

PRIMAL TALES #1 **APRIL 2018**

PRIMAL TALES



FIRST ISSUE!

COMPATIBLE WITH

DCC RPG



PRIMAL TALES

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**DCC
RPG**

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CREDITS

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Please visit www.pandahead.com

Written by: Brendan LaSalle and Brett Brooks

Cover art: Dean Kotz and Jarrod Alberich

Interior art: Guoh, Amber Harris, Dean Kotz, and Bradley McDevitt

Project Lead: Brett Brooks

Editor: Allyson Brooks

Playtesters: Carter Adams, Valerie Emerson, Brendan LaSalle, Allyson Brooks, and Brett Brooks

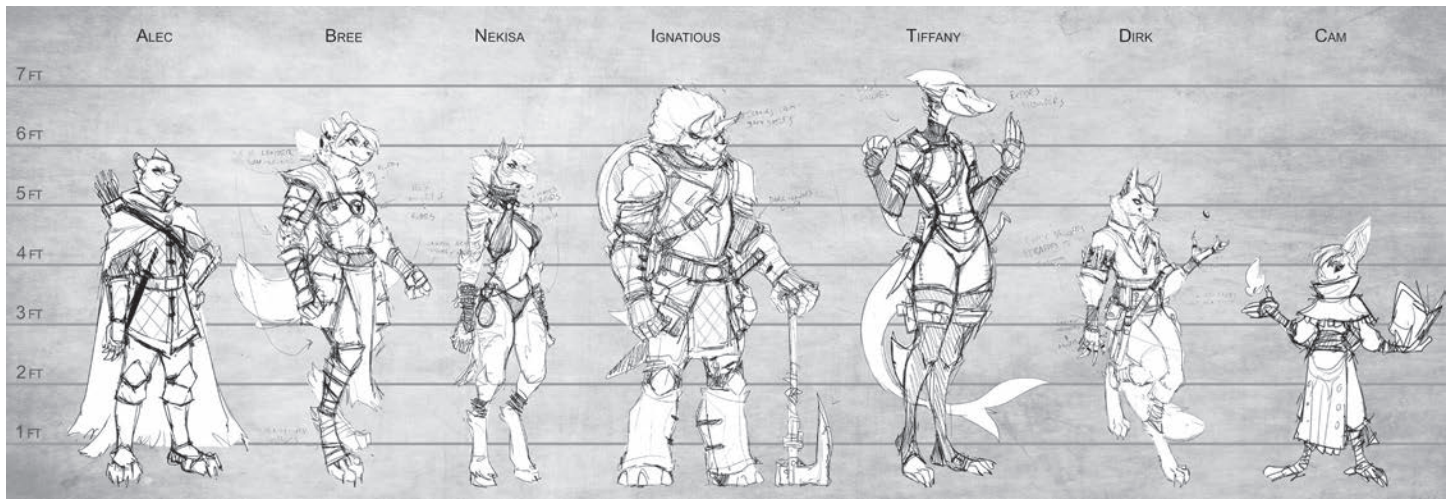
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INTRODUCTION

Hello.

Thank you for picking up the first issue of **Primal Tales**! My name is Brett Brooks, and I am the Project Lead for this new publication.

Primal Tales is a new quarterly release that is devoted to exploring the option of adding anthropomorphic characters to your game. We will be presenting character creation rules, new classes, new patrons, and new monsters—and that's just in the first issue!

The point of **Primal Tales** is to explore the concept of anthropomorphic characters—or primals, as we call them—in a variety of ways. That might mean expansion on existing material, new material, adventures, and who knows what else.

What it is not is a simple box of rules. It's material meant to enhance your **Dungeon Crawl Classics** (or **Mutant Crawl Classics**) game, and we will be crossing over into many genres and heading many directions with the concepts that we present over time.

So, why did we do it? That's easy: someone asked us. Honestly, we were approached by a **DCC** fan, who asked if there was any chance of such a book existing. After some consideration, and several conversations with Joseph Goodman and the blessing of Goodman Games, the result is the book you hold in your hands.

We've got a lot of plans for **Primal Tales**. We want to do things that haven't been done with this type of book before by exploring new directions and working to make each issue better than the one before.

And to that end: we want your help. If you would like to contribute to **Primal Tales**, feel free to contact us directly. You can email me at PrimalTales@gmail.com with your ideas. Or, to put it another way, we are listening to submission ideas. We've already got the first three issues mapped out, but we do plan on going on well beyond those first efforts.

So give it a read. And give us your feedback. Check out @PrimalTales on Facebook and Twitter and give us your thoughts. We want to make this a publication that is for EVERYONE, and not just one corner of the fandom.

Brett Brooks
Project Lead, **Primal Tales**



PRIMAL TALES: THE WORLD OF PRIMALS

Welcome to the world of primals. In the following pages we will help to define what a primal is, their world and society, and the rules to help integrate them into your game.

Primals in Our World

They are known by many names outside their own culture. Half-breeds. Furbeasts. Anthro-demons. Monsters. Amongst themselves they all go by one term: primals. Primals appear as humanoid animals, of many different species, that move and live like any other race in the world.

However, they are not treated as any other race. The vast majority of the world hates and fears primals. They are seen as unnatural and even dangerous to most. Monsters who are a terror from the wilds of the world, intent on wiping the other races from existence.

Of course, this is no truer of primals than it is any other race. They do not bear any inherent hatred towards humans or other races, but the way they have been treated has placed a heavy mistrust, and often a negative opinion, of those races.

It is not uncommon for primals to stay far from the other civilized races, choosing to interact with other primals rather than risk the ridicule—at the least—and attack that they might well encounter from other races. Still, there are those that want to venture into the world of the other races. Their curiosity drives them to seek and experience what those races have to offer, and to change the opinions of others towards them. Or to confirm their worst fears. These are the brave. The outreachers. The adventurers.

This is not to say that primals are all kind and giving sorts towards themselves. There are no large primal cities where they gather and live as one. They exist in small villages and towns, often all comprised of the same primal family (see Primal Family Chart, page 6). And while integration does exist, many primals do carry a prejudice about one or more other animal families and do little to hide it.

Primals in Your World

It is very possible that there are primals in your world. That they exist in the far-flung, unexplored corners of the wilds. And now that world is shrinking. Primals have begun to appear in distant cities and have been encountered by explorers or adventurers who have ventured into the unknown.

Or, perhaps they have been known for centuries, and the balance of peace is something that has hung tenuously over both cultures forever. The time has come for that balance to shift—one way or another.

Then again, that era of distrust might have passed long ago. In the current enlightened era, primals and other races co-exist, living in harmony with one another—for the most part. Cults and sects convinced that the purity of races must be kept true are fighting to destroy the world as you know it, and they are closer than anyone imagines.

There is also the possibility that the world balance has shifted. That primals are now the dominant race of the world, and the other “lesser” races fight for their place in the world against beings who see them as throwbacks to a less civilized time.

What you do with the primals is your choice. As you can see, there are many possibilities with what you can or choose to do with them. They can be used to enhance an already existing game, or serve as the foundation for a whole new campaign.

The choice is yours. The world is ever-changing. And the hunt is just beginning....

CHARACTER CREATION

Character Creation in **Primal Tales** follows the standard procedure for **Dungeon Crawl Classics** characters, with two exceptions: PCs roll for their primal type, and use the Primals Occupation table.

Zero level primals have their Special Traits as listed on the Primal Family Type chart.

In addition, when primals attain 1st level, they choose one of the Primal classes to advance in.

PRIMALS AS A RACE

All primals retain certain traits of their ancestral homology, but are a unique species with their own set of traits. Primals are all warm-blooded omnivores who give birth to live young after a nine-month gestation. Primals with multiple natural attack types do NOT get additional attacks per round.

Do not confuse a primal with an animal. Primals are upright humanoids, with the shortest being a little over four feet tall, and the tallest reaching seven feet or more in rare instances. Primals have hands with fingers and opposable thumbs. Primals with hoof attacks do have hands; the hooves are located at the end of their legs in lieu of feet. Their hoof attack is a kick. Most primals have only decorative, though often quite prominent, tails (exceptions listed below).

Mating among different species of primals is very common. Primals can mate with other primals, either of the same species or of a different species. Their offspring is the same primal type as one of their parent types 95% of the time. A hybrid (see page 8) is produced 5% of the time.

Primals have unique forms, making it difficult or impossible for them to use some items made for humanoids. Even within their own community, their clothing, armor, and equipment needs are extremely personalized. Primals generally cannot wear armor or clothing meant for humans, elves, or dwarves, which prevents them from wearing most magical armor, clothing, boots, and any other worn items. The Judge will rule on specific instances.

In addition, primals are often considered monsters by the civilized societies of man, and they might find themselves shunned or even hunted out of fear.



Primal Family Chart (d100)

D100 Roll	Primal Type	Natural Weapon	Special Traits
1	Alligator/Crocodile	Bite 1d7	Swim 30', Perfect vision underwater, hold breath up to 2 hours, AC +1
2	Antelope/Gazelle	Hoof 1d4	Speed 50', Heightened Senses (vision/hearing, +1d)
3	Baboon/Mandrill	Fist 1d5	Brachiation 20', +2d climb checks
4	Badger	Claw 1d5	Low-light vision, +1d saving throws versus Fear/Charm effects, +1d skill checks (dig or burrow)
5	Bat	Bite 1d3	Heightened Senses (hearing, +2d), Echolocation, Glide 30'
6	Beaver	Bite 1d3	Low-light vision, Swim 20', Hold breath 15 minutes,
7–10	Bear (any kind)	Bite or Claw 1d5	+1d Hit Dice, +1 Fortitude saves
11	Bison	Hoof or Horn 1d5	+1d damage with horn charge attack, Move 40', double penalties for long range missile attacks
12	Camel	Hoof 1d4	+1d saves vs heat or exhaustion, can store 1 week of food/water in their bodies
13–16	Cat, Domestic (any)	Bite or Claw 1d4	Heightened senses (+1d hearing/scent), +1d skill checks (climb, hide, stealth)
17	Cheetah	Bite or Claw 1d5	Move 60' in no armor, heightened senses (hearing/scent +1d)
18	Chipmunk	Bite 1d3	Heightened senses (scent, +1d), +2d skill checks (dig, burrow, or climb)
19	Cow/Bull	Hoof or Horn 1d4	Move 40' in any armor, +2d damage on horn charge attack
20	Coyote	Bite or Claw 1d4	Heightened senses (+1d hearing/scent), +1d skill checks (hide, stealth),
21	Deer	Hoof 1d4	Move 50', Jump twice as far as a man, Heightened senses (+1d hearing/vision)
22	Dinosaur, Carnivore	Bite 1d7	Heightened Senses (+1d scent)
23	Dinosaur, Herbivore	Horn 1d5	Heightened Senses (+1d hearing/scent)
24	Dinosaur, Omnivore	Claw 1d5	Heightened Senses (+1d hearing/scent) +1d skill checks (searching)
25–28	Dog, Domestic (any)	Bite 1d4	Heightened Senses (+2d scent), +1d skill checks (social interactions with humans)
29	Dolphin/Porpoise	Head but 1d3	Swim 40', Hold breath 15 minutes
30	Donkey/Mule	Hoof 1d4	+1d Willpower saves, +100% carrying capacity
31	Eagle	Talon 1d5	Glide 30', Heightened senses (+1d vision)
32	Elephant	Tusk 1d6	+1 AC, +1d Hit Points per level gained
33	Elk	Horn or Hoof 1d4	50' movement, Heightened Senses (+1d scent)
34	Falcon/Hawk	Talon 1d5	Glide 30', Heightened senses (+1d vision)
35	Ferret	Bite 1d4	+1d Skill Checks (hide, sneak), Heightened Senses (+1d scent)
36–37	Fox (any)	Bite 1d4	+1d Skill Checks (hide, sneak), Heightened Senses (+1d hearing/scent)
38	Frog	Bite 1d3	Hold breath up to 2 hours, 360-degree vision, Swim 30'
39	Giant Panda	Claw 1d4	Regenerate 1 point luck/day, six digits on each extremity

Primal Family Chart (cont.)

