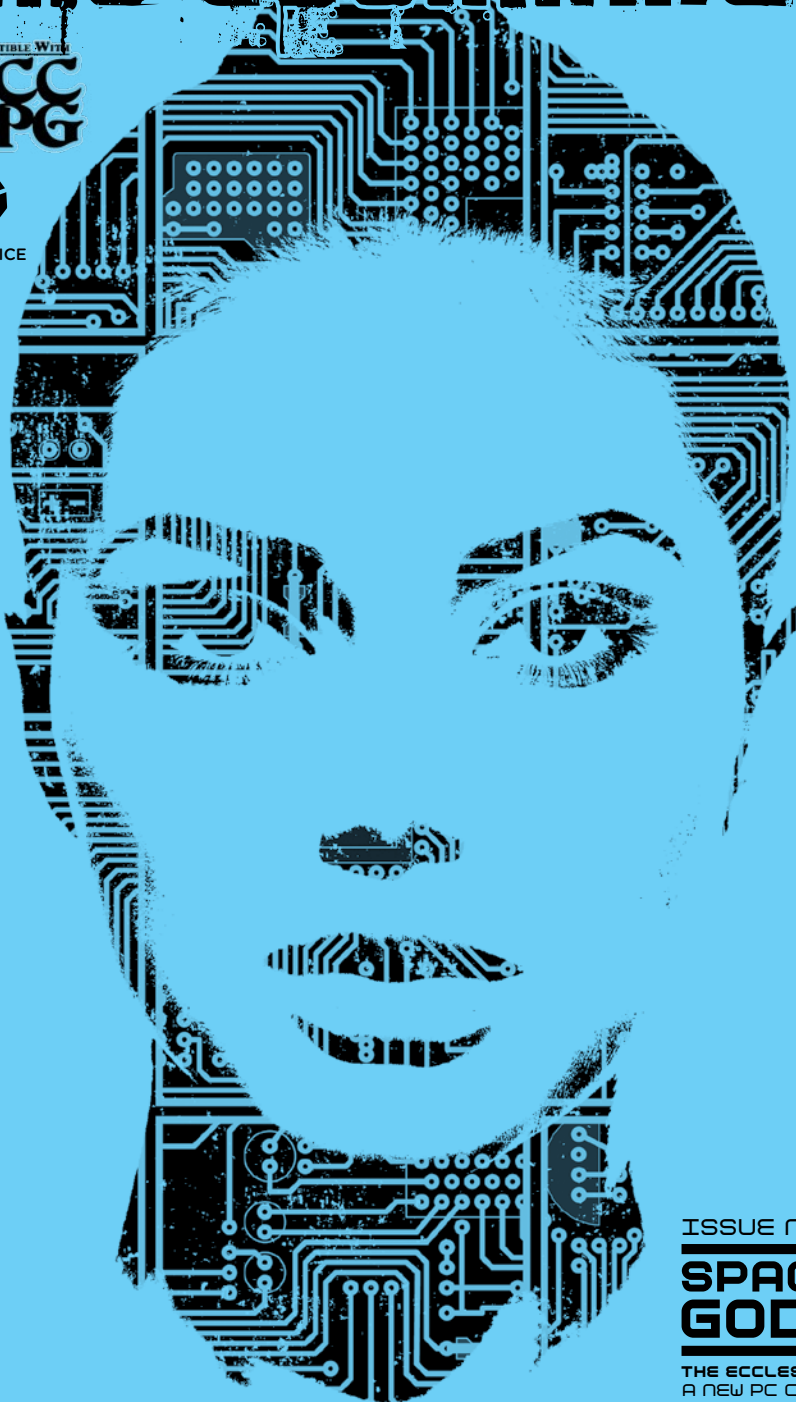


CRAWLJAMMER

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GAMES



ISSUE NO. 5

**SPACE
GODS**

THE ECCLESIAST
A NEW PC CLASS



Welcome to the **fifth** issue of *Crawljammer*,
a bi-monthly zine dedicated to fantastical
space adventures using the **Dungeon Crawl
Classics Role-Playing Game** system.

IMPORTANT ART FACTS:

The cover for this issue was illustrated by
Matt Hildebrand. Interior art by **Matt Hildebrand**,
Wayne Snyder, and **Fred Dailey**.

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CRAWL JAMMER

ISSUE NO. 5

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For subscription information or submissions of art or articles for consideration
in future issues please email crawljammerzine@gmail.com



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WELCOME TO THE NEW SPACE GODS

As outlined in *Crawljammer* #4, Hyperlux (light) and Atronox (darkness) emerged from the Void and birthed children who would form the elemental forces of the universe. But though those elder space gods shape the understructure of reality, and surely any of them would be worthy of the most devout worship, this issue focuses on the *new* space gods.

