them a +1 bonus above any other ability damage incurred. However, this isn't entirely free. The caster must irreparably harm a relationship of some meaning to appease the Blight within 1 week per level of the spell they were assisted with. Failure to do so results in the permanent loss of 1 point from one of the abilities sacrificed to perform the original spellburn. The judge has final say on what actions result in irreparable harm to a relationship.
- 4 The caster is filled with a state of emotional coldness that seeps into their very bones. This unnatural emotional distance manifests as ability damage equal to the number of points spellburned.





SHAYL, THE CELESTIAL RADIANCE

Shayl is the brilliance that dwells in every soul. It is the potential of the righteous and the possibility of redemption for the wicked. It is the first and last light of the multiverse, the spark of life found in all things from amoeba to god. Shayl cannot be destroyed or denied. Many fear the call of Shayl and pray they never feel it manifest in their lives, for they know they can never measure up to its demands.

No depiction of Shayl can do the Un-God justice. Eyes cannot comprehend its majestic perfection; the greatest masterworks are not even the shadows of a shadow of Shayl's glory. Its manifestations are felt, but not seen. In its abundance, Shayl's full presence is intolerable even to the gods. Seeing Shayl would cause blindness, as the being's eyes refuse to see aught else. Those unfortunates who feel Shayl's full presence die soon thereafter, tortured by their comparative crude unworthiness. It is whispered in some circles that the festering darkness which corrupts living beings and their magic—the forces of un-death and entropy themselves—arose to soothe the multiverse's inability to endure Shayl undiluted.

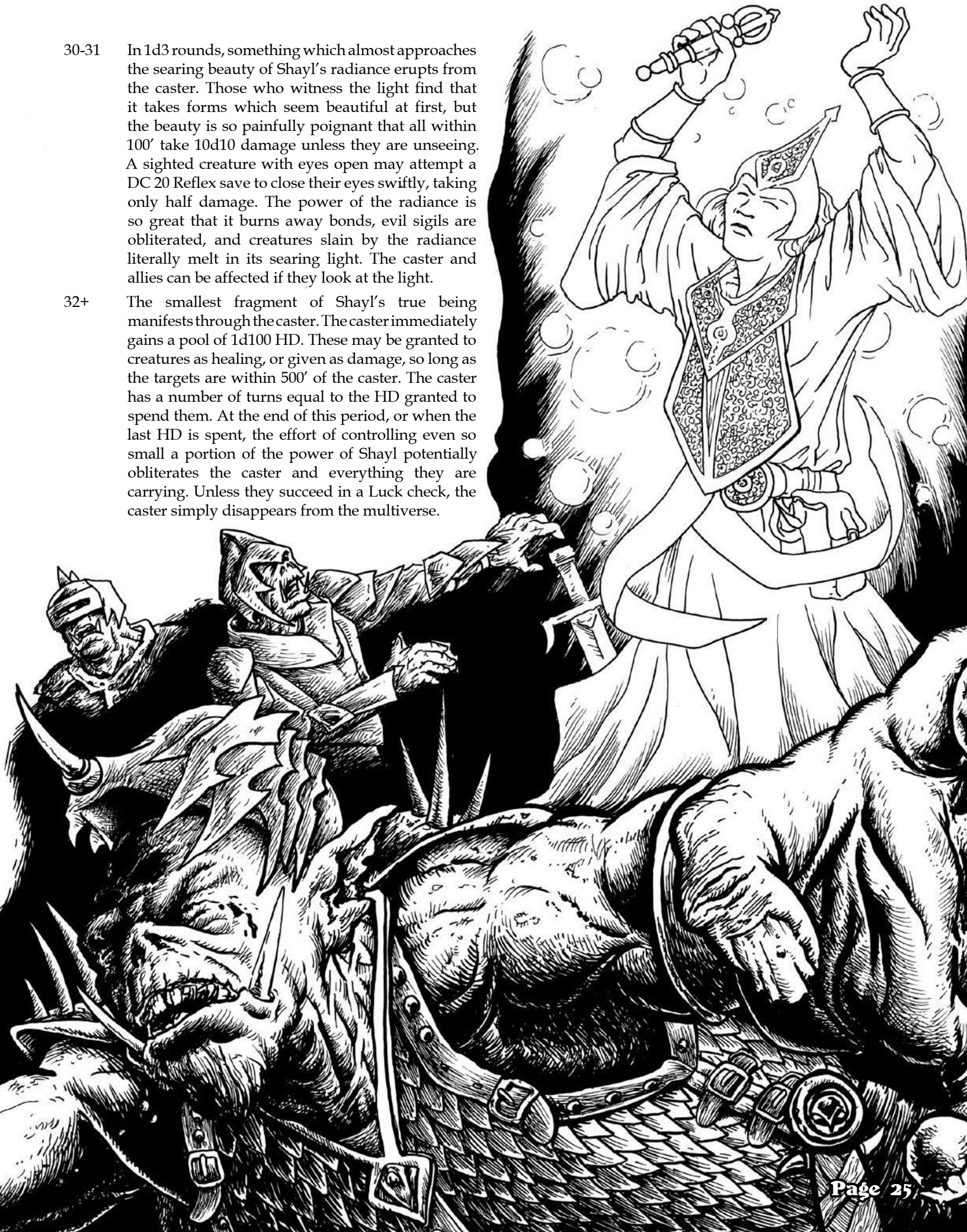
Those wishing to bond with Shayl often travel to places of great natural beauty or unusual fecundity to forge the bond. Others seek the presence of great works of art, or perform deeds intended to redeem themselves before bonding. None of these matter; no place in the multiverse, and no act of any being mortal or immortal, approaches worthiness to invoke Shayl. If Shayl chooses, the bond will be successful even in the meanest hovel, and to the vilest of practitioners.