D100 Roll	Primal Type	Natural Weapon	Special Traits
40	Gila Monster	Bite 1d4	+1 AC, Heightened Senses (+1d scent), venomous bite (Fortitude save = 10 + character level) or 1 point Stamina damage
41	Giraffe	Hoof 1d4	40' move, +2' height, can sleep standing up
42-43	Goat (any)	Head butt 1d5	Double dice damage on a head butt charge, +1d Saves versus ingested poison
44	Gorilla	Fist 1d6	+1d skill checks (anything strength related), +2d climb checks
45	Ground Hog	Bite 1d3	Heightened senses (scent, +1d), +1d skill checks (dig or burrow), Accurately predict weather within 24 hours
46	Hamster	Bite 1d3	Heightened Senses (+1d scent), regenerate 1 point of Luck per day of rest
47	Hedgehog	Bite 1d3	Heightened senses (+1d hearing/scent, -1d vision), spines cause 1 point damage to open hand/bite/natural weapon attackers
48	Hippopotamus	Bite 1d5	+1d Hit Dice, +1 AC
49-51	Horse	Hoof 1d4	60' move, Heightened Senses (+1d vision), +1d Skill Checks (ride)
52	Hyena	Bite or Claw 1d6	Heightened Senses (+1d hearing/scent), +1d Skill Checks (locks/traps)
53	Iguana	Bite 1d5	+1 AC, Heightened Senses (+1d vision)
54	Jackal	Bite 1d4	40' movement, Heightened Senses (+1d hearing/scent)
55	Jaguar	Claw 1d5	50' move, Low-Light vision
56	Kangaroo	Kick 1d5	40' move, Heightened Senses (+1d hearing), leap 10' up/20' across when unencumbered, possess a natural pouch big enough to hold a 1-year-old baby
57	Koala	Claw 1d4	Low-Light Vision, +1d skill checks (climb)
58	Leopard	Bite 1d5	50' Move, Low-Light Vision, Heightened Senses (+1d hearing)
59-60	Lion (any)*	Bite 1d7 or Claw 1d4	40' move, Low-light vision, Heightened Senses (scent)
61	Llama	Hoof 1d4	+50% carrying capacity
62	Lynx	Claw 1d4	Low-light vision, +1d Skill Checks (stealth, hiding), +1 Reflex saving throws
63	Moose	Hoof or Antler 1d5	+1d Hit Dice, Regrow broken antlers in 3-6 months
64-66	Mouse/Rat	Bite 1d4	Heightened Senses (+1d hearing, scent), Skill checks +1d (climb, sneak, hide, locks, traps)
67	Opossum	Claw 1d4	Low-light vision, +1d Saving Throws vs Poison, Immune to snake venom, Prehensile tail can grip but not attack with weapons, +3d skill checks (playing dead)
68	Orangutan/Chimpanzee		Fist 1d4 Brachiation 20', +2d climb checks
69	Otter	Claw 1d4	30' swim, +1d Skill checks (Open Locks)
70	Owl	Talon 1d5	Glide 30', Low-Light Vision, Heightened Senses (+1d vision)
71	Pangolin	Claw 1d3	+1 AC, Low-light vision
72	Parrot	Talon 1d4	Glide 30', Perfect Sound Imitation

Primal Family Chart (cont.)

D100 Roll	Primal Type	Natural Weapon	Special Traits
73	Rabbit	Bite 1d3	50' move, Heightened Senses (+1d hearing/scent)
74	Raccoon	Bite 1d4	Low-light vision, +1d Skill Checks (climb, hide, sneak, open locks, find/disable traps), Treat falling damage as -20'
75	Raven	Talon 1d4	Glide 30', Heightened Senses (+1d vision), Skill Checks +1d (language)
76	Red Panda	Claw 1d4	Heightened Senses (+1d hearing), +1d Skill checks (open locks)
77	Rhinoceros	Gore 1d6	+1d Hit Dice, +1 AC
78	Salamander	Bite 1d4	Low-light vision, Swim 30', Hold breath 15'
79	Scorpion	Sting 1d3	+1 AC, 10' tail with stinger, venom (save DC = 10 + Character Level or 1d3 Agility damage)
80	Sea Lion	Bite 1d4	Swim 30', Breathe Water, Perfect vision underwater
81	Shark	Bite 1d7	Swim 30', Breathe Water, Perfect vision underwater
82	Sheep	Hoof 1d4	Heightened Senses (+1d hearing)
83	Skunk	Bite 1d3	Low-light vision, Musk attack (spray 6 times/week, 10' ranged attack (requires hit check), targets are -2d on attacks, skill, & spell checks until they spend hours cleaning up)
84	Sloth	Claw 1d4	Skill Checks +1d (climb)
85	Snake (any)**	Bite 1d3	Heightened Senses (+1d scent), Venom (save DC = 10 + Character Level or 1d3 Stamina damage)
86	Spider	Bite 1d3	Wall cling while unencumbered, Venom (save DC = 10 + Character Level or 1d3 Stamina damage)
87–88	Squirrel	Bite 1d3	Heightened Senses (+1d hearing/scent), +2d skill checks (climb)
89	Tiger (any)	Bite or claw 1d6	40' move, Heightened Senses (+1d hearing/scent)
90	Turtle/Tortoise	Bite 1d3	+4 AC, Move 20, movement not effected by further armor or encumbrance (up to their maximum carrying capacity)
91	Vulture	Talon 1d4	Glide 30', Heightened Senses (Sight +1d)
92	Walrus	Tusk 1d5	Swim 30', Hold Breath 10 minutes, +1d Hit Dice
93	Water Buffalo	Hoof 1d4	Move 40', Heightened Senses (+1d hearing)
94	Whale (any)	Slam 1d5	Swim 30', Hold Breath 1 hour, +1d Hit Dice, Echolocation while underwater
95	Wild Boar	Tusk 1d6	+1d Hit Dice, Heightened Senses (+1d hearing)
96–97	Wolf	Bite 1d5	Heightened Senses (+2d scent), +1d Skill Checks (Tracking)
98	Woodpecker	Peck 1d3	2 attacks per round per deed die with peck, only fumble on two "1" results
99	Zebra	Hoof 1d4	Move 50', heightened senses (vision/hearing, +1d)
100	Roll Twice—Hybrid Animal (If you roll 100 again, ignore roll) Choose one Primal Type's attack		Per Judge – they can have both sets of special features unless the Judge rules it is a physical impossibility

*(African or Mountain/Puma)

** All snakes in Primal Tales have venom sacs. Judge may choose to substitute constriction ability and remove venom.

Echolocation: Creatures with Echolocation can move and target enemies by sound and echo triangulation. Excessive noise and magical silence can block this ability.

Brachiation: Arboreal locomotion between branches, vines, and similar handholds. The Judge determines if this is possible for any given terrain circumstance. Brachiation is not possible when heavily encumbered or wearing armor heavier than leather.

Glide: Creatures can glide by leaping down from a height and riding thermals down—gliding is not possible from the ground. Gliding is not possible when heavily encumbered or wearing armor heavier than leather.

Heightened Senses: The primal uses a higher die as indicated when making checks to notice or perceive with the senses listed.

Low-Light Vision: The primal can see in dim conditions, including outdoors at night or indoors with minimal lighting, as well as if it were day.

Swim: Primals with increased swimming speed lose the bonus when heavily encumbered or wearing armor.

Luck: Primal who regenerate luck receive the amount listed per day in addition to any Luck regeneration they may have through class abilities. The extra Luck is always a point, NEVER additional dice.



Primal Occupation Table

The Primal Occupation Table has some but not much crossover with the Dungeon Crawl Classics Occupation Table. These occupations are not exclusive to primals, and this table might be used as a substitute for the original to add some variety to your standard DCC campaigns.

Roll	Occupation	Trained Weapon	Trade Goods
01	Acrobat	Staff	Fancy outfit
02	Actor	Dagger	Costume, Makeup Kit
03	Apothecarist	Dagger	10 gp worth of pain relieving herbs
04	Aristocrat	Short Sword	Fine outfit with 10 gp worth of jewelry
05	Armorer	Hammer	Chain Mail + Shield
06	Artist	Knife (as dagger)	Sketchbook and charcoals
07	Baker	Rolling pin (as club)	2 weeks hardtack
08	Bandit	Short sword	Leather armor
09	Barber	Scissors (as dagger)	Apron
10	Barkeep	Club	3 bottles fine spirits
11–12	Blacksmith	Hammer (as club)	Custom helmet
13	Bricker	Staff	Heavy gloves
14	Camp Follower	Dagger	First aid kit
15	Caravaner	Crossbow	Riding horse
16	Cat Burglar	Knife (as dagger)	Set of lock picks
17–20	Cook	Knife	Cast iron pan
21	Dancer	Scimitar (as short sword)	Fancy outfit
22	Dentist	Cudgel	Dental kit, handful of wrapped sweets
23	Diplomat	Dagger	Respectful outfit, Credentials
24	Engineer	Hammer	Parchment and ink
25	Explorer	Short Sword	20 gp of traveling equipment
26–35	Farmer	Pitchfork (as spear)	Random farm animal
36	Farrier	Hammer	Tack and saddle
37	Ferryman	Staff	100 cp
38–40	Fisherman	Net	7 days dried fish
41	Fletcher	Short bow	20 arrowheads
42–43	Gardner	Trowel (as dagger)	Huge bag of produce and cooking herbs
44	Glassblower	Knife (as dagger)	Expensive glass piece
45–46	Guard	Short sword	Studded leather armor
47	Henchman	Sling	10 gp dungeoneering equipment
48	Hermit	Staff	7 days dried food
49–52	Housekeeper	Knife (as dagger)	Scrub bucket
53	Interpreter	Staff	+1d3 languages
54	Knight	Long Sword	Half plate Armor
55	Landlord	Club	10 gp
56	Leatherworker	Dagger	Leather Armor
57	Man of Business	Dagger	Account book and quill

Primal Occupation Table (cont.)