These younger space gods are still ancient by our standards today, emerging from a time long before the current age. They were once adventurers themselves, over a millennia ago, before the ages of darkness and rebirth, once upon a time when the hunched tribes of Earth battled with robots from space and wizard kings of the northern mountain tops. That era has been forgotten and remembered and forgotten again over the course of the generations that followed. Some remember the forgotten lore of Sister Ultiva's betrayal at the Ossuary of Zeddix. Others recall tales of Sperato the wily, Sperato of the twenty-seven mysteries, who, as a young man armed with nothing but a dagger and 50' of rope, descended into the catacombs and reclaimed the greatest treasures of an entire civilization. Fewer still tell tales of Garun, militant of Mars, and his brilliant tactical conquests. And only a

handful of scholars even dare speculate that Ars-Eleeta, patron of the technomancers and the builders, metallic goddess of all things mechanical and divine, was once an electromagician herself, carving her way through the world with her wits and her insane, improvised devices.

Yet all four of these former adventurers achieved their apotheosis ages ago, granted eternal life in godhood by the elder space gods from beyond. For most of remembered time, these four new space gods have been worshipped as divinity, as more-than-mortal, and that is exactly what they are. Unlike the elder gods, they interact more closely with humanity. They dabble in the fields of the living and grow more quickly bored in the cosmic palaces of multidimensional space. The greatest wizards and ecclesiasts throughout the galaxy know this, and their attempts to curry favor with these cosmic patrons does not go unnoticed. The new space gods may be a thousand years old by now, but they are still mere children when compared to the 14 billion-year-old elder gods. But the new gods grow stronger each year, as their devotees increase in number. And they enjoy the attention, even if they have an often destructive way of showing it.

02

The Space Gods

THE ELDER SPACE GODS

First Generation

Hyperlux, God of Pure Light
Saytaya, Goddess of Blinding Love

Atronox, God of Pure Darkness
Minyeria, Goddess of the
Starshine

Second Generation

Raveon, God of Stone and Flower
Rozeon, God of Fire

Albuss, God of the Air
Caerlusse, Goddess of the Seas

THE NEW SPACE GODS

Sister Ultiva, Goddess of Vengeance
Sperato, God of Hope
Garun, God of Scientific Slaughter
Ars-Eleeta, Goddess of Technology



SISTER ULTIVA

GODDESS OF VENGEANCE

Once the romantic partner of the thief Sperato, Sister Ultiva ascended to godhood over a thousand years ago after fulfilling a pact with both the god of light Hyperlux and the god of darkness Atronox. Some say she braved the depths of the Abyss itself to retrieve the Heart of the Forgotten Sun, while others say she foiled a potentially cataclysmic uprising of lizardmen alchemists on Jupiter who had attempted to overthrow the natural order of the universe. In her final

days as a human, Sister Ultiva was cursed by the warlocks of Zeddix and turned into an abominable creature with four arms. As a goddess, she embraces her multi-armed form and seeks vengeance against those who betray their sworn duties. She follows the commands of the old gods when it suits her, but in recent years she has grown increasingly fickle, intruding on more complex mortal affairs when she grows bored with the petty squabbles of the space gods.

***Invoke Patron* check results:**

- 12-13 The eyes of Sister Ultiva peer down from the heavens, radiating a purple glow that instills fear in her enemies. All living creatures within 50' of the caster invoking Sister Ultiva must make a Will save vs. the spell check result or cower in fear for 1d3 rounds.
- 14-17 The caster's arms and hands turn leathery and crackle with energy. The leathery energy form remains for 1d3 rounds and may be used as a whip-like slap as a melee attack on a target at close range, at an additional +2 to hit and dealing 1d12+2 damage. At the end of the round in which the effect disappears, the caster takes 1d6 psychic damage from temporarily losing connection with his patron.
- 18-19 Sister Ultiva herself appears as a 15' tall apparition, scowling at the caster and everyone in the area before departing. She secretly imbues the caster with an additional +4 to any future spell check for the next 1d3 turns, as long as the spell intends to inflict pain (damage) on a target. Any non-damage-inflicting spells cast during that time gains a -4 penalty to the spell check instead.
- 20-23 The caster gains two additional arms for 1d3 turns, allowing an additional action each round (d16 action die). The caster takes 1d6 damage when the arms painfully emerge from his torso.
- 24-27 The caster's heart seems to stop beating and he begins to lose his sense of touch and taste. For 1d3 turns, the caster takes only ½ damage from any harmful source, becomes immune to fire, cold, and fear-based effects, gains +2 to all saving throws, but takes a -2 penalty to all of his own checks or attack rolls. The caster regains his full sense of touch and taste after a night's rest.
- 28-29 The caster's heart begins to beat rapidly and then seems to explode out of his chest and grow to 3' in diameter and hover in front of his body. The heart sprays acid blood as commanded by the caster, as a ranged attack psychically controlled by the caster at an additional +4 to hit at range of up to 100', dealing 1d20 acid damage. The floating, blood-sputtering heart remains at the command of the caster for 1d3 rounds, after which the heart shrinks and embeds itself back in the caster's chest and the caster gains 1d8 extra hit points for the rest of the day.
- 30-31 The caster becomes compelled to claw at his own face, neck, and arms (or whip or stab himself, if carrying such weapons), dealing 1d8 damage. For each damage dealt, a drop of blood from the wound splashes on the ground and sprouts a hideous blood-drenched spider that grows to 2' in length and attacks under the command of the caster. Each blood spider can move up to 30' per round, has 12 hp, an AC of 16, and attacks with a bite at +6 dealing 1d12 damage. The blood spiders vanish after 1d3 turns.
- 32+ Sister Ultiva appears as a 15' tall woman with four arms and a crackling purplish-red energy whip. She ferociously joins in combat if any obvious targets are present, attacking twice per round with d20 action dice, at +10 to hit with her whip, dealing 1d20 acid damage with every successful hit. She is immune to all damage, but she has an effective AC of 20 and if she is successfully hit by more than 3 attacks, she will unleash a horrifying laugh and vanish, dealing 1d20 damage to the caster. If she has been summoned and there is no obvious target to attack, she will answer one question from the caster before striking the caster with her whip, dealing 1d20 damage to him and vanishing.