Invoke Patron check results:

- 12-13 For a brief moment, the caster feels the brush of Shayl's radiance. Even so brief a contact allows the caster to make a single die roll in the next 1d4 rounds with a +2d bonus on the dice chain.
- 14-17 The caster feels the radiance of Shayl shining invisibly in their soul. For the next 2d5 rounds, the caster cannot make a misstep. Each failed skill check, saving throw, attack roll, or spell check made by the caster is treated as a minimal success instead.
- 18-19 The spark of life flares in the caster. The caster gains 1d6+CL dice in healing, which the caster can use on themselves or on other creatures within 50'. The caster need not dispense all potential healing at once as unused healing remains until 1 hour has passed. Each HD of healing can be split among any number of creatures, but each use requires a standard action (and the HD or healing cannot themselves be divided). Shayl's radiance harms un-dead creatures rather than healing them.
- 20-23 The cerulean Celestial Radiance of the Un-God manifests visibly from the caster, creating a dim image of Shayl's glory. Although seen but dimly, so powerful is the majesty of Shayl that all sighted creatures within 50' must succeed in a Willpower save vs. spell check result or be unable to take any action for the next 1d7+CL rounds, as they writhe and revile themselves for their grotesquery in contrast to the Celestial Radiance. Un-dead within 50' must succeed in a further DC 20 Fortitude save or take 1d8 damage per CL. The caster is immune, but allies are not.
- 24-27 The exquisite glory of Shayl pushes the caster and their allies to greatness. For the next turn, the caster and all allies within 100' gain a +1d bonus to all rolls. When the spirit of the Celestial Radiance passes at the end of this time, all beings which benefited from Shayl's presence take 1d3 points of temporary damage to a random ability score (not including Luck). This damage heals at half the normal rate. Living tissue was not meant to contain such luminosity.
- 28-29 The caster gains the ability to shoot beams of sapphire radiance to CL targets, up to a distance of 500'. These beams do 3d8+CL damage, DC 18 Reflex save for half damage. However, each time the caster uses this attack, they take 1d3 points of temporary Strength, Agility, or Stamina damage (determined randomly), which heals at half the normal rate. The caster retains this ability for 1d7+CL turns.

30-31 In 1d3 rounds, something which almost approaches the searing beauty of Shayl's radiance erupts from the caster. Those who witness the light find that it takes forms which seem beautiful at first, but the beauty is so painfully poignant that all within 100' take 10d10 damage unless they are unseeing. A sighted creature with eyes open may attempt a DC 20 Reflex save to close their eyes swiftly, taking only half damage. The power of the radiance is so great that it burns away bonds, evil sigils are obliterated, and creatures slain by the radiance literally melt in its searing light. The caster and allies can be affected if they look at the light.