Roll	Occupation	Trained Weapon	Trade Goods
58	Master of Hounds	Club	2 hunting dogs
59–60	Messenger	Short Sword	Map
61	Midwife	Dagger	Basin and clean linens
62	Moneylender	Short Sword	20 gp, account book, quill
63	Odd Job Man		1d4 tools
64–65	Outlander	Spear	Hide armor, weeks dried rations
66	Peddler	Dagger	10 gp worth of equipment
67	Philosopher	Staff	Blank parchment and ink
68	Pilgrim	Rod (as club)	Holy Symbol
69	Poacher	Net	7–14 days rations
70	Priest	Staff	Holy Symbol, Scripture
71	Roofer	Hammer (as club)	Box of nails
72	Rug Maker	Dagger	6' x 8' area rug
73–74	Sailor	Dagger	Fancy tattoo
75	Scholar	Knife (as dagger)	Ink and parchment
76	Scout	Short bow	Leather armor, water skin
77–80	Servant	Knife (as dagger)	Presentable outfit
81	Shipwright	Club	10 yards sailcloth
82	Shopkeeper	Club	15 gp worth of equipment
83	Soldier, Archer	Longbow	Padded Armor
84	Soldier, Cavalryman	Lance	War horse
85	Soldier, Commander	Long sword	Chain mail
86	Soldier, Pikeman	Polearm	Leather armor
87	Spy	Dagger	Spyglass
88	Stevedore	Club	Sturdy Boots
89	Stonemason	Hammer	Box of masonry tools
90	Storyteller	Knife (as dagger)	Performer outfit, box of props
91	Tailor	Scissors (as dagger)	Several fancy outfits
92–93	Teacher	Club	3 books on specialty subject
94–96	Teamster	Club	3 large sacks
97	Tinker	Knife	Roll of steel foil
98	Vagabond	Knife	Backpack, bedroll, wineskin
99	Vintner	Knife (as dagger)	3 bottles of wine
100	Wainwright	Hammer (as club)	Four-wheeled wagon

SAVAGE WARRIOR

"I DIDN'T DO NUTHIN'. I DON'T EVEN KNOW HOW TO DO NUTHIN'. I HAD TO GET TIFFANY TO TIE MY SHOES THIS MORNIN'. AND SHE CHARGED ME FOR IT!"

NEXT TIME SHE NEEDS HER TAIL SAVED, MAYBE I'LL CHARGE HER FOR IT!"

Primal society is under constant threat from outsiders that see them as monstrous creatures or a harvest point for items that can be used in alchemy. More frequently, the threat comes from within—primals can be extremely territorial and warlike when their sovereignty is threatened.

Savage warriors are the height of primal combat excellence. They focus on their natural weapons, and enemies learn to fear their claws, teeth, talons, and hooves.

Hit Points: Savage warriors gain 1d12 hit points per level.

Weapon Training: Savage warriors are trained with battle axes, club, crossbows, daggers, lances, longbows, longswords, short swords, short bows, spears, and two-handed swords. They can wear any armor and use shields.

Alignment: Savage warriors can be of any alignment. Lawful savage warriors might be tribal protectors, errant knights, honorable vassals of powerful leaders, or fanatic holy warriors in the service of the powers of Law. Neutral savage warriors might be mercenary soldiers, sly gladiators, Holy Warriors dedicated to cosmic powers of Balance, or opportunistic adventurers just out for gold and glory. Chaotic savage warriors might be freedom fighters working against oppressive regimes, outlaw bandits, violent iconoclasts, oathbreakers just out for themselves, or sacred disruptors dedicated to the powers of Chaos.

Natural Weapons: Savage warriors are terrifying combatants, and never more so than when they use their natural weapons. A 1st level Savage warriors does +1d damage with their natural weapons. This damage increases as they gain levels according to their advancement chart. In addition, their critical threat range for their natural weapon increases as they gain levels.



Attack Modifier: Savage warriors have a variable attack and damage modifier. At first level, this modifier is 1d3. The player rolls a d3 with each attack. The result is added to both the attack roll and (if they successfully strike their target) the damage roll. This is referred to as their Deed Die.

In addition, savage warriors can declare a Mighty Deed of Arms before they attack. This works exactly as it does for a **Dungeon Crawl Classics** warrior—they must declare their deed before they roll the dice, the attack must land in order for the deed to take place, and so on. For more detailed information, please refer to the **Dungeon Crawl Classics** corebook, page 43.

Critical Hits: Savage warriors are more likely to strike a telling blow with their natural weapons than other primals. At first level, a savage warrior scores a critical hit if they score a 19 or 20 on the die. This chance increases as the savage warrior gains levels, as listed in their class table. Savage warriors never gain a higher critical threat range with manufactured weapons.

Luck: Savage warriors may choose to add their Luck modifier to attacks and damage with their natural weapons.

Action Dice: Savage warriors use their action dice for attacks.

THE SAVAGE WARRIOR

Level	Attack (Deed Die)	Crit Die/Table	Action Die	Natural Attack Dam	Threat Range	Ref	Fort	Will
1	1d3	1d10/III	1d20	+1d	19–20	+1	+1	+1
2	1d4	1d12/III	1d20	+2d	19–20	+1	+1	+1
3	1d5	1d14/III	1d20	+2d	19–20	+2	+1	+1
4	1d6	1d16/IV	1d20	+2d	18–20	+2	+2	+2
5	1d7	1d20/IV	1d20+1d14	+3d	18–20	+3	+2	+2
6	1d8	1d24/V	1d20+1d16	+3d	18–20	+4	+2	+2
7	1d10	1d30/V	1d20+1d20	+3d	17–20	+4	+3	+3
8	1d10+1	1d30/V	1d20+1d20	+4d	17–20	+5	+3	+3
9	1d10+2	2d20/V	1d20+1d20	+4d	17–20	+5	+3	+3
10	1d10+3	2d20/V	1d20+1d20	+5d	16–20	+6	+4	+4



ARCASTER



"IT WORKS! NOW...WHAT TO DO WITH THIS NEWFOUND POWER? PERHAPS I SHALL TAKE MY REVENGE AT LAST!

...OR I MIGHT GO GET A MUFFIN. I LIKE MUFFINS."

Alignment: Arcasters can be of any alignment. Lawful arcasters are often the defenders of their traditions, protectors of their people, and sentinels that fight to keep arcane threats and dangerous artifacts away from their people. Neutral arcasters are seekers, who expand their powers through exploration and experimentation, possibly finding new generations of seekers to teach the sacred ritual that will allow them to become the next generation of arcasters.

Caster level: The arcasters' caster level is usually their arcaster class level, although some special circumstances might change this.

Primals are impossible beings, merging traits of man and animal in a paradox-ridden form that could not happen in nature. Their origins are certainly magical, but the wielding of magic was untenable in their outland civilizations.

All of this changed when a young primal became lost in the woods. His name is lost to history, but his legend has endured. Out of desperate hunger, he ate from a patch of wild mushrooms he found growing in the rich loam of the forest floor. Unbeknownst to him, the bright blue mushrooms were magically hallucinogenic, and the tasty toadstools whisked him away to an extraordinary and enlightening vision quest. On this quest he encountered what he thought to be a magical animal. It spoke to him and shared his meal. A conversation began, and a bargain was struck. He became united with that spirit, which taught him the ways of wizardry; thus, a new arcane tradition was born.

Arcasters learn their magic from arcane spirits. These spirits are embodiments of magic itself given form, and are invisible to most. To those who know their secrets and are willing to pay the price, an arcane spirit is a gateway to magical power.

Hit Points: Arcasters gain 1d4 hit points per level.

Weapon Training: Arcasters are trained with dagger, staff, and sling. Armor negatively affects their spellcasting, so normally they shun it entirely.

Spellcasting: Arcasters begin their training with a vision quest. They venture alone into one of the deep, wild places of the world. Utterly cut off from the larger world, they make a fire of sacred wood, then brew a strange tea of rare mushrooms and herbs. Partaking of the tea, they eventually have a vision of the Great Arcane Grandfather Spirit. If they can convince the spirit that they are worthy, that spirit becomes their guide to the arcane world. The spirit gives the primal their first glance into the arcane infinite, and teaches them their first spell—find spirit familiar (listed below).

Once an arcaster has successfully summoned a spirit familiar, they learn the other two spells they gain at first level. Arcasters learn their magic from their familiar and meditate under its guidance rather than study spells from a book. While this teaching method has its advantages, it has a deleterious effect on the arcaster’s ability to learn spells from other sources. An arcaster normally cannot learn spells from plundered spell books or discovered spell scrolls. In addition, arcasters are poor at casting spells directly from any arcane scrolls they might discover, rolling -1d on any attempts to cast spells from scrolls.

Other than the above, arcasters learn and use arcane power much like traditional wizards. They draw their spells from the wizard spell list. As arcasters level up, they may choose higher level spells, per their character chart. Some arcasters will learn invoke patron, and they may make a pact with a patron as normal.

The arcaster’s spell check is usually 1d20 + their Intelligence modifier + their caster level.

Luck: Arcasters add their luck bonus to corruption checks.

Action Dice: The arcaster may always use their action dice either for spell checks or attacks. Higher level arcasters may cast additional spells, or make additional checks, as they gain multiple action dice.

THE ARCASTER

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	Max Spell Level	Ref	Fort	Will
1	+0	1d7/I	1d20	3	1	+1	+0	+1
2	+1	1d8/I	1d20	4	1	+1	+1	+1
3	+1	1d8/I	1d20	5	1	+1	+1	+2
4	+2	1d10/I	1d20	6	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	7	2	+2	+2	+3
6	+3	1d12/I	1d20+1d16	8	2	+2	+2	+4
7	+3	1d12/I	1d20+1d20	9	3	+3	+2	+4
8	+4	1d14/I	1d20+1d20	10	3	+3	+3	+5
9	+4	1d14/I	1d20+1d20	12	3	+3	+3	+5
10	+5	1d16/I	1d20+1d20+1d14	14	3	+4	+4	+6



NEW ARCASTER SPELLS

FIND SPIRIT FAMILIAR

Level: 1	Range: Zero	Duration: Special	Casting Time: One entire evening	Save: None
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General: The arcaster summons a spirit familiar, which becomes their arcane teacher and guardian.

To cast this spell, the arcaster must spellburn at least one point, representing the arcane bond between themselves and the familiar.

Every time an arcaster gains a level, they may elect to attempt to cast this spell again. However, they risk the possibility of getting a lower result than they previously had, which will reduce their power.

Bonuses gained from the spirit familiar are lost if it is ever dismissed or destroyed. Abilities gained from new spirit familiars replace, and do not add to, abilities received from previous spirit familiars.

Spirit familiars summoned with a spell check result of at least 24 grant the arcaster special traits, per the familiar's manifested animal type. For example, an arcaster with a cat spirit familiar would gain the heightened senses and increased skill check die associated with cat primals. Note that where these abilities would amplify the spellcaster's own, the abilities do not "stack"—use the more favorable of the combined traits. Example: a wizard with +1d hearing heightened senses paired with a creature with +2d heightened senses hearing would have +2d heightened senses hearing.

All spirit familiars have the following features: AC 10 + arcaster's casting level (plus bonuses as listed below), and saving throws equal to that of the arcaster. Spirit familiars are invisible non-combatants, who cannot physically attack. Spirit familiars are invulnerable to mundane weapons and natural attacks, but if they can be perceived, then they may be attacked with magical weapons and certain spells (magic missile, dispel magic). The creature speaks a unique magical language that it confers to its arcaster partner with a touch upon their first meeting. Spirit familiars are the same alignment as the arcaster who summoned them.

When an arcaster summons a spirit familiar to be their teacher and companion, the familiar traditionally gives the wizard a quest, which must be fulfilled before the spellcaster may gain any new spells when leveling up. The more powerful the spirit familiar, the more dangerous and time consuming the quest. A spirit familiar summoned with a roll of 13 might have the arcaster travel to a forest and leave an offering for the fey who dwell there. A spirit familiar summoned with a 30 might require the arcaster to delve into some dark, dangerous place to slay a terrifying monster, or destroy a dangerous artifact.