Patron Taint: Sister Ultiva

Sister Ultiva enjoys punishing her followers almost as much as she likes unleashing vengeance on their behalf. When patron taint is indicated, roll 1d6 on the table below. When a caster has rolled all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster grows an additional arm that hangs limply at his side, becoming a burden while attempting any physical action, providing a permanent penalty of -1 for all physical checks and melee attacks. If the result is rolled a second time, the caster grows a second limp extra arm, this one covered in sores and patches of matted hair, bumping the permanent penalty to -2 for all physical checks and melee attacks and permanently lowering the caster's Personality score by 2. If the result is rolled a third time, the caster's two extra arms become animated as if by demonic forces, clawing at his own torso each morning for 2d6 damage. Each of the extra arms may be cut off, but if that happens, the caster's total hit points are permanently reduced by half for each removed arm, and a 25% chance of infection remains each day for one week unless proper precautions are taken.
2	Sister Ultiva's favor becomes increasingly questionable, and the caster's spellcasting become more unreliable. Whenever a seemingly successful spellcheck is rolled and the final check results in an odd number, the caster must make a Will save vs. the check or the spell fails and is lost for the day. If this patron taint result is rolled for a second time, the instability of the magic increases to affect both even and odd spellcheck results until a tribute to Sister Ultiva herself is paid by burning the heart of a betrayer (at the judge's discretion). If this patron taint is rolled for a third time and a tribute has not yet been paid, then the caster will go mad and attempt to murder all of his nearby allies before entering a coma from which he will never emerge unless his allies accept a quest from Sister Ultiva herself.
3	All of the caster's spells until the caster reduces one physical attribute by one point permanently, offering his own flesh in tribute to his patron. If the result is rolled a second time, the caster must inflict 1d6 damage upon himself and reduce a physical attribute by two points permanently. If the result is rolled a third time, the caster must inflict at least 1d12 damage to himself and reduce a physical attribute by two points permanently, and gains a major corruption.
4	The caster becomes increasingly impatient with discussion and negotiation. The next time a truce is made or a partnership is formed, the caster will immediately lash out in anger and attack the new ally with his most potent offensive spell, before realizing that he has temporarily lost control. If the result is rolled a second time, the caster will grow less tolerant of any kind of conversation and will become hostile to even his allies, permanently losing 1d3 Personality points and choosing the most violent course of action for the party whenever possible. If the result is rolled a third time, the caster will immediately attempt to march off on his own, to slay as many past and present enemies as possible, regardless of how much he puts himself at risk.

Patron Taint: Sister Ultiva (continued)

- 5 An ghostly emissary of Sister Ultiva appears to admonish the caster, loudly criticizing his current actions before disappearing at the end of the day. If the result is rolled a second time, the ghostly emissary returns, with a whip in hand, to teach the caster a lesson: every failed spellcheck or unsuccessful attack by the caster results in 1d3 damage from the spectral whip, for the rest of the week. If the result is rolled a third time, the ghostly emissary returns and continues to whip the caster for each failure until the caster renounces Sister Ultiva and abandons all of his currently known spells forever. After that point, he may learn new spells if he finds an appropriate source, but Sister Ultiva will remain his enemy for life, should she ever become aware of him again.
- 6 Tiny blood spiders continually emerge from the eyes of the caster and crawl around his face, distracting him, causing a permanent -1 penalty to all checks. If the result is rolled a second time, the spiders grow larger, causing an additional -2 penalty to all non-spellcasting checks and hatching eggs that sprout into minor corruptions once per month. If the result is rolled a third time, the spiders cause the penalties and corruptions as above, but also bite the caster for 1d12 damage each hour. At any level, the spiders can be cleansed away by bathing in the blood of betrayers for 24 hours.