32+ The smallest fragment of Shayl's true being manifests through the caster. The caster immediately gains a pool of 1d100 HD. These may be granted to creatures as healing, or given as damage, so long as the targets are within 500' of the caster. The caster has a number of turns equal to the HD granted to spend them. At the end of this period, or when the last HD is spent, the effort of controlling even so small a portion of the power of Shayl potentially obliterates the caster and everything they are carrying. Unless they succeed in a Luck check, the caster simply disappears from the multiverse.



PATRON TAINT: SHAYL, THE CELESTIAL RADIANCE

When patron taint is indicated for Shayl, roll 1d6 on the table below. When all taints have been gained at all levels, there is no reason to roll any further.

Roll Result

- 1 **Self-mortification:** Association with Shayl, no matter how fractional, makes the caster aware of their own imperfections. When this taint is first rolled, the caster begins to scourge (or otherwise damage) themselves, so they begin each adventure with 1d4 hp of damage. When rolled a second and third time, the effects become more extreme, so that the caster begins each adventure with 2d4 or 4d4 damage respectively.
- 2 **Righteousness:** The caster becomes more closely allied to Shayl's concept of righteousness. Each time this is rolled, the caster's alignment moves one step closer to Lawful (if it is not Lawful already). In addition, the second time this is rolled, the caster loses the ability to lie, cheat, or steal. If the caster acts in an ignoble manner (judge's discretion), they immediately take 1d6 points of subdual damage (DCC RPG rulebook, p. 96). If rolled a third time, the caster can no longer forego undertaking righteous quests if asked by the honorable or downtrodden (as determined by the judge). Doing so immediately and permanently reduces their total maximum hit points by 1d4.
- 3 **Compensation of Chaos:** The multiverse attempts to compensate for the intrusion of Shayl's radiance, like an oyster creating a pearl around an irritant. When this taint is first rolled, the caster gains a minor corruption. A second and third occurrence cause a major and greater corruption respectively.
- 4 **Burned by the Light:** A caster bound to Shayl comes into greater contact with the Celestial Radiance than living creatures can bear. Casters find their bodies becoming thin and worn, as though they are melting into the ultra-cosmic radiance. When this taint is first rolled, the caster permanently loses 1 point of Stamina. When it is rolled a second time, the caster permanently loses 1d3 points of Stamina. When rolled a third and final time, the caster permanently loses 1 point each of Strength, Agility, and Stamina.