The spirit's alignment informs the type of quest it requires. A Lawful familiar might require the righting of some wrong or delivering justice to the wicked. A Chaotic familiar might require the freeing of a captured ally, or revenge for its slain former master. A Neutral familiar might give a quest designed to teach a lesson, restore balance to an area, or destroy a creature that unbalances the forces in a certain area.

If a spirit familiar is destroyed, the arcaster loses all the benefits the relationship conferred, including additional hit points. In addition, the arcaster can still cast spells, but may not regain lost spells nor learn any new spells until they summon a new spirit familiar.

Manifestation: Normally, only the summoner can perceive the spirit familiar, which takes the appearance of a translucent animal type.

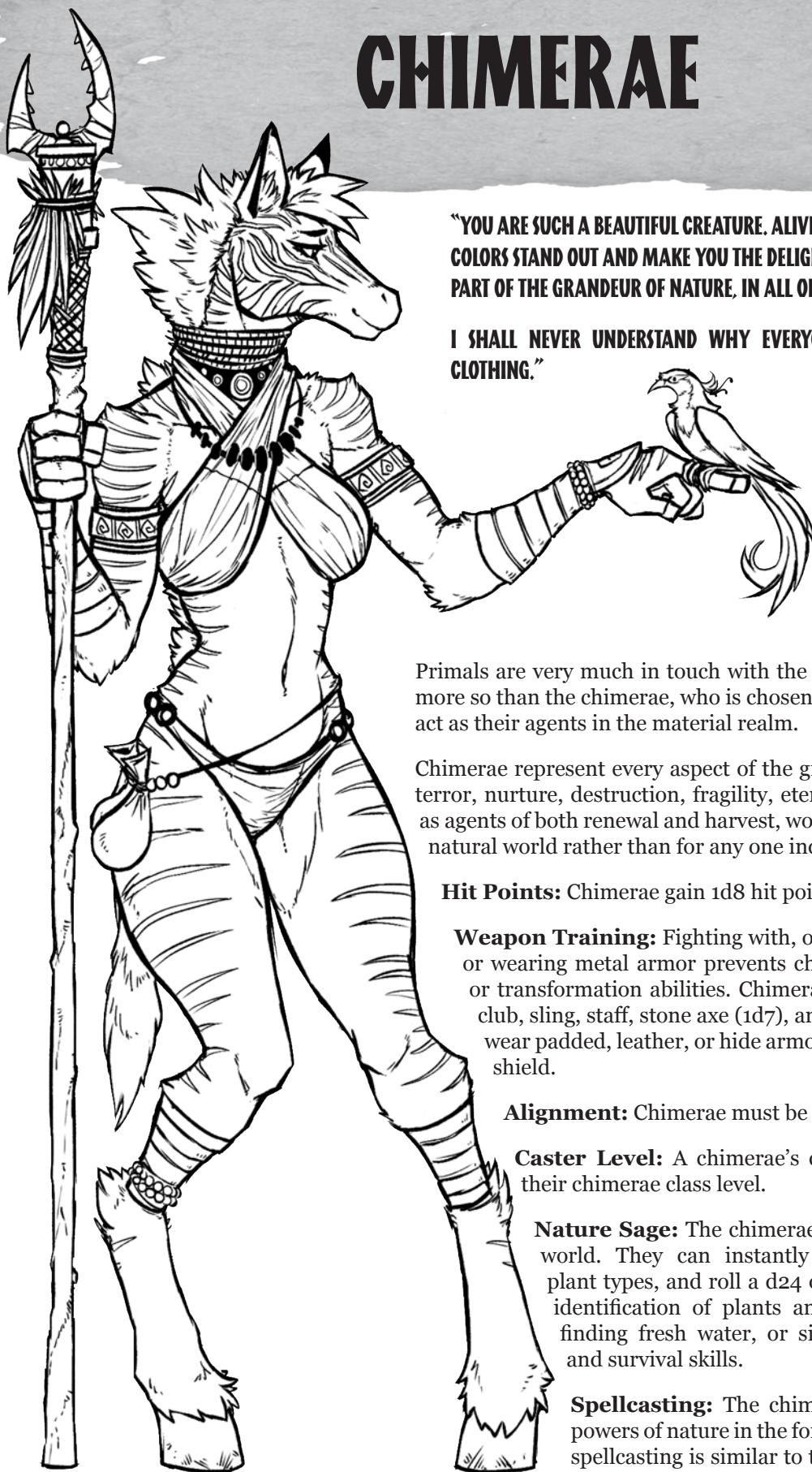
Roll 1d14:

- | | |
|---------------|----------------|
| 1- cat | 8- owl |
| 2- coyote | 9- rat |
| 3- dog | 10- raven |
| 4- fox | 11- salamander |
| 5- frog | 12- shark |
| 6- ground hog | 13- snake |
| 7- lynx | 14- wolf |

1	The spell is lost, and one point of the spellburn is permanently lost. If the arcaster already had a spirit familiar, that familiar is gone, and any spells lost may not be retained until they have a new familiar. The arcaster must spend a full 24 hours in meditation and solitude before he may attempt this spell again.
2-11	Loss + Failure. The arcaster must spend a full 24 hours in meditation and solitude before he or she may attempt this spell again. If the arcaster already had a spirit familiar, that familiar is gone, and any spells lost may not be retained until they have a new familiar.
12-13	The arcaster summons a fledgling spirit to act as their familiar. The familiar has 1d3 hit points, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 10'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1 on an initiative check one time per day.
14-17	The arcaster summons a youthful spirit to act as their familiar. The familiar has 1d3+1 hit points, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 30'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d3 on an initiative check one time per day.
18-19	The arcaster summons a spirit to act as their familiar. The familiar has 1d3+2 hit points, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 30'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d4 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +1d.
20-23	The arcaster summons a strong spirit to act as their familiar. The familiar has 1d3+3 hit points and a +1 bonus to armor class, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 30'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d5 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +1d. The spirit guides the arcaster's training. Whenever they gain a new spell, they may make a Luck check. If successful, they may choose one new spell instead of rolling randomly. On a failed check, they must accept the random spell.
24-27	The arcaster summons a wise spirit to act as their familiar. The familiar has 1d3+3 hit points and a +1 bonus to armor class, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 60'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d6 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +2d. The spirit guides the arcaster's training. Whenever they gain a new spell, they may make a Luck check. If successful, they roll randomly to determine their new spell as normal. However, if the arcaster chooses, he or she may make another roll, taking whatever spell they receive instead. In addition, the wizard gains the Special Traits associated with a primal of the same animal type of the familiar, as per the Primal Family Chart (p. 6).

- 28-29 The arcaster summons a venerable spirit to act as their familiar. The familiar has 1d4+3 hit points, a +2 bonus to armor class, and a +1 bonus on all saving throws, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 60'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d7 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +3d. The spirit guides the arcaster's training. Whenever they gain a new spell, they may make a Luck check. If successful, they may choose their new spell rather than roll randomly. In addition, the wizard gains the Special Traits associated with a primal of the same animal type of the familiar, as per the Primal Family Chart (p. 6).
- 30-31 The arcaster summons an ancient spirit to act as their familiar. The familiar has 1d5+3 hit points, a +3 bonus to armor class, and a +2 bonus on all saving throws, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 60'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d8 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +3d. The spirit guides the arcaster's training. Whenever they gain a new spell, they may make a Luck check. If successful, they may choose their new spell rather than roll randomly. In addition, the wizard gains the Special Traits associated with a primal of the same animal type of the familiar, as per the Primal Family Chart (p. 6).
- 32+ The arcaster summons a primordial spirit to act as their familiar. The familiar has 1d6+3 hit points, a +4 bonus to armor class, and a +3 bonus to all saving throws, which the arcaster also receives. The spirit familiar watches over the arcaster when he or she sleeps, silently waking them if dangerous creatures come within 120'. The familiar can occasionally alert the arcaster to upcoming danger, giving them a +1d10 on an initiative check one time per day. The spirit familiar also adds power to the arcaster's natural weapon, increasing its damage +3d. The spirit is an excellent arcane teacher, thus the arcaster may choose new spells rather than roll randomly. In addition, the wizard gains the Special Traits associated with a primal of the same animal type of the familiar, as per the Primal Family Chart (p. 6).

CHIMERAE



"YOU ARE SUCH A BEAUTIFUL CREATURE. ALIVE AND PROUD. YOUR PLUMAGE AND COLORS STAND OUT AND MAKE YOU THE DELIGHT THAT YOU ARE. WE ARE BOTH A PART OF THE GRANDEUR OF NATURE, IN ALL OF ITS WONDER.

I SHALL NEVER UNDERSTAND WHY EVERYONE ELSE INSISTS THAT I WEAR CLOTHING."

Primals are very much in touch with the wild side of creation. None are more so than the chimerae, who is chosen by the great spirits of nature to act as their agents in the material realm.

Chimerae represent every aspect of the great powers of nature: majesty, terror, nurture, destruction, fragility, eternity. Chimerae see themselves as agents of both renewal and harvest, working for the overall good of the natural world rather than for any one individual species.

Hit Points: Chimerae gain 1d8 hit points per level.

Weapon Training: Fighting with, or even carrying, metal weapons or wearing metal armor prevents chimerae from using their spells or transformation abilities. Chimerae are trained to fight with the club, sling, staff, stone axe (1d7), and stone-tipped spear. They can wear padded, leather, or hide armor, and they may carry a wooden shield.

Alignment: Chimerae must be Neutrally aligned.

Caster Level: A chimerae's caster level is usually equal to their chimerae class level.

Nature Sage: The chimerae is deeply a part of the natural world. They can instantly identify natural animal and plant types, and roll a d24 on all skill checks involving the identification of plants and animals, foraging for food, finding fresh water, or similar wilderness, agricultural, and survival skills.

Spellcasting: The chimerae may call down upon the powers of nature in the form of magic spells. A chimerae's spellcasting is similar to that of a cleric. They gain spells randomly from the chimerae list, below, which draws

from both the cleric's and wizard's spell lists. In the case of spells drawn from the wizard's list, there is no chance of misfire, corruption, or spell loss—treat every unsuccessful result as a fail, which gains the chimerae a point of disapproval. There are also three new spells, which are detailed below.

At first level, the chimerae knows three spells, one of which is automatically consult nature. Spells beyond consult nature are determined randomly, although special circumstances, such a harrowing service performed for the forces of nature or exposure to an extant spell in some capacity, might allow a chimerae to choose instead.

On a failed spell check, chimerae gain a point of disapproval. Disapproval works the same as it does for clerics. Use the standard disapproval table from the **Dungeon Crawl Classics** core rulebook for the chimerae (**Dungeon Crawl Classics Core Rulebook** pp. 122).

A chimerae's spell check is $1d20 + \text{chimerae's Personality modifier} + \text{caster level}$. Some circumstance can change this roll.

A chimerae cannot normally spellburn. However, a judge might rule that they may under some extreme circumstances.

Animal Transformation: Chimerae tap into the elemental forces of creation and can use this primal energy to transform themselves into animals.

At first level, the chimerae rolls on the 1st level animal form table to determine what animal shape they can transform into. Once determined, this shape cannot be altered. Every level the chimerae gains, they learn a new animal form. Animal forms are determined randomly, although a Judge might allow a chimerae to learn a specific form if they are willing to undergo a special quest for the powers of nature they revere.