Patron Spells: Sister Ultiva

Level 1: *Whiplash*

Level 2: *Crushing Grasp*

Level 3: *Heartbreak*

Whiplash

Level: 1 (Sister Ultiva) **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** None

General A non-magical weapon in the hands of the caster elongates into a magical whip, stretching out to strike enemies to the ground with lashes of vengeance. Strength modifiers, positive or negative, have no effect on the caster's to hit or damage rolls with the magical whip.

Manifestation Roll 1d4: (1) caster's eyes glow orange as the mundane weapon turns into a telescoping metal lash, (2) the mundane weapon stretches and cracks loudly as it reforms into a barbed leather whip, (3) caster's entire body shimmers and stretches and recoils back to normal as the mundane weapon in hand transforms into a whip of pure electric energy, (4) a nearly deafening crack is heard as the caster's mundane weapon disappears from this plane of existence temporarily, replaced by a chain-like whip.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Attacks with the magical whip are at +2 to hit any target within 10' and inflict 1d10+CL damage. The whip remains for 1d4 rounds.

- 14-17 Attacks with the magical whip are at +3 to hit any target within 10' and inflict 1d12+CL damage. Any target hit by the whip must succeed on a Fort save vs. the spell check DC or fall prone. The whip remains for 1d4 rounds.
- 18-19 Attacks with the magical whip are at +4 to hit any target within 10' and inflict 1d14+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone. The whip remains for 1d4+CL rounds.
- 20-23 Attacks with the magical whip are at +4 to hit any target within 20' and inflict 1d16+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone and take an additional 1d6 damage from the quick slam to the ground. The whip remains for 1d6+CL rounds.
- 24-27 Attacks with the magical whip are at +4 to hit (+6 vs. chaotic beings and thieves) any target within 20' and inflict 1d20+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone and take an additional 1d6+CL damage from the quick slam to the ground. The whip remains for 1d6+CL rounds, and one additional attack may be made in the final round before the whip vanishes.
- 28-29 The magical whip flies out of the hand and floats within 50' of the caster and may attack twice per round under the control of the caster. Attacks with the magical whip are at +5 to hit (+7 vs. chaotic beings and thieves) any target within 30' of the whip and inflict 1d20+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone and take an additional 1d8+CL psychic damage. The whip remains for 1d6+CL rounds.
- 30-31 The magical whip flies out of the hand and floats within 100' of the caster and may attack twice per round under the control of the caster. Attacks with the magical whip are at +6 to hit (+8 vs. chaotic beings and thieves) any target within 30' of the whip and inflict 2d12+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone and become paralyzed for 1d6+CL rounds. The whip remains for 1d8+CL rounds.
- 32+ The magical whip flies out of the hand and floats within 100' of the caster and may attack twice per round under the control of the caster. Attacks with the magical whip are at +10 to hit any target within 30' of the whip and inflict 2d16+CL damage. Any target hit by the whip must succeed on a Fort save or fall prone and become paralyzed for 1d6+CL rounds. Any chaotic being or thief hit by the whip must also succeed on a Will save or fall under the control of the caster for the rest of the day. The whip remains for 1d8+CL rounds.

Crushing Grasp



Level: 2 (Sister Ultiva) **Range:** 30' or more **Duration:** Instantaneous **Casting Time:** 1 round **Save:** None

General Two large spectral fists appear near the caster, and these glowing fists may fly out toward a target and crush it in a vicious clench of force energy.

Manifestation Roll 1d4: (1) caster's hands glow orange and glowing energy fists surround the hands, (2) caster's hands glow violet and a hum can be heard as two shimmering spectral fists appear in the air (3) an additional set of ghost-like orange arms appear at the caster's torso and the fists pop off, hovering in front of the caster, (4) two glowing fists, as large as watermelons, hover in front of the caster, gesturing in a combative manner.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