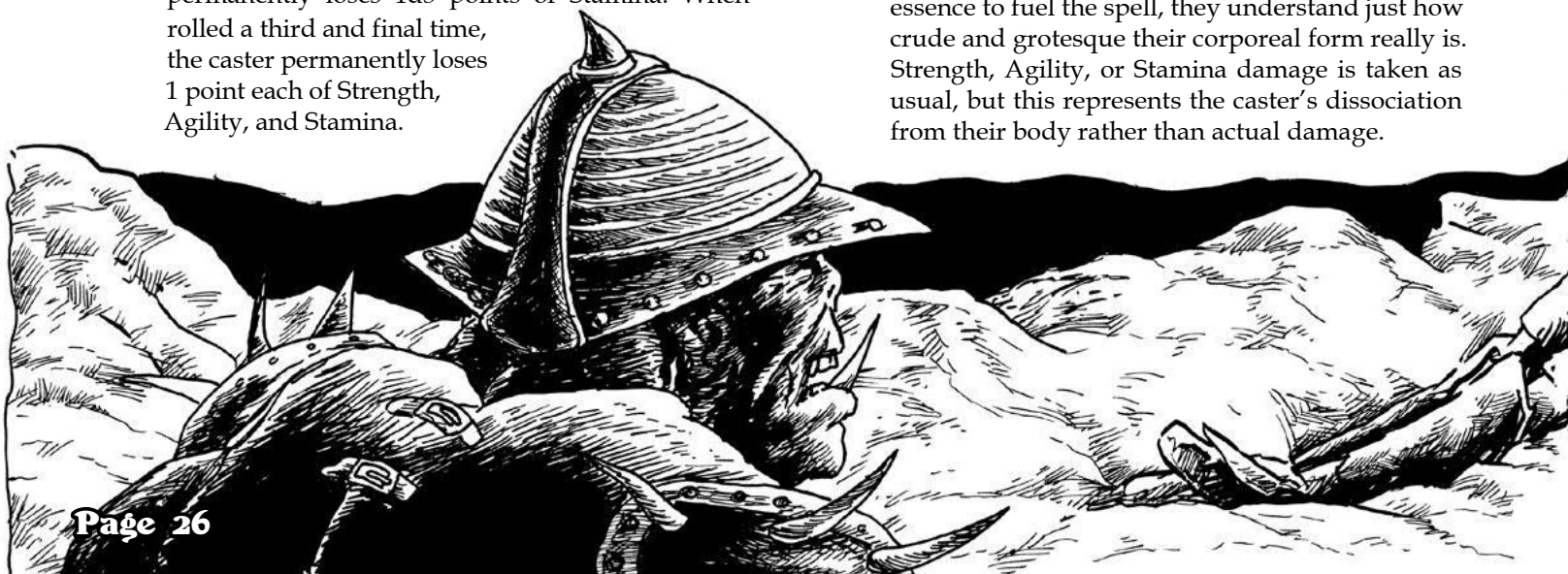
- 5 **Radiance:** The caster begins to take on some of the Celestial Radiance themselves. When this taint is first rolled, the glow is invisible, but undead creatures feel it at a range of 60', targeting the character by preference. When this is rolled a second time, the caster visibly glows in the darkness, with a blue radiance akin to candlelight. When rolled a third and final time, the azure luminosity is such that visibility is created within a 60' radius around the caster, and it is impossible to conceal this nimbus even in the brightest light.
- 6 **The Quest for Perfection:** Nothing, mortal or immortal, is worthy of Shayl's perfection. When this taint is rolled, the quest for perfection make everything harder for the caster, who would rather fail than achieve an imperfect success. When this taint is rolled the first time, the caster takes a -1 penalty to all skill checks, spell checks, and attack rolls. When rolled a second and third time, these penalties increase to -2 and -3 respectively.

SPELLBURN: SHAYL, THE CELESTIAL RADIANCE

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 merest portion of the power of the Celestial Radiance burns through the caster, fueling their spell. The result is expressed as Strength, Agility, or Stamina damage.
- 2 For a moment, the caster senses their essential connection to Shayl, however weak or insignificant that may be. Spellburn must be taken from Personality, as the caster loses a portion of themselves to the Celestial Totality that underlies the multiverse.
- 3 Power flows strongly through the caster, who gains an additional +1d4 bonus to the spell check in addition to what they spellburn.
- 4 As the caster makes the briefest contact with Shayl's essence to fuel the spell, they understand just how crude and grotesque their corporeal form really is. Strength, Agility, or Stamina damage is taken as usual, but this represents the caster's dissociation from their body rather than actual damage.







TUANNA AND DJAHLBAK, THE TWINS OF INSPIRATION AND DEVASTATION



Tuanna and Djahlbak are the sundered remnants of a singular Un-God, one whose identity has been lost to the eons. From the shattered divinity of that entity came the Twins of Inspiration—Tuanna—and Devastation—Djahlbak. Within both burns the same cosmic fire, but how they choose to focus that flame upon the multiverse is vastly different.

Tuanna kindles the fires of inspiration within living beings, the urge to create new ideas and art, or to try methods yet untested. Djahlbak's fire manifests as the flame that burns in the breast of those looking for vengeance and are willing to burn worlds to gain it.

Although they are two distinct entities, the Twins are inseparable when compacts are made with them. To pledge yourself to one is to pledge yourself to both, making the Twins an unpredictable patron. When an artist destroys one of their creations in a pique of anger, it's a sign of the Twins' presence. When a warlord devises a new and horrific way of slaying their foes, the Twins have been at work.

When casting *invoke patron* to call upon the Twins, the caster must take the spell result rolled. The Twins answer as they will and when the caster has the need of one's influence, sometimes they get the other in reply.