There are four tables of animal forms. The chimerae table below determines the maximum level table from which a chimerae derives their new animal form. The chimerae may choose to roll on a table lower than the maximum one allowed for their new level.

Animal transformation takes a full round, and it takes a full round to transform back. When the chimerae transforms, their clothes, weapons, and equipment, transform along with them. When the chimerae reaches 5th level, they can transform as a move action. At 9th level, the chimerae can transform instantly.

A chimerae can transform as frequently as they wish, and can change between animal forms without first returning to their natural primal form. They may remain in their animal form as long as they choose.

While in an animal form, the chimerae retains their hit points (with exceptions), saving throws, and intelligence but lose the ability to speak, cast spells, and turn unnatural creatures (also with exceptions). They lose their primal special traits while in animal form, but gain the traits of the form they assume.

Some forms grant temporary hit points. These points are lost first in combat, and when the chimerae transforms back, they are unwounded if they have only lost temporary hit points. However, once the chimerae transforms to that animal form again, any temporary hit points are still missing until that form is healed, either through rest or magical means.

The chimerae loses their own primal family type special abilities while transformed, but gains abilities dependent on the form they take.

Turn Unnatural: Chimerae can affect unnatural creatures in the same manner as a cleric turning unholy creatures. They can affect the following creature types: shapeshifters (such as werewolves), living plant creatures, and elementals, and any other creatures the Judge feels falls into the Unnatural category. Their check to turn unnatural is:

$1d20 + \text{the chimerae's Personality modifier} + \text{caster level}$

A failed Turn Unnatural check means the chimerae gains a point of disapproval.

Luck: The chimerae adds their Luck modifier to their Turn Unnatural ability, and on spell check rolls for the consult nature dice.

Action Dice: Chimerae use their action dice for attacks or spell checks.

THE CHIMERAЕ

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	Max Spell Level	Animal Form Table	Ref	Fort	Will
1	+0	1d8/III	1d20	3	1	1	+0	+1	+1
2	+1	1d8/III	1d20	4	1	1	+0	+1	+1
3	+2	1d10/III	1d20	5	1	2	+1	+1	+2
4	+2	1d10/III	1d20	6	2	2	+1	+2	+2
5	+3	1d12/III	1d20	7	2	2	+1	+2	+3
6	+4	1d12/III	1d20	8	2	3	+2	+2	+4
7	+5	1d14/III	1d20	9	2	3	+2	+3	+4
8	+5	1d14/III	1d20	10	2	3	+2	+3	+5
9	+6	1d16/III	1d20	11	3	4	+3	+3	+5
10	+7	1d16/III	1d20	12	3	4	+3	+4	+6

CHIMERAЕ SPELL LIST

	1st Level	2nd Level	3rd Level
1	Animal Summoning	Fire Resistance	Lightning Bolt
2	Blessing	Neutralize Poison or Disease	Vermin Blight
3	Consult Nature	Ray of Enfeeblement	Weather Control
4	Darkness	Restore Vitality	
5	Detect Evil	Scare	
6	Flaming Hands	Snake Charm	
7	Food of the Gods	Spider Web	
8	Holy Sanctuary	Wood Wyrding	
9	Resist Cold or Heat		
10	Resist Weather		
11	Second Sight		
12	Spirit Healing		

ANIMAL FORM TABLES

Level One

Roll	Animal	Traits*
1	Cat	Bite 1d2, Heightened Senses (+1d hearing/scent), +1d skill checks (climb, hide, stealth)
2	Dog	Bite 1d3, Heightened Senses (+2d scent)
3	Pony	Hoof 1d4, 50' move, Heightened Senses (+1d vision)
4	Raccoon	Bite 1d2, Low-light vision, +1d Skill Checks (climb, hide, sneak, open locks, find/disable traps), Treat falling damage as -20'
5	Rat	Heightened Senses (+1d hearing, scent), Skill checks +1d (climb, sneak, hide, locks, traps)
6	Raven	Fly 60', Heightened Senses (+1d vision)
7	Viper	Bite 1d2 + venom, 15' move, Heightened Senses (+1d scent), Venom (save DC = 10 + chimerae level or 1d3 Stamina damage)

Level Two

Roll	Animal	Traits*
1	Asp	Bite 1d3 + venom, 20' move, Heightened Senses (+2d scent), Venom (save DC = 12 + chimerae level or 1d5 Agility damage).
2	Bobcat	Bite 1d4, AC +1, Low-light vision, Heightened Senses (+1d hearing/scent), Pounce up to 10'
3	Chimpanzee	Fist 1d4, Brachiation 20', +2d climb checks
4	Eel	Bite 1d5, +2 AC, +5 Temporary hit points, Automatic grab with bite, bite does automatic damage every round until the victim frees itself (Str vs Str check)
5	Horse	Hoof 1d6, 60' move, Heightened Senses (+1d vision)
6	Owl	Talon 1d2, Fly 60', Low-Light Vision, Heightened Senses (+1d vision)
7	Wolf	Bite 1d6, Heightened Senses (+2d scent), +1d Skill Checks (Tracking)

Level Three

Roll	Animal	Traits*
1	Bear	Bite 1d5, claw 1d8, +10 temporary hit points, +4 AC
2	Eagle	Talon 1d6, Fly 80', Heightened senses (+1d vision)
3	Gorilla	Fist 1d6, Brachiation 20', +2d climb checks, +10 temporary hit points
4	Lion	Bite 1d10, 40' move, +2 AC, Low-light vision, Heightened Senses (scent)
5	Python	Bite 1d4, 20' move, Heightened Senses (+1d Hearing), 18 Str grapple, foes are held immobile until they free themselves from grapple, grappled creatures take 1d3 points damage/round until freed)
6	Rhinoceros	Gore 1d10, +4 AC, +10 temporary hit points, double damage on a successful charge attack
7	Shark	Bite 1d10, Swim 40', +2 AC, +5 temporary hit points, Heightened Senses (+2d scent)

Level Four

Roll	Animal	Traits*
1	Elephant	Tusk 1d10, +5 AC, +30 temporary hit points, double damage on successful charge
2	Flea	Small enough to slip through extremely small gaps, leap up to 6” vertically or 12” horizontally
3	Giant Crocodile	Bite 1d12, Swim 30’, Hold breath 30 minutes, AC +4, +15 temporary hit points
4	Giant Squid	Tentacle 1d8, Swim 60’, AC +4, +10 temporary hit points, ink cloud 20’ radius 1x/day
5	Human	Fist 1d3, retains language, spell use, turn unnatural ability, subject to chimerae’s weapons and armor restrictions
6	Orca	Bite 1d14, swim 40’, AC +4, +40 temporary hit points, Heightened Senses (hearing, +2d), hold breath 15 minutes
7	Saber-Tooth Tiger	Bite 1d16, +4 AC, +15 temporary hit points, Low-light vision, Heightened Senses (scent)

**Animal form special abilities work like primal family special traits.*

NEW WEAPONS

Weapon	Damage	Range	Cost in GP
Stone Axe	1d7*	-	2
Stone-tipped Spear	1d5	-	1

** Two-handed weapon. Chimeraes using two-handed weapons use a d16 in initiative checks.*



NEW CHIMERAЕ SPELLS

CONSULT NATURE

Level: 1

Range: Caster

Casting Time: 1 Action

Save: none

General

The chimerae gains the ability to communicate with nature, as listed below. Note that this spell only allows communicating with natural creatures—it will not work on monsters, demons or devils, creatures with a language, humanoids of any kind, constructs, or undead creatures.

Different creatures and forces the chimerae can communicate with pose their own challenges.

Animals have limited memories and perceptions but can communicate things they have seen or experienced recently, including strange creatures in their territory, where to find fresh water, how long it's been since they last fed, and other similar experiences.

Plants have a very limited scope of perception, but have longer memories than animals, and are very sensitive to the presence of outsiders.

Stone has extremely limited perception, but it never forgets anything, and it can tell the difference between dwarves and other creatures.

Nature spirits can be foolish or wise, but they are all individual creatures with their own personalities, desires, and needs. Dealing with them can be tricky and even dangerous. Clever chimerae may strike a bargain with creatures who can provide information about the presence of other creatures, the disposition (as the spirit perceives it) of local settlements and civilizations, and possibly the presence of magic.

The weather is a huge atavistic force which is chaotic, powerful, and ancient. Weather cannot be bargained with, only appeased, befriended, and obeyed. If it chooses to be helpful, the weather can give the location of any outdoor creature within 50 miles, point the chimerae towards civilization, fresh water, a specific mountain or forest, or any other place it can recognize. Weather will not change for the chimerae just because they ask; although, if the chimerae is willing to accept a difficult quest, the weather might listen to an extremely politely worded request.

The moon is one of the great spirits. It automatically demands a quest of the chimerae who communicates with it, and if the chimerae agrees to the quest, it can answer questions like a consult spirit spell with a 27 spell result and zero chance of misinformation. The moon is a harsh mistress; chimerae who refuse to honor their part of an agreement shall never receive aid from the Great Satellite again, and the death of the chimerae will likely be a quest for some other lunar supplicant. Note: in campaign worlds with no moon, an appropriate natural feature should be substituted.

Different aspects of nature will have different perceptions of the world, and it is always up to the Judge to decide how much information can be gleaned from any given animal. Other aspects of nature the chimerae might consult with will have a very different scope.

Note that communication does not necessarily mean favorable disposition or obedience. Animals, plants, and natural phenomena have their own needs, wants, and agendas, and the chimerae may have to bargain for information or assistance.

Unlike most other spells, the chimerae can choose any result at or lower than their spell check.

Manifestation

The chimerae speaks the language of nature, which is magically understood by the target. The target communicates back the best way it can, with gestures, the blowing of wind, the rumble of thunder, or animal noises, and the chimerae understands the language perfectly.

1–11	Failure
12–13	The chimerae can communicate with a single animal for up to 1 minute.
14–17	The chimerae can communicate with a single animal type – for example, horses, geese, or salmon – for 1 hour.
18–19	The chimerae can communicate with any animal or plant for up to one hour.
20–23	The chimerae can communicate with any animal or plant for up to 12 hours.
24–27	The chimerae can communicate with stone for up to 24 hours.
28–29	The chimerae can speak with the spirits of nature for up to one hour. They may speak to the spirit of a forest, a river, or a mountain.
30–31	The chimerae can speak to the weather for 1 hour.
32+	The chimerae can speak to the moon for 1 turn. Distance is not an issue. As long as the moon is in the sky, the chimerae can communicate.