- 12-13 Failure, but spell is not lost.
- 14-15 The spectral fists may float up to 30' under the caster's command. The fists may attack at +4 during the round in which this spell was cast, dealing 1d12+CL damage. Instead of attacking, the fists may open into hands that can be used to lift or carry with an effective Strength modifier of +1. The fists disappear at the end of the round.
- 16-19 The spectral fists may float up to 30' under the caster's command. The fists open up into massive crushing hands that can attack at +5 during the round in which the spell was cast, dealing 1d14+CL damage. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a small wooden shield, or may be used to lift or carry with an effective Strength modifier of +2. The fists disappear at the end of the round.
- 20-23 The spectral fists may float up to 50' under the caster's command. The fists open up into massive crushing hands that can attack at +6 during the round in which the spell was cast, dealing 1d16+CL damage. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a small metal shield, or may be used to lift or carry with an effective Strength modifier of +3. The fists disappear at the end of the round.
- 24-27 The spectral fists may float up to 100' under the caster's command. The fists open up into massive crushing hands that can grasp the target's soul or inner aura, dealing 1d20+CL damage unless the victim makes a Will save vs. DC 15+CL. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a large metal shield, or may be used to lift or carry with an effective Strength modifier of +4. The fists disappear at the end of the round.
- 28-29 The spectral fists may float up to 100' under the caster's command. The fists open up into massive crushing hands that can grasp the target's soul or inner aura, dealing 1d24+CL damage unless the victim makes a Will save vs. DC 15+CL. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a solid steel door, or may be used to lift or carry with an effective Strength modifier of +5. The fists disappear at the end of the round.
- 30-33 The spectral fists may float up to 200' under the caster's command. The fists open up into massive crushing hands that can grasp the target's soul or inner aura, dealing 1d24+CL damage and paralyzing the target for 1d6+CL rounds unless the victim makes a Will save vs. DC 15+CL. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a 20'x20' solid stone wall, or may be used to lift or carry with an effective Strength modifier of +6. The fists disappear at the end of the round.
- 34+ The spectral fists may float up to line of sight under the caster's command. The fists open up into massive crushing hands that can grasp the target's soul or inner aura, dealing 1d30+CL damage and paralyzing the target for 1d12+CL rounds unless the victim makes a Will save vs. DC 20+CL. Instead of attacking, the crushing hands may be used to destroy an item up to the size and durability of a 50'x50' solid stone wall, or may be used to lift or carry with an effective Strength modifier of +10. The fists disappear at the end of the round.

Heartbreak

Level: 3 (Sister Ultilva) **Range:** 20' + 10' per CL or more **Duration:** Varies **Casting Time:** 1 round **Save:** Will

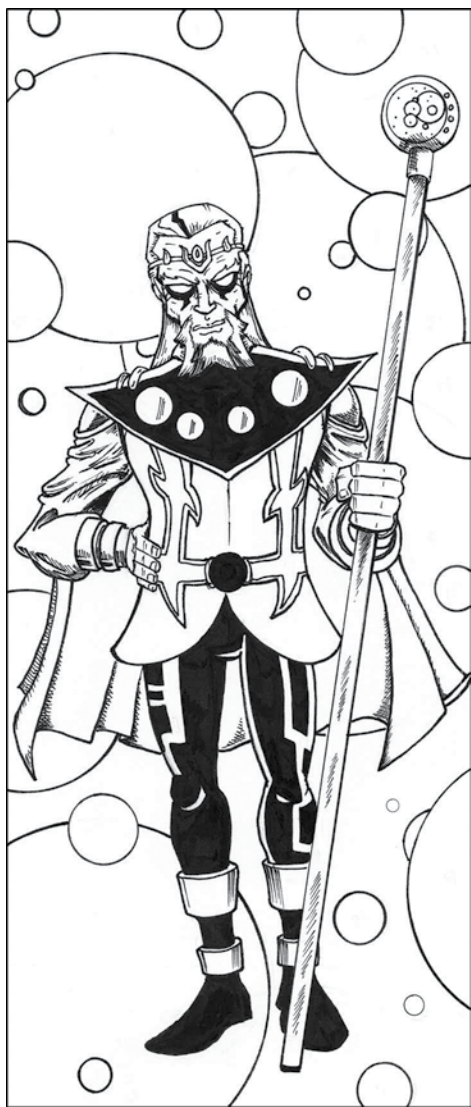
General The caster distracts and disorients and weakens a targeted creature by magically causing heartache and sorrow, potentially energizing himself in the process.