Invoke Patron check results

- | | |
|-------|---|
| 12-13 | The fires of Djahlbak touch a single target within 40' of the caster causing searing burns in the shape of torched cities and jagged knives to sizzle into their flesh. The target takes 1d6+CL damage. A successful Fortitude save vs. the spell check result reduces the damage by half. The burns remain until magically healed. |
| 14-17 | The embers of Tuanna's inspiration kindle in the caster's mind, providing them with insight on how to accomplish a task at hand. The caster gains a +4 bonus to a single roll of their choice made in the next 1d4+CL rounds. When this bonus is applied, a fiery orange hand manifests and appears to guide the caster's efforts to accomplish the task. If the caster rolls a natural 20 when performing the task, they permanently gain +1 point of either Intelligence or Personality (judge's choice) as the divine insight opens new avenues of thinking for them. |
| 18-19 | Djahlbak's fire transforms the caster's favorite weapon into a searing-hot tool of vengeance and destruction. Only the caster may wield the now-hot-to-the-touch weapon safely. All others take 1d6 damage and catch fire. Strikes by the weapon inflict an additional +1d6 damage and the target is set alight if they fail a DC 15 Reflex save. Non-living, non-magical flammable matter catches fire if touched by the weapon, and magical matter has a 1 in 6 chance of burning if it comes into contact with the weapon. The weapon produces light equal to a torch while aflame. This magical effect lasts for 1d3+CL rounds. |
| 20-23 | Tuanna gifts the caster with an inspirational insight around a problem. This peels back the veils of the multiverse and give them a look at the cosmic forces of Fate and Destiny. The judge must provide the caster's player with the most likely course of action that will result in success. This doesn't necessarily guarantee success (if the most likely course involves swinging over a lava pit, it's still possible for something to go wrong), but should be the easiest, fastest, or otherwise optimal course of action. Should the caster choose to pursue another course of action, Tuanna is not pleased and the caster suffers 1d3 points of temporary damage to a random ability in return for ignoring her inspiration. |
| 24-27 | Djahlbak enacts vengeance on the caster's behalf. One creature in the multiverse that has wronged the caster in some way over the past CL days immediately catches fire and suffers 1d6+CL damage. The creature must succeed on a DC 15+CL Reflex save each round to extinguish the supernatural flames or suffer another 1d6+CL damage. The flames otherwise last for 1d8+CL rounds or until the target burns to death. If the target survives the fire, they are horribly burned, and at least one patch of the scarred flesh resembles the caster's face. This scar can never be healed. |