RESIST WEATHER

Level: 1	Range: 60'	Casting Time: 1 Minute	Save: None
General	<p>The chimerae can make target creatures impervious to the adverse effects of weather.</p> <p>Allies must be within 60' of the chimerae at the time of casting to be affected, and they must stay within 120' of the chimerae for the spell's duration or the protection disappears.</p>		
Manifestation	The weather simply does not seem to touch the protected individuals.		
1–11	Failure		
12–13	One target the chimerae designates is impervious to most bad weather for one hour. The target and any equipment it carries doesn't get wet from the rain, isn't blown about by winds less than 60 mph, and won't feel overheated at less than 120 degrees. This protection does not extend to incidental damage caused by weather (e.g., a blow from a tree branch loosened in the storm), weather-caused movement hazards (e.g. having to wade through snow), or increase visibility.		
14–17	A number of targets equal to the chimerae's level + Per modifier is immune to most bad weather, as designated above, for 1 hour.		
18–19	The chimerae and up to 10 allies are impervious to most bad weather, as designated above, for up to 2 hours/caster level.		
20–23	The chimerae and all of his allies, including mounts and companion animals, are impervious to weather for up to 2 hours per level. In addition, the protected parties can see with normal visibility, as if it were a clear day or walk through piled snow and over slick ice as if it were standard ground. In conditions so extreme as to cause ongoing damage, the protected parties ignore damage as frequent and intense as 1 point per hour.		
24–27	The chimerae and all of his allies, including mounts and companion animals, are impervious to weather for 24 hours. In addition, the protected parties can see with normal visibility, as if it were a clear day or walk through piled snow and over slick ice as if it were standard ground. In conditions so extreme as to cause ongoing damage, the protected parties ignore damage as frequent and intense as 1 point per hour. Protected parties also are +1d to save against electrical, water, or wind effects.		
28–29+	The chimerae and all of his allies, including mounts and companion animals, are impervious to weather for 24 hours. In addition, the protected parties can see with normal visibility, as if it were a clear day or walk through piled snow and over slick ice as if it were standard ground. In conditions so extreme as to cause ongoing damage, the protected parties ignore damage as frequent and intense as 1 point per hour. Protected parties also are +1d to save against electrical, water, or wind effects, and on a saving throw against such damage, are completely unaffected.		

SPRIT HEALING

Level: 1 Range: Touch Casting Time: 1 Action

Save: None

General The chimerae calls upon the spirits of nature to heal an injured ally, animal, or plant.

Manifestation Roll 1d4:

- 1- Nature spirits swarm the victim for an instant. Once they disappear, the damage they healed disappears along with them.
- 2- A pattern of lights from above, as if from stars swirling in the heavens, flashes across the target's wounds briefly.
- 3- The wounds are suddenly covered in insects that do the work of mending the flesh
- 4- The target shimmers and vibrates slightly

- | | |
|-------|--|
| 1-11 | Failure |
| 12-13 | The target is healed for 1d3 hit points of damage. |
| 14-17 | The target is healed for 1d5 points of damage. |
| 18-19 | The target is healed for 1d6 points of damage |
| 20-23 | The target is healed for 2d6 points of damage |
| 24-27 | The target is healed for 3d6 points of damage. |
| 28+ | The target is healed for 4d6 points of damage |



LAMIA

PATRON OF A MOTHER'S NIGHTMARE

BACKGROUND

There are many conflicting stories about the life of Lamia and where she originated. Some say that she is the cast-off lover of a god, cursed by that god's spouse. Others claim that her children were stolen by a jealous, barren goddess, who drove her to madness and down a path leading to atrocities that corrupted her and gave her great power. Then there are those who say that she is a succubus who escaped from the depths of hell, intending to find the perfect child to call her own. Physical descriptions of her vary widely. Sometimes Lamia is described as having the torso of a woman and the body of a lioness or a huge serpent. At other times, she is seen as a beautiful woman with the maw and fangs of a deformed beast.

What is certain is that she is a powerful creature who is obsessed with mortal children and everything that relates to them. She desires to have them as her own, both in family and as meals. She craves to create them and destroy them. She is both seductress and monster at even turns, ever the avatar of Chaos.

There are many ways to form a bond with Lamia. The spell caster must spend one week alone in a barren location, burning the effigy of a child each day and eating the ashes that remain. The caster might steal newborn children from multiple homes and redistribute the children randomly back into those homes. Or they may spend a weekend in total debauchery, not sleeping, barely eating, and seducing only those whom are already spoken for—the more prominent the victim, the better. Her nature allows for the caster to appeal to her chaotic qualities in very inventive ways, and she tends to reward those who attract her attention in a unique manner.

Lamia will often demand acts of fealty relating to her ability to enjoy the pleasures of the flesh vicariously through the spell caster.

INVOKE PATRON CHECK RESULTS

- | | |
|-------|--|
| 12–13 | Lamia finds your plea to be amusing, but little else. She grants the caster a bonus of +1 to their next 1d3 castings. |
| 14–17 | Your plight has caught Lamia's attention. The caster's appearance is altered for 1d4 rounds to everyone who looks upon them. The caster appears either to be a child of, or a parent of, anyone looking upon them. To attack the caster, the opponent must make a Will save at the spell check DC or they cannot bring themselves to do the caster harm. |
| 18–19 | Lamia sends a small group of Lamurae (see page 36) to assist the caster. A total of 1d6 Lamurae arrive in 1d4 rounds, and obey the command of the caster. The caster must make a spell check every hour (DC 20) to see if the Lamurae remain or return to their native realm. If the spell check fails critically, there is a 10% chance the Lamurae will turn upon the caster and attack. |
| 20–23 | Lamia sends a horde of Lamurae (see page 36) to assist the caster. A total of 3d4 Lamurae arrive in 1d4 rounds, and obey the command of the caster. The caster must make a spell check every hour (DC 20) to see if the Lamurae remain or return to their native realm. If the spell check fails critically, there is a 10% chance the Lamurae will turn upon the caster and attack. |



- 24–27 A Lamian Succubus appears (see page 37) to aid the caster. A single succubus arrives in 1d3 rounds, ready and willing to obey the wishes of the caster. The caster must make a spell check every hour (DC 20) to see if the succubus remains or returns to its native realm. If the spell check fails critically, there is a 10% chance the succubus will attempt to seduce the caster and take them back to her infernal realm.
- 28–29 You have impressed Lamia. A wave of energy erupts from the caster, flooding the area with magical power. The Judge should roll 1d5 and consult the table below:
- 1— Wave of Defense. Every creature—friend or foe—within 20’ of the caster at the time of the invocation sees the caster as the most important being alive. They will fight, and die, in the defense of the caster unless they succeed on a Will save equal to the spell check. Once per hour, those affected may recheck the save. This compulsion will last for 1d24 hours.
 - 2— Wave of Desire. A wave bursts forth from the caster, causing every creature within 20’ of the caster to become fixated on the first thing they see. Each creature—friend or foe—within the area of effect must make a Will save vs. spell check. If they fail, the affected creature becomes obsessed with the first target it sees. The Judge will determine that target, either directly or randomly. The target can be another living creature or it can be an inanimate object. All of their attention will be redirected towards that target, breaking from combat or otherwise, so that they may spend time with it. They desire to possess that target, and will go to any length to have it. That may mean stealing, romancing, kidnapping, or anything they feel they need to do. Those affected by the spell receive another save to break this compulsion according to their original Intelligence, as follows: Int 3–6 = one week; Int 7–9 = one day; Int 10–11 = twelve hours; Int 12–15 = one hour; Int 16–17 = one turn; Int 18+ = next round.
 - 3— Wave of Despair. Everyone within 20’ of the caster feels the weight of the world upon them. Hope leaves their body and they find themselves struggling to manage. Anyone within the range of the spell—friend or foe—must make a Will save at the spell check DC. If they fail the save, they must then make a second Will save at DC 15 or their morale breaks and they flee. If they succeed at the second save, all of their actions are at a -3 for 1d16 rounds. This effect will last for 1d24 hours.
 - 4— Wave of Desperation. The situation is hopeless. Everyone within 10’ of the caster is hit by a wave of energy that causes them to lose all confidence in their current situation. Everyone in the area of effect—friend or foe—must make a Will save vs. spell check or be overcome with the idea that their current avenue of approach will not accomplish their goals. It is time to go to the extreme. They will go all-out, expending every last ounce of power or influence they have to accomplish whatever their current task might be. If that means burning every point of Luck, or spellburning every attribute point they have, or spending every single piece of gold in their possession, they will do it. Whatever the Judge and player decide is appropriate given the situation, that will be their course of action. Those affected by the spell receive another save to break this compulsion according to their original Intelligence, as follows: Int 3–6 = one week; Int 7–9 = one day; Int 10–11 = twelve hours; Int 12–15 = one hour; Int 16–17 = one turn; Int 18+ = next round.
 - 5— Wave of Draining. The caster is renewed. Any damage they have taken is fully healed. Any stat that has been lowered by spellburn they have spent is restored. Any spell they have lost is back. Any Luck they have spent that day is returned. All of this is taken randomly from the people around them. If they have targeted the same foe for the previous three rounds, the drain is taken from them first, but if that kills the target and does not fully restore them, the Judge needs to randomly determine another target within 50’ of the caster—friend or foe—and drain what remains. If the caster is still not restored to fully capacity, then move to the next as needed.
- 30–31 The caster is transformed into an avatar of Lamia. Roll 1d3 to determine manifestation (see stats on page 37). For the next 1d24 rounds, the caster has the appearance and powers of their patron’s avatar. If they are slain in this form, they revert to their true form and fall unconscious.
- 32+ An avatar of Lamia appears to aid the caster. Roll 1d3 to determine manifestation (see stats on page 37). For the next 1d24 rounds, Lamia’s avatar obeys the wishes of the caster. If the avatar is slain while under the command of the caster, Lamia demands recompense in the form of a quest.

PATRON TAIN: LAMIA

When patron taint is indicated for Lamia, 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	Effect
1	The faint cry of a distant child is heard when the caster casts any spell. The sound is obvious to anyone within earshot of the caster, but otherwise has no effect. If the result is rolled a second time, ghostly children of various ages from 2 to 8 appear within 20' of the caster when they cast a spell, visible only from the corner of anyone's eyes and disappearing when anyone looks directly at them. The children dart about constantly, causing a distraction to anyone within the effect (DC 8 Will save or -1 to all rolls for one round). If the result is rolled a third time, 1d10 children manifest physically for 1d6 rounds when the caster casts a spell, and the children begin to play harmlessly—until someone looks directly at them. Any child looked directly upon transforms into a nightmare representation of itself and attacks that person, friend or foe. [(Nightmare Child) Init +0; Atk bite +3 melee (1d4+3, plus Poison); AC 14; HD 1d8+2; MV 25'; Act 1d20; SV Fort +4, Ref +1, Will +4; AL C. Poison: Target must make a Fort save (DC 14) or be stricken with hideous nightmares for the next 1d7 nights. During that period, the target cannot regain Hit Points and they do not recover any damage done to their Abilities.]
2	The caster becomes obsessed with children. All of their free time is spent either visiting with children or talking about them constantly. They do not wish any harm or ill to the children, but rather, they simply want to spend time with or speaking about children. If rolled a second time, the caster obsesses on having children of their own. They continuously plan and oftentimes act on having their own family. If rolled a third time, the caster cannot function if they are not either currently pregnant or have sired the child of a currently pregnant woman. If that is not the case, they will abandon all other actions to try to rectify this situation.
3	The caster's eyelids disappear. They are no longer able to close their eyes at all, and their appearance becomes disturbing to others. It is not uncommon for them to be shunned or avoided by any normal person. Sleep becomes nigh-impossible without something to cover their eyes, such as a blindfold. With a second roll, their teeth transform into a series of needle-like fangs and their mouth widens by half again. These new teeth allow them to rip apart meat with great ease, but vegetation becomes more difficult to consume. They can no longer chew food, but must swallow it whole. If this result is rolled a third time, the caster can only subsist on living flesh. Any food or sustenance that is cooked or already dead neither satisfies them nor provides nourishment. Only consuming flesh from a living creature will keep them alive.
4	The caster develops a second personality. This personality can have any name, any gender, or any purpose. It is unaware of the original personality, and the original is unaware of this new person. Each can have its own ideas and goals, independent of each other. Any time the caster calls upon the patron, there is a 10% chance their personality will switch. Upon a second roll, the caster develops a third personality. This one is aware of the other two and strives to destroy their plans. This personality can be any name or gender, but they will always seek to derail whatever the other personalities have attempted to achieve. Any time the caster switches personalities, there is a 20% chance this personality takes over. If this result is rolled a third time, the character develops an unlimited number of personalities. All concept of the original personality is lost, and each time the personality shifts it is to an entirely new identity. The personality can be any name, gender, or age. Each personality now has the sole purpose of fulfilling the dreams and desires of Lamia at all times.
5	The caster's presence becomes poisonous to children. Anyone under the age of majority who gets near the caster becomes ill. The youth must come within 10' of the caster, and if they do, they instantly become nauseous. If they spend more than one turn within that range, they begin vomiting. If they spend more than three turns within range of the caster, they remain ill for 1d4 days. If this result is rolled a second time, any child who comes within 10' of the caster must make a Fort save (DC 10) or the caster becomes ill (getting a -1 on all die rolls for that turn). If the child spends more than one turn within that range, the caster begins vomiting, and must make another Fort save (DC12) or lose their action for that turn. If the child is in range for more than three turns, the caster must make another Fort save (DC 15) or remain ill for 1d4 days, and receives a -3 on all die rolls for that period. If this result is rolled a third time, any child who comes within 10' of the caster falls unconscious. If they spend more than three turns within range of the caster, the child dies.