Manifestation Roll 1d4: (1) a rainbow of energy bursts from the chest of the caster and turns black and hazy by the time it enters the chest of the target, (2) red and orange flashes of light appear around the head of the target (3) the caster's eyes begin to bleed and the target's eyes turn white, (4) all color temporarily saps from the target's clothing and skin, and a blotch of red appears on the target's chest.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | One target within range loses 1d6 initiative for the next 1d4 rounds, unless a successful Will save is made vs. the spell check DC. |
| 18-19 | One target within range drops to the bottom of the initiative order and loses its next action, unless a successful Will save is made vs. the spell check DC. |
| 20-23 | One target within range takes 1d8 damage, drops to the bottom of the initiative order, and loses its next action, unless a successful Will save is made vs. the spell check DC. |
| 24-27 | Two targets within range take 1d10+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. |
| 28-29 | Up to four targets within 50' range take 1d10+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. |
| 30-31 | Any enemy targets within a 50' sphere up to 100' from the caster take 1d12+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. |
| 32-33 | Any enemy targets within a 50' sphere up to 100' from the caster take 1d12+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. The caster gains an additional 1d12+CL HP for the next hour. |
| 34-35 | Any enemy targets within a 50' sphere up to 100' from the caster take 1d24+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. For each enemy successfully dealt damage by this spell within the sphere, caster gains 1d12+CL HP for the next hour. |
| 36+ | Any enemy targets within a 50' sphere up to 100' from the caster take 1d30+CL damage, drop to the bottom of the initiative order, and lose their next action, unless successful Will saves are made vs. the spell check DC. For each enemy successfully dealt damage by this spell within the sphere, the caster and up to 2 allies gain 1d16+CL HP for the next hour. |

SPERATO

GOD OF HOPE



Known formerly as Sperato the delver, Sperato the shadow-hidden, and Sperato of the twenty-seven mysteries, this diminutive thief-turned-diety was betrayed by his beloved Sister Ultiva on the steps of the Ossuary of Zeddix and left to die. But the plucky Sperato survived, nursed back to health over twelve long months by the troglodytic fungoids of the bone forest, and this mischievous former adventurer dedicated his remaining years to teaching the primitives of the misbegotten lands, where he developed a massive following of the unloved, the deformed, and the abandoned. Clad in his shimmering robes of prismatic splendor, Sperato never again skulked around the dungeons of Earth or sneakily attacked another living creature. Instead, he educated, providing hope to those who had never experienced anything but hopelessness. As his legend spread across the planets of the solar system, the love for Sperato grew so strong that even his physical death from malnourishment could not impede his ability to help others. Sperato remains as a multicolored ghostly presence, floating over regions where he is needed the most.

Invoke Patron check results:

- 12-13 A soothing warmth fills the body of the caster as he remembers, through genetic memory, the presence of Sperato in the fields of the forgotten. The caster immediately takes another action at +1d.
- 14-17 A shimmering rainbow of light emerges like a halo around the caster, healing 1d6 hit points of damage for the caster and all allies within 10'.
- 18-19 The caster gains +6 AC for the next 1d6 rounds as Sperato's shimmering ghostly hands appear whenever the caster is attacked, helping to deflect anything that might hurt this loyal follower of Sperato.
- 20-23 The secret knowledge of the bone forest radiates through the caster's psyche and he gains an additional +3 to the next spell he casts and +1d6 temporary luck points that he must spend within the next turn.
- 24-27 Sperato teleports another of his favored followers through time and space to aid the caster. This follower is a fungoid initiate who will fight on behalf of the caster for 1d6 rounds. Fungoid Initiate: Init +1; staff +3 melee (1d6 damage) or spore breath (special); AC 12; HD 3D6; hp 17; MV 20'; Act 1d20; SP spore breath range of 10', anyone within that range must make a Fort save vs. DC 12 or become paralyzed for 1d3 rounds; SV Fort +2, Ref +1, Will -1; AL N.
- 28-29 A scroll appears before the caster and unrolls itself magically, dropping bone tiles from inside the parchment to the ground below. The scroll and the bone tiles will remain on this plane of existence for 1d3 turns. During that time, the caster may use these implements to cast up to two new spells (randomly determined, at a level not exceeding the highest level he is able to cast) at his normal spell check. After the casting of the second spell, or after 1d3 turns has expired, the scroll and bone tiles vanish.
- 30-31 Sperato, in ghostly form, 15' tall, clad in shimmering robes, floats in judgment behind the caster. He remains for 1d6 rounds, and during this time, all spell checks, ability checks, attack rolls, and damage effects on behalf of the caster and all of his allies within sight will increase by +1d. Any failure during this time will cause Sperato to telepathically shout "not good enough" to the PC who failed the roll, and that character will take 1d4 psychic damage (increased to 1d12 damage if a fumble was rolled).
- 32+ The soothing warmth of Sperato fills the area, as the caster and all allies within 100' are healed 2d6 HP and 2d6 shimmering lights begin to appear around the caster. Each shimmering light, like a flickering prism of energy, expands and unfolds into a fungoid guardian, and each of these time-tossed followers of Sperato will follow the commands of the caster for the next 2d6 hours before vanishing. **Fungoid Guardian:** Init +2; spiked bone club +4 melee (1d10 damage); AC 14; HD 3D6; hp 15; MV 30'; Act 1d20; SP fungoid hide reduces edged or piercing damage by 50%; SV Fort +3, Ref +2, Will +0; AL N.

Patron Taint: Sperato

Sperato inspires his followers, but he will not tolerate ineptitude or inattention to the details of spellcasting. When patron taint is indicated, roll 1d6 on the table below. When a caster has rolled all six taints at all levels of effect, there is no need to continue rolling any more.