28-29

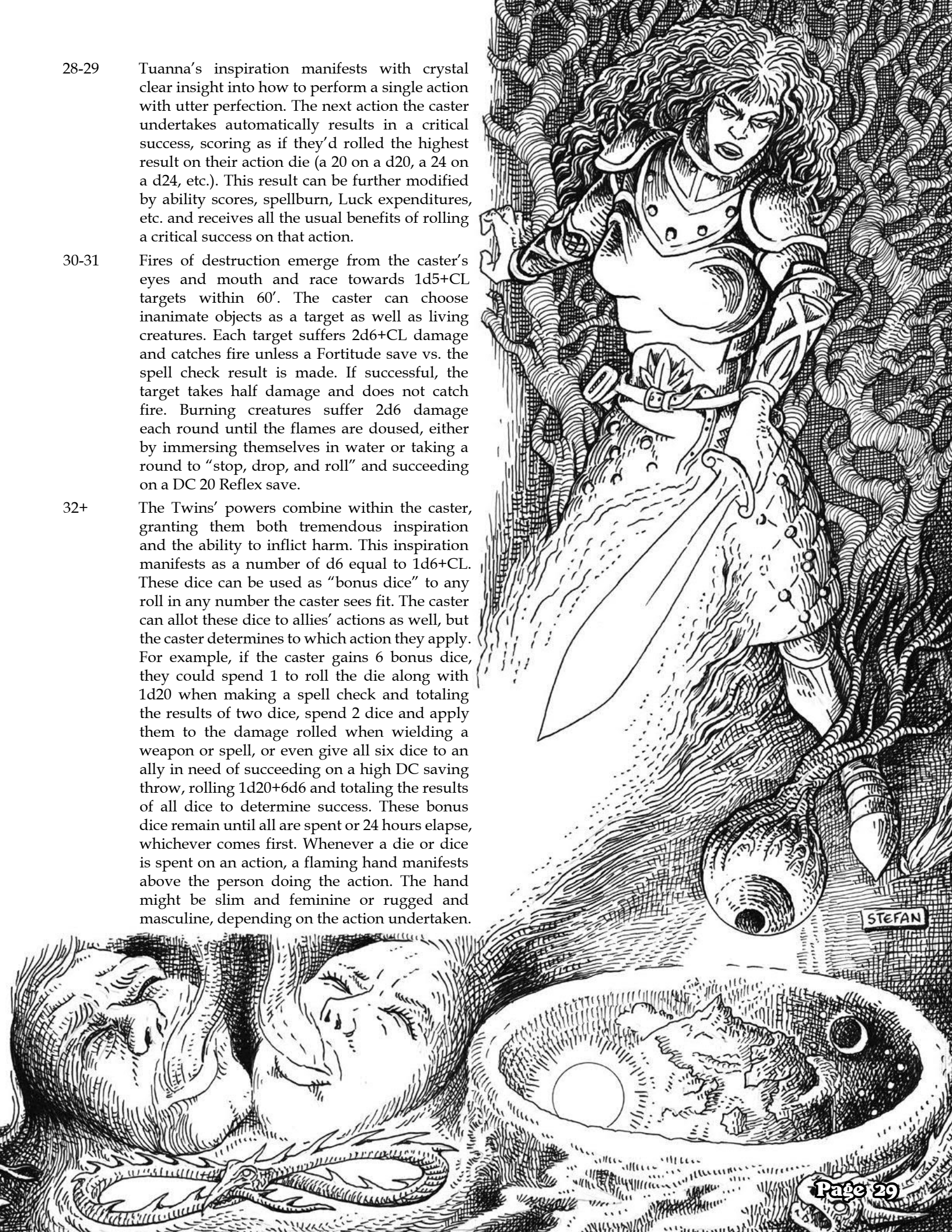
Tuanna's inspiration manifests with crystal clear insight into how to perform a single action with utter perfection. The next action the caster undertakes automatically results in a critical success, scoring as if they'd rolled the highest result on their action die (a 20 on a d20, a 24 on a d24, etc.). This result can be further modified by ability scores, spellburn, Luck expenditures, etc. and receives all the usual benefits of rolling a critical success on that action.

30-31

Fires of destruction emerge from the caster's eyes and mouth and race towards $1d5+CL$ targets within 60'. The caster can choose inanimate objects as a target as well as living creatures. Each target suffers $2d6+CL$ damage and catches fire unless a Fortitude save vs. the spell check result is made. If successful, the target takes half damage and does not catch fire. Burning creatures suffer $2d6$ damage each round until the flames are doused, either by immersing themselves in water or taking a round to "stop, drop, and roll" and succeeding on a DC 20 Reflex save.

32+

The Twins' powers combine within the caster, granting them both tremendous inspiration and the ability to inflict harm. This inspiration manifests as a number of d6 equal to $1d6+CL$. These dice can be used as "bonus dice" to any roll in any number the caster sees fit. The caster can allot these dice to allies' actions as well, but the caster determines to which action they apply. For example, if the caster gains 6 bonus dice, they could spend 1 to roll the die along with $1d20$ when making a spell check and totaling the results of two dice, spend 2 dice and apply them to the damage rolled when wielding a weapon or spell, or even give all six dice to an ally in need of succeeding on a high DC saving throw, rolling $1d20+6d6$ and totaling the results of all dice to determine success. These bonus dice remain until all are spent or 24 hours elapse, whichever comes first. Whenever a die or dice is spent on an action, a flaming hand manifests above the person doing the action. The hand might be slim and feminine or rugged and masculine, depending on the action undertaken.



PATRON TAINT: TUANNA AND DJAHLBAK

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 anymore.