- 6 The caster's viewpoint changes towards Lamia. Instead of simply a patron, the caster begins to view Lamia with romantic interest. They begin to think of her as a potential target for love and they speak of her with reverence and desire. If rolled a second time, the caster's attitude becomes more embroiled with Lamia and her affections. The caster will begin to seduce anyone and everyone they meet, all in an attempt to draw Lamia's jealousy. Each time, they will end the encounter in a harsh manner, rejecting the target of their affection as less than their true love, Lamia. Upon a third roll, the caster will devote their life to Lamia. They will spend all of their time either acting on Lamia's behalf, or converting others to her cause. They are completely, totally, and nigh-irrevocably in love with Lamia, body and soul.

PATRON SPELLS: LAMIA

The chaotic nature of Lamia grants three unique spells to those who bond with her, as follows:

Level 1: Enrapture

Level 2: The Eye of Lamia

Level 3: Summon Self

SPELLBURN: LAMIA

Lamia is an empty void of desire for children. She wants everything and will stop at nothing to receive it. When a caster utilizes spellburn, roll 1d4 and consult the table below. Use these as the basis for her desires and feel free to expand upon it in your own campaign.

Roll	Spellburn Result
1	One of the caster's limbs is replaced by a serpent. For 1d4 rounds the caster is partially disabled by the newly transformed limb, either limiting their movement by one-half, or imposing a -2 on all attack rolls. There is a 1% chance that the limb is antagonistic towards the caster and will attack them while the limb exists.
2	The caster develops an nigh-insatiable need to breed. For the next 24 hours, the caster is possessed by the spirit of Lamia, and is driven by a need to copulate. The caster suffers a -3 on all dice rolls for that period if they are not engaged in the physical act of procreation. After the time has passed, the caster loses 1d3 of Stamina, but gains a +1 boon from Lamia on their next three castings.
3	The very nature of the caster changes. For 1d8 hours the caster takes on the personality and mannerisms of a beast. All traces of their intelligence fade to a primal state. They are able to respond to their name, and function on a base level, but their actions and reactions work as if they were the animal they emulate. (Use animal chart from character creation to determine which animal nature they emulate.)
4	Lamia craves a boon from the caster. Within the next three days, the caster will be visited by Lamia in their sleep. This encounter can take on one of several attitudes. Lamia can appear bloodthirsty, grief stricken, or amorous, depending on the nature of the quest she desires. A time frame will always be established for the task (usually less than a week). At the end of the quest, Lamia will visit the caster a second time in their sleep, rewarding them—or punishing them if they fail—accordingly.



ENRAPTURE

Level 1 (Lamia) Range—Varies (see below) Duration—Varies (see below) Casting Time—1 round Save—Special(see below)

General The call of Lamia channels through the caster, charming others to bend to the caster's will. Any mundane living being—humanoid or animal—can be affected normally. Wizards can attempt this spell against undead and monsters at a -2 penalty, and against demons and outsiders at a -4 penalty.

Manifestation Roll 1d4:

- 1- An aura the shape of a serpent surrounds the caster
- 2- Tendrils reach out of the ground and surround the target
- 3- Ghostly images of children run from the caster towards the target(s)
- 4- A swirling cloud of smoke that smells of cinnamon.

(The Judge is urged to develop their own manifestation to reflect Lamia's ever-changing personae.)

1 Spell fails; Spell is lost for the day; Caster takes Patron Taint.

2–11 Spell fails, but is not lost for the day.

12–13 Anyone looking at the caster must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.

14–17 Anyone looking at the caster must save vs Will or fall under the caster's control, as though they were a friend. Each target saves separately. Due to the subversion of the target's Will, all affected targets operate at a -2 penalty to all rolls, saves, checks, and ability scores while they remain charmed. The target will get new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of *enrapture*, the target will develop particular qualities reflecting Lamia's influence.

Roll 1d4:

- 1- The pupils of their eyes turn into long slits. If they were already slitted, they do not change.
- 2- Their ears become long and pointed. If this was already the case, the length doubles.
- 3- Their skin glistens in the light, as though their entire body is covered by scales. If they are already scaled, their scales become iridescent.
- 4- The target takes on appearance of a youth. Their size does not change, but they will easily be mistaken for a pre-adult.

18–19 Caster creates aura that lasts 1d4 rounds. An area of effect emanates from the caster, reaching out in a 20' radius. Anyone within the area of effect must make a Will save or fall under the caster's control as though they were a friend. This area of effect is always centered on the caster and moves with him while the spell lasts. Due to the subversion of the target's Will, all affected targets operate at a -2 penalty to all rolls, saves, checks, and ability scores while they remain charmed. The target will get new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of *enrapture*, the target will develop particular qualities reflecting Lamia's influence.

Roll 1d4:

- 1- The pupils of their eyes turn to long slits. If they were already slitted, they do not change.
- 2- Their ears become long and pointed. If this was already the case, the length doubles/

3- Their skin glistens in the light, as though their entire body is covered by scales. If they are already scaled, their scales become iridescent.

4- The target takes on appearance of a youth. Their size does not change, but they will easily be mistaken for a pre-adult.

20–23 Caster can target any one person within 1 mile. The caster must have met the target at least once, and must know the target's given name (a nickname or pseudonym will not work for the spell). The target must make a Will save or fall under the caster's control as though they were a friend. The target will get a new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of *enrapture*, the target will develop particular qualities reflecting Lamia's influence.

Roll 1d4:

1- The pupils of their eyes turn to long slits. If they were already slitted, they do not change.

2- Their ears become long and pointed. If this was already the case, the length doubles.

3- Their skin glistens in the light, as though their entire body is covered by scales. If they are already scaled, their scales become iridescent.

4- The target takes on appearance of a youth. Their size does not change, but they will easily be mistaken for a pre-adult.

24–27 Caster can target a number of people up to his level within 1 mile. The caster must have met the targets at least once, and must know the targets' given name (a nickname or pseudonym will not work for the spell). The targets must make a Will save or fall under the caster's control as though they were a friend. The targets will get a new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of *enrapture*, the targets will develop particular qualities reflecting Lamia's influence.

Roll 1d3:

1- The target begins to speak with an extended lisp, as though their words were being hissed.

2- The target's shadow will begin moving at a different tempo. It takes almost a full second for the shadow to react to what the target does.

3- The target develops an odor of musk and spice. A rich, aromatic smell accompanies the target wherever they go. Any attempt to hide the smell fails.

28–29 Caster can target any one person within 10 miles. The caster must have met the target at least once, and must know the target's given name (a nickname or pseudonym will not work for the spell). The target must make a Will save or fall under the caster's control as though they were a friend. The target will get a new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of *enrapture*, the target will develop particular qualities reflecting Lamia's influence.

Roll 1d3:

1- The target begins to speak with an extended lisp, as though their words were being hissed.

2- The target's shadow will begin moving at a different tempo. It takes almost a full second for the shadow to react to what the target does.

3- The target develops an odor of musk and spice. A rich, aromatic smell accompanies the target wherever they go. Any attempt to hide the smell fails.

30–31	Caster can target any one person anywhere. The target can be anyone currently on the same plane of existence. The caster must have met the target at least once, and must know the target’s given name (a nickname or pseudonym will not work for the spell). The target must make a Will save or fall under the caster’s control as though they were a friend. The target will get a new save opportunity based on their initial Intelligence scores. Int 3–6 save once per month; Int 7–9 save every three weeks; Int 10–11 save every two weeks; Int 12–15 save every week; Int 16–17 get to save every three days; Int 18+ get to save every day. While under the effect of <i>enrapture</i> , the iris on the target’s eyes fade until they are almost as white as the rest of the eye.
32+	Target must save or become devoted to caster for life. The target can be anyone currently on the same plane of existence. The caster must have met the target at least once, and must know the target’s given name (a nickname or pseudonym will not work for the spell). The target must make a Will save or fall under the caster’s control as though they were a friend. If they fail, the target never gets another chance to save. The only way to remove the spell’s effect is through the result of an epic quest. While under the effect of <i>enrapture</i> , the target develops a mark on their body approximately the size of the target’s fist. The mark looks like a serpent that coils upon itself in a twisted knot, and can appear at any location on their body.

THE EYE OF LAMIA

Level 2 (Lamia) Range—Varies (see below) Duration—Varies (see below) Casting Time—2 rounds Save—Special (see below)

General	Lamia spent many years searching for her children. In that time, she found ways to see that many will never understand. This spell allows the caster to tap into her great vision to see things that were previously unseen.
Manifestation	To empower the spell, the caster must pluck one of their eyes from their head. This is not a painless process, but the magic of the spell prevents any actual damage from being done—most of the time. The plucked eye begins re-growing at the completion of the spell, and is fully restored after 24 hours (see below).
1	Spell fails; Spell is lost for the day; Caster takes Patron Taint; the caster’s eye does not regrow, and can only be restored through magical means.
2-11	Spell fails, but is not lost for the day.
12-13	Physical barriers cannot prevent you from seeing what you desire. For 1d3 hours, the caster gains the ability to see through solid objects at will. They must concentrate to perform this action, and if they do, they cannot take any other actions for that round other than move.
14-17	Nearby space ceases to be an obstacle for your vision. For 1d3 hours, the caster gains the ability to see any location within 200’ of their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.
18-19	Local space ceases to be an obstacle for your vision. For 1d12 turns, the caster gains the ability to see any location within one mile of their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.
20-23	Regional space ceases to be an obstacle for your vision. For 1d5 turns, the caster gains the ability to see any location within 10 miles of their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.
24-27	Physical location of any sort ceases to be an obstacle for your vision. For 1d8 rounds, the caster gains the ability to see any location on the same plane as their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.