Roll Result

- 1 The caster grows a thick brow with mossy fungus dangling down to his eyes, impairing his vision slightly, causing a -1 to all checks requiring visual perception, line of sight range, or attack rolls. If the result is rolled a second time, the caster's entire body becomes dry and puffy, as if fungal, still providing the same -1 as above, but also reducing movement per round by 10' and permanently reducing the caster's agility by 1d3. If the result is rolled a third time, the caster's body becomes a fungal humanoid form, with hide that reduces all edged and piercing damage dealt to him by 50% but also continues to penalize the caster with all the same effects as above but also permanently reduces his strength, agility, and personality by an additional 1d6. Any attribute at zero or less leads to a coma and death in one turn.
- 2 The echoes of the bone forest vibrate through the phlogiston flux to reach the caster. The teachings of Sperato, filtered through followers who have died since the ancient times, ring in the caster's ears like a discordant choir, impairing concentration. The caster permanently loses 1d3 intelligence points. If this patron taint result is rolled for a second time, the caster immediately drops to the ground, taking 2d6 damage from the psychic backlash and reducing all future spellcheck bonuses by an -1. If this patron taint is rolled for a third time, the caster can take no further action of merit until he finds the bone forest near the Ossuary of Zeddix and pays tribute to Sperato by spreading wisdom to the creatures of the forest for at least one month.
- 3 The aid from the patron is delayed, slowing down the metaphysical connection to the phlogiston flux, as Sperato has little patience for this caster's lack of effort. The next two spells cast by this caster will automatically fail. If the result is rolled a second time, the caster's next 2d4 spells will automatically fail, unless the caster spends one hour paying tribute to Sperato by teaching someone something new. If the result is rolled a third time, the caster gains a -1d penalty to all future spells cast and finds that food does not provide the sustenance it once did. The caster's max HP drops by one point per day until the caster dies.
- 4 Sperato realizes that this caster needs to learn humility. All clothing and armor is immediately stripped from the caster and vanishes. If the result is rolled a second time, all clothing and armor is stripped (and vanished) from the caster and any allies within 50'. If the result is rolled a third time, all clothing, armor, weapons, items, and possessions are stripped from the caster and any allies within 50'. The material things are spread throughout the solar system and the PC and his allies must quest for items they wish to retrieve.

- 5 Sperato shows his displeasure by shaping the nearby moss and fungi (or suitable vegetative matter) into a tentacle that grabs the caster by the throat, strangling him for 1d6 damage and leaving a scar around the caster's neck that cannot be healed by even magical means. If the result is rolled a second time, several fungal tentacles burst forth from the nearby ground and lash the caster for 3d6 damage, disfiguring the caster enough to result in 2 points of permanent personality loss. If the result is rolled a third time, the ground opens up into a gaping maw of bone teeth and a fungal gullet, swallowing the caster and anything within 20' of him, dealing 5d6 damage to the caster and anyone who falls or dives into the maw.
- 6 An aspect of Sperato's ghost lingers, haunting the caster. Everyone who can see the caster can also see this human-sized floating, multicolored apparition hovering 10' behind him, sternly watching everything that occurs, day and night. If the result is rolled a second time, the aspect of Sperato talks incessantly, providing advice and tutelage, day and night, distracting the caster and leading to a doubling of the casting time of every spell. If the result is rolled a third time, the aspect of Sperato continues to hover and advise, driving the caster completely insane.
-

Patron Spells: Sperato

Level 1: *Rousing Inspiration*

Level 2: *Pinpoint Weakness*

Level 3: *Ghostly Presence*



Rousing Inspiration

Level: 1 (Sperato) **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** None

General The caster channels the legendary teachings of Sperato in a multitude of unknown languages that sound like strangely inspiring gibberish to the caster's allies, but nevertheless inspiring them to accomplish great deeds in battle.

Manifestation Roll 1d4: (1) the caster's tongue turns mossy as he speaks the strange inspirational words, (2) the words echo from the lips of the caster, like unsettling thundercracks, (3) the caster begins to sing in a variety of alien languages, (4) as the caster speaks the incantation, symbols appear in the air around him, as if to illustrate his words in alien hieroglyphs.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 One ally within touch range gains an additional +1 to hit and damage for the next 1d4 rounds.
- 14-17 One ally within 10' gains an additional +2 to hit and damage for the next 1d4+CL rounds.
- 18-19 One ally within 20' gains a d4 deed die which he may use to perform Mighty Deeds of Arms as if he were a warrior. This ability remains for 1d4+CL rounds. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +1d (thus a level 3 warrior would bump from a d5 deed die to a d6, etc).
- 20-23 Up to two allies within 30' each gain a d4 deed die which they may use to perform Mighty Deeds of Arms as if they were warriors. This ability remains for 1d6+CL rounds. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +1d (thus a level 3 warrior would bump from a d5 deed die to a d6, etc).
- 24-27 Up to two allies within 30' each gain a d5 deed die which they may use to perform Mighty Deeds of Arms as if they were warriors. This ability remains for 1d6+CL rounds. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +2d (thus a level 3 warrior would bump from a d5 deed die to a d7, etc).
- 28-29 Up to two allies within 50' each gain a d6 deed die which they may use to perform Mighty Deeds of Arms as if they were warriors. This ability remains for 1d3 turns. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +2d (thus a level 3 warrior would bump from a d5 deed die to a d7, etc).
- 14