Roll Result

- 1 A tiny orange flame burns deep in the caster's left pupil, visible only in dim lighting. This is a sign of Tuanna's inspiration. If this result occurs a second time, a second fire, one which seem to roar and writhe, appears in the caster's right eye, a sign of Djahlbak's hot-blooded violence. If this result is rolled a third time, both fires grow in intensity and the caster's eyes seem afire even in bright light.
- 2 The caster's dominant hand becomes scarred as if by fire. The scars seem to form the image of a humanoid face, with the left side resembling a woman and the right side looking like a man's. If this result occurs a second time, the caster's other hand gains burn scars, but the face splits in two. A female face is visible in the scars of the (1-3) left hand or (4-6) right hand, with the male's face on the other one. If this result happens a third time, each hand becomes guided by one of the Twins. Actions performed by Tuanna's hand gain a +1 bonus to actions that create and a -1 penalty to actions that destroy, while the hand of Djahlbak gains a +1 bonus to actions that destroy and a -1 penalty to actions that create. Actions performed with both hands have no bonus or penalty. The judge ultimately decides if an action is creative or destructive, but common sense should prevail.
- 3 The caster's voice seems to crackle like flames when they speak. If this result occurs a second time, flames dance along their tongue when talking. These flames do not damage the caster and aren't hot enough to set things alight. If this result is rolled a third time, flames are visible within the caster's mouth whenever they open it. The caster can set small flammable items by putting them in their mouth and succeeding on a Luck check.
- 4 The caster sometimes hears voices in their head. These voices are either female, urging the caster to create a fabulous legacy to leave behind, or male and whispering that the caster should not suffer slights lightly. If this result is rolled a second time, the voices grow in volume and regularity and sometimes make it difficult to concentrate. Anytime the caster rolls a fumble, they must also make a DC 11 Willpower save. On a failure, the caster is stunned for 1 round trying to quiet the voices in their head. If this result occurs a third time, the caster must make a DC 13 Willpower save or be stunned for 1d3 rounds as the voice scream and argue in their head.