28-29	Your vision is without parallel. Nothing can hide from you. For 1d5 rounds, the caster can see any item that would be hidden through invisibility, stealth, or any other effect that would attempt to hide it (or them) from their sight. In addition, they also gain the ability to see any location on the same plane as their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.
30-31	Not even time can prevent you from seeing what you seek. For 2 rounds, the caster can see backwards or forwards through time. Each round they concentrate will allow them to view anything that has occurred within 1d24 hours. The caster can also see any item that would be hidden through invisibility, stealth, or any other effect that would attempt to hide it (or them) from their sight. In addition, they also gain the ability to see any location on the same plane as their current location. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.
32+	Neither time nor reality can prevent you from seeing what you seek. For 2 rounds, the caster can see backwards or forwards through time, or into alternate dimensions. Each round they concentrate will allow them to view anything that has occurred within 1d24 hours in their current or any other reality they (or someone else) knows exists. The caster can also see any item that would be hidden through invisibility, stealth, or any other effect that would attempt to hide it (or them) from their sight. In addition, they also gain the ability to see any location on the plane they concentrate to find. The caster must have seen this space before to use this ability, or be in physical contact with someone who has. The caster (and the individual aiding them, if applicable) must concentrate to perform this action, and if they do, they cannot take any other actions for that round, including movement.

SUMMON SELF

Level 3 (Lamia) Range—Self	Duration—Varies (see below)	Casting Time—1 round	Save—N/A
General	There is no one incarnation of Lamia, and her followers share this aspect. Using her power, the caster pulls another being from across one of the countless dimensions to aid them in their time of need. Of course, the caster is also one of the alternate incarnations to those in another reality....		
Manifestation	The different manifestations of the caster depend on the success rolled. They are described below.		
1	Spell fails; spell is lost for the day; special - The caster disappears for 1d10 rounds. They have been summoned by another incarnation of themselves to an alternate reality to assist in a fight. There is a 1% chance that the character does not return and is gone forever.		
2-11	Spell fails, but is not lost for the day.		
12-13	Your magical power has allowed you to reach through the barriers of reality and touch another incarnation of yourself. A fraction of your other-self essence flows through you, strengthening your resolve. For the next 2d5 round you receive a bonus equal to your level to all attack or save rolls.		
14-17	The walls between worlds are growing thinner. Some of the power from your other-self has seeped through, and increases your inner might. For the next 2d5 rounds you receive a bonus equal to your level to all damage effects.		
18-19	A steady stream of magic flows through the walls of reality, as a small tear has appeared. You feel as though you are young again. For the next 2d5 round you receive a bonus equal to your level to all attack or save rolls and you add your level to all damage effects.		
20-23	The wall between yourself and another reality is split asunder. A spirit version of the caster shows up, drawn to you from another reality. While spirit and caster recognize each other as another version of themselves, they might not always appear the same. In another world, the spirit may be a different race, gender, or identity, but will remain loyal to the caster. The spirit remains for 1d7 rounds, and assists the caster in all ways. Any spell that is cast while the spirit is there is stepped up by 1 on the dice chain for both spell checks and damage.		

- 24-27 Your magic has pierced not into one reality, but two. A pair of spirit versions of the caster show up, drawn to you from another reality. While spirits and caster recognize each other as another version of themselves, they might not always appear the same. In another world, the spirit may be a different race, gender, or identity, but they remain loyal to the caster. The spirits remain for 1d10 rounds, and assists the caster in all ways. Any spell that is cast while the spirit is there is stepped up by 1 on the dice chain for both Spellcheck and damage and the caster regenerates hit points at a rate of 2 per round.
- 28-29 Reality shreds, and you see a separate incarnation of yourself step through the veil and into your world. While both incarnations recognize each other as another version of themselves, they might not always appear the same. In another world, one may be a different race, gender, or identity to the other, but they remain loyal to one another. The visiting spellcaster will remain for 1d10 rounds. This new incarnation has all the same stats and spells as the caster at the moment of summoning, and will act on their own separate initiative.
- 30-31 Twin tears in the fabric of reality rip through the air, and a pair of separate incarnations of yourself arrive at your beck and call. While all incarnations recognize each other as another version of themselves, they might not always appear the same. In another world, the two incarnations may be of different races, genders, or identities, but all remain loyal to one another. The visiting spellcasters will remain for 1d5 rounds. These new incarnations have the same stats and spells as the caster at the moment of summoning, and will act on the same initiative as the caster.
- 32+ A shattering sound echoes through the room, and the world seems to fall away like so much broken glass. When everything settles, 2d3 separate incarnations from alternate realities stand nearby the caster. While all incarnations recognize each other as another version of themselves, they might not always appear the same. In another world, these incarnations may be of different races, genders, or identities, but all remain loyal to one another. The visiting spellcasters will remain for 1d3 rounds. These new incarnations have the same stats and spells as the caster at the moment of summoning, and will act on the same initiative as the caster.
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MONSTERS ASSOCIATED WITH LAMIA

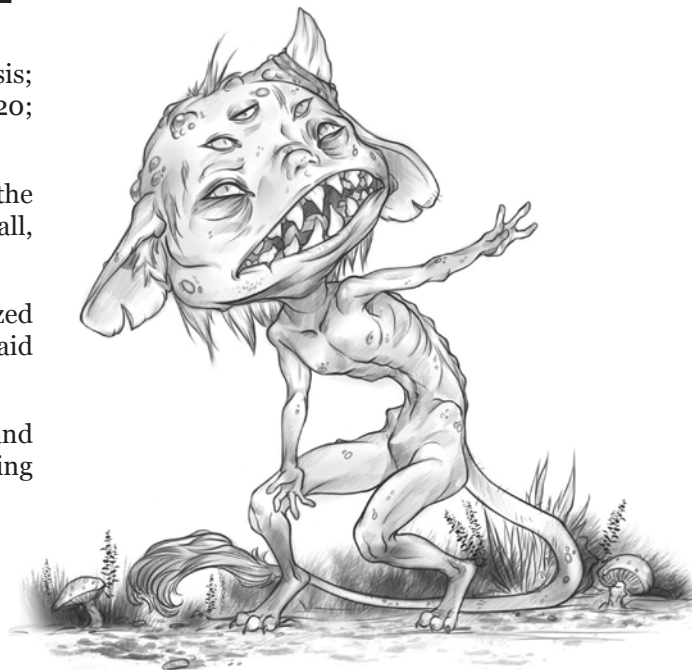
LAMURAE

(Type I demon, Lamia) Init +1; Atk bite +4 melee (1d4 plus paralysis; DC 13 Will); AC 12 (natural hide); HD 2d8; MV 25'; Act 1d20; SP demon traits; SV Fort +2, Ref +2, Will -1; AL C.

From the nightmares of mothers and the essence of Lamia, the Lamurae were born. Ranging between one to three feet tall, the Lamurae resemble the shadows of death and decay.

Their emaciated body sprouts small, seemingly frail arms, an oversized head that lolls precariously on its thin neck, and a massive smile inlaid with jagged teeth.

The Lamurae remain in motion almost constantly, chattering and screeching as they swarm over their foes. They attack with a devastating bite, doing damage both physically and spiritually.



LAMIAN SUCCUBUS

(Type III demon, Lamia) Init +5; Atk claw +4 claws (1d4) or bite +10 (1d6 plus Entrancing Bite); AC 18 (aura); HD 10d8; MV 30', fly 40'; Act 1d20; SP infravision 60', distort vision; SV Fort +5, Ref +5, Will +10; AL C.

In the vast demonic realms, to have a name is a badge of honor. And in the annals of the succubi stories, no name is more revered than Lamia. Many of the succubi have devoted themselves to Lamia, seeing her as one of their own who has elevated them to newfound power and prominence. To that end, the Lamian Succubus is unlike any other.

No two Lamian Succubi appear the same. Each of them takes great pleasure in creating a unique appearance for themselves and their mannerisms. Some will appear very beast-like, taking on the form of an anthropomorphic cat or jackal or raven or any other creature they feel fits their demeanor. Even then, they rarely appear as a typical Primal. Their colors will often seem metallic or florescent, or of a color not typically associated with the animal they emulate. Then again, some will appear like one of the other races, with the same sort of decorations or manipulations to their color or shape. Piercings and tattoos are often used as well. The only consistency to them is that they are never the same.

Like any succubus, the main goal of the Lamian Succubus is to find and drag a living being back to their own realm. There they will use its soul to shape themselves into a new, more refined form, or increase their own considerable might.

Entrancing Bite: If the Lamian Succubus succeeds with its bite attack, the target must succeed at a DC 18 Will save or lose 1d3 points of Luck. If the victim has no Luck or is reduced to zero luck by the bite, the victim falls unconscious and can only be awoken by the Lamian Succubus who has entranced them. Points of Luck lost through the succubus' bite are restored as any loss of Ability.

Distort Vision: If the Lamian Succubus is aware of any being viewing them, they can alter their appearance towards that target. The target viewing will see the Lamian Succubus as the most desirable being they can imagine. This means that the succubus may take on any form or gender to that one target. Multiple beings looking at the succubus will each see her in a different manner. There is no save to this effect. The only way to see the succubus' true form is to view it when it is unaware of being seen.



AVATAR OF LAMIA

The fact that no one can agree upon the origin or appearance of Lamia is not helped by the manifestations of her avatar. Those who have survived seeing her manifest have claimed that they have seen three different incarnations: The Maiden, The Beast, and The Demon. However, the true number of incarnations has yet to be accurately documented.

The Maiden

Init +10; Atk bite +12 melee (1d10 plus rend flesh) or short sword +5 melee (1d6+4); AC 18; HD 10d12; MV 30'; Act 1d20; SP infravision 60', sneak silently +6, teleport; SV Fort +8, Ref +10, Will +12; AL C.

This incarnation manifests as beautiful woman (of any random race or Primal), clad only in wisps of cloth, with a veil over her face. Beneath the veil lies a mouth that can never fully close, lined with three rows of jagged, needle-like teeth. She attempts to lure her victim as close as possible before attacking, either through subterfuge or stealth.

Rend Flesh: If The Maiden hits with her bite, she can then attempt to rend the target's flesh. Another attack roll is made at a +12. If it succeeds, The Maiden's teeth rake through the muscle and sinew of the target, doing an additional 2d12 damage and reducing the character's Strength score by 1d4.

The Beast

Init +10; Atk claw +10 melee (3d8) or short sword +5 melee (1d6+8); AC 20; HD 12d12; MV 50'; Act 1d20; SP Roar; SV Fort +10, Ref +10, Will +10; AL C.

This incarnation appears as the torso of a beautiful woman (of any random race or Primal) with the lower-body of a four-footed monster that most closely resembles a lion crossed with a great horse. She stands 12' tall from front paws up to the top of her head. Her speech is limited to growls and snarls, and she cannot speak any human tongue. Anyone who can speak with animals can converse with her as normal.

Roar: Once per day, The Beast can emit an ear-splitting roar. Everyone within earshot must make a DC20 Will save or flee in terror (duration 1d4 turns or until they have reached safety). In addition, they must make a DC15 Fort save or be deafened for 1d10 turns.

The Demon

Init +10; Atk bite +10 melee (2d6 plus poison) or great sword +8 melee (1d10+8); AC 22; HD 10d10; MV 40', Swim 20'; Act 1d20; SP endless attack; SV Fort +12, Ref +8, Will +8; AL C.

This embodiment of Lamia begins with the head and torso of a woman (of any random race or Primal), blending into a massively muscled snake.

The overall length of The Demon can range from 40' to 60', and can be of any color or style of serpent.

Endless Attack: If The Demon attacks with her sword and hits, she may make another attack with it against any applicable target. She may continue these attacks until she misses or there are no viable targets for her to attack. This only applies to her sword attack, and not her bite.



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