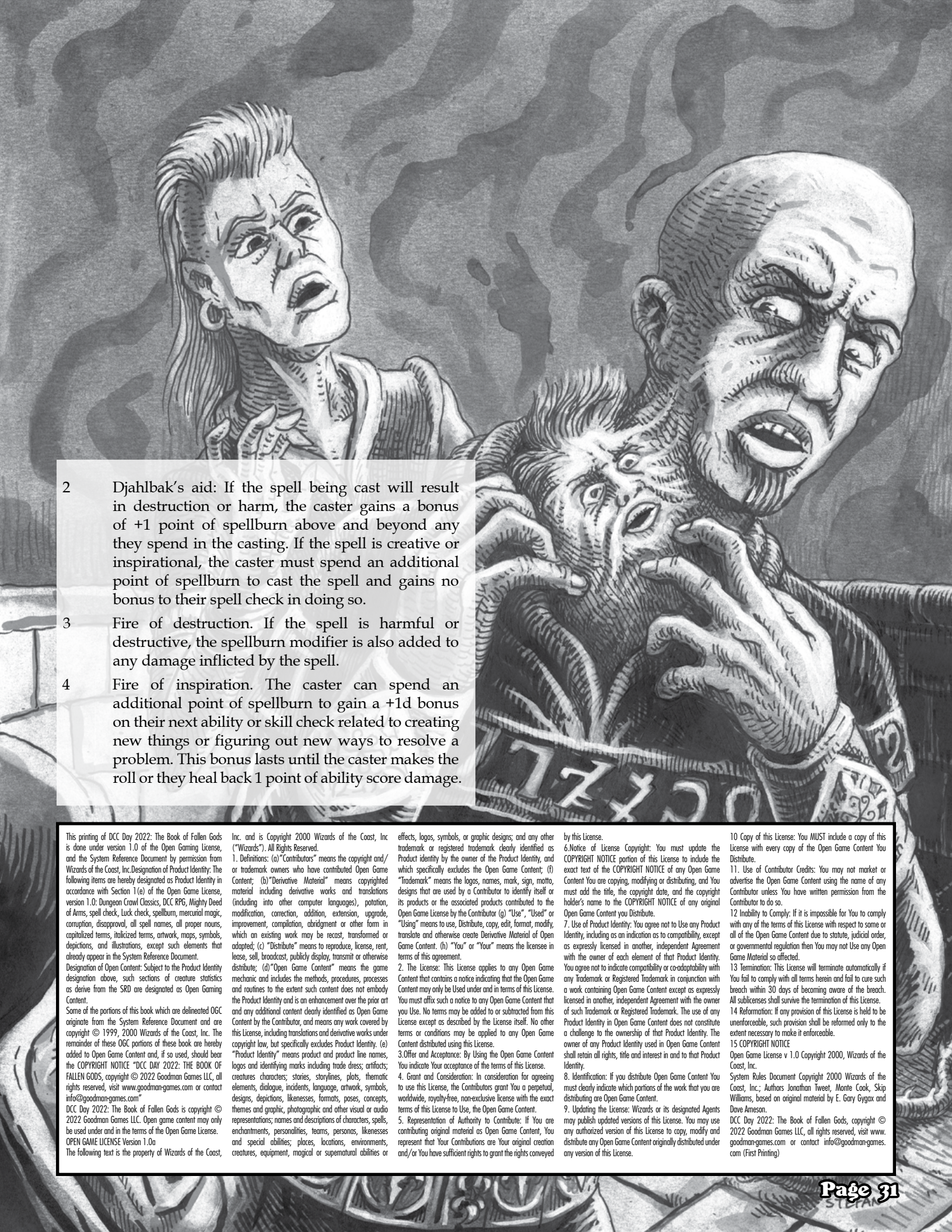
- 5 The caster feels most creative in the mornings and experiences destructive urges in the evenings. This has no tangible game effect at this level of patron taint. If this result is rolled a second time, the feelings increase, leading to temptations to indulge in both creation and destruction each day. These urges can usually be tamped down without too much effort, but in situations where the caster might be tempted to indulge in them, the judge might deem they need to succeed on a DC 10 Willpower save to avoid doing so. If this result occurs a third time, the caster must create something each day and destroy something each evening. Failure to do so results in a -1 penalty to all actions until they succeed in doing both.
- 6 A small growth appears on the caster's side, resembling a mole or overlarge skin tag. If this result is rolled a second time, the growth gets larger, taking on the size of a large potato and exhibiting roughly humanoid facial characteristics. If this result occurs a third time, the growth becomes a full-size human head of the opposite gender (or a random gender if more appropriate). This head possesses its own intellect (Intelligence and Personality equal to the caster's) and manifests a personality similar to either Tuanna's or Djahlbak's depending on the head's gender. The head assumes the role of "angel or devil on the shoulder," and tries to coerce the caster into creative or destructive pursuits according to the head's nature. The head can be silenced with a gag or similar means, but doing so for longer than an hour each day results in 1 point of temporary Stamina damage as the head struggles against the caster's own body. This struggle is entirely interior and the head can never assume control over the caster's physical form in any way. They can only coerce, enjoin, argue, whine, demand, or otherwise vocally try to get the caster to do actions the head approves of. If the head is ever destroyed and the caster still lives, the caster suffers 1d3 per CL damage as a result.

SPELLBURN: TUANNA AND DJAHLBAK

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your home campaign.

Roll Spellburn Result

- 1 Tuanna's aid. If the spell being cast will result in something being created, the caster gains a bonus of +1 point of spellburn above and beyond any they spend in the casting. If the spell is destructive or causes harm, the caster must spend an additional point of spellburn to cast the spell and gains no bonus to their spell check in doing so.

- 
- 2 Djahlbak's aid: If the spell being cast will result in destruction or harm, the caster gains a bonus of +1 point of spellburn above and beyond any they spend in the casting. If the spell is creative or inspirational, the caster must spend an additional point of spellburn to cast the spell and gains no bonus to their spell check in doing so.
- 3 Fire of destruction. If the spell is harmful or destructive, the spellburn modifier is also added to any damage inflicted by the spell.
- 4 Fire of inspiration. The caster can spend an additional point of spellburn to gain a +1d bonus on their next ability or skill check related to creating new things or figuring out new ways to resolve a problem. This bonus lasts until the caster makes the roll or they heal back 1 point of ability score damage.

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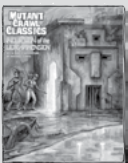


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THE BOOK OF FALLEN GODS



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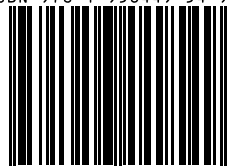
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