 30-31 All allies within 50' of the caster each gain a d6 deed die which they may use to perform Mighty Deeds of Arms as if they were warriors. This ability remains for 1d4 turns. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +2d (thus a level 3 warrior would bump from a d5 deed die to a d7, etc).
- 32+ All allies within 50' of the caster, along with the caster himself, each gain a d7 deed die which they may use to perform Mighty Deeds of Arms as if they were warriors, and they may roll an additional +1d7 with all saving throws. This ability remains for 1d4 turns. If a warrior or other deed-die-using class becomes the target of this spell, increase his normal deed die by +3d (thus a level 3 warrior would bump from a d5 deed die to a d8, etc).

Pinpoint Weakness

Level: 2 (Sperato) **Range:** 30' + 5' per CL **Duration:** Instantaneous **Casting Time:** 1 round **Save:** None

General The caster is able to quickly determine the most vulnerable area of a target, communicate that to his allies, and potentially take advantage of the vulnerability immediately.

Manifestation Roll 1d4: (1) red circles appear around the caster's eyes (2) fungus grows from the caster's fingernails then drops to the ground in a crude illustration of the target's weakest area (3) shimmering yellow beams flicker from the head of the caster, scanning the area, (4) the caster's skin turns invisible for an instant, revealing his bones and internal organs as the spell flickers from inside the frontal lobe of his brain.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster immediately learns the AC, current hit point total, and lowest saving throw modifier for any target within range.
- 16-19 The caster immediately learns the AC, current hit point total, and all saving throw modifiers for up to 1d5 targets within range.
- 20-23 The caster immediately learns the AC, current hit point total, and all saving throw modifiers for all targets within range, and the caster and all allies gain +1 on all attack and damage rolls vs. those targets.
- 24-27 The caster immediately learns the AC, current hit point total, and all saving throw modifiers for all targets within range, and the caster and all allies gain +2 on all attack and damage rolls vs. those targets.
- 28-29 The caster immediately learns the AC, current hit point total, and all saving throw modifiers for all targets within range, and the caster may choose to grant himself and all allies +2 on all attack and damage rolls vs. those targets or divide either the AC or the current HP of any one target in half.
- 30-33 The caster immediately learns the AC, current hit point total, and all saving throw modifiers for all targets within range, and the caster may choose to grant himself and all allies +3 on all attack and damage rolls vs. those targets or divide either the AC or the current HP of any 1d4 targets in half. In addition this level of spell effect may be used to pinpoint weak spots in doors, walls, buildings, devices, or other man-made creations, and if the spell is targeted in that manner, the caster is able to cause moderate damage or malfunction at the judge's discretion, potentially causing a non-load bearing wall to collapse or a wheel to break off a wagon.
- 34+ The caster immediately learns the AC, current hit point total, and all saving throw modifiers for all targets within range, and the caster may choose to grant himself and all allies +5 on all attack and damage rolls vs. those targets or divide either the AC or the current HP of any 1d6 targets in half. In addition this level of spell effect may be used to pinpoint weak spots in doors, walls, buildings, devices, or other man-made creations, and if the spell is targeted in that manner, the caster is able to cause major damage or malfunction at the judge's discretion, potential, potential causing the collapse of a load-bearing wall or a laser array to backfire.

Ghostly Presence

Level: 3 (Sperato) **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** None

General The caster's body becomes an insubstantial form with various special abilities.

Manifestation Roll 1d4: (1) a thin white coating quickly grows over the skin of the caster and shatters like an egg, revealing a greenish glowing spirit form beneath, (2) the caster's skin dries and becomes brittle and falls off in chunks, leaving a fungal pile of former flesh on the ground, and out of that pile emerges a misty, ghostly form (3) the caster vanishes from sight, then returns an instant later in glowing yellow-orange, translucent form, (4) the caster begins to sing, and his sonic wail melts away his flesh and bone, leaving nothing but a pale white ethereal form in its place.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 The caster turns into a ghostly form, gaining the ability to fly at MV 40', slide through cracks and beneath doors, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster as normal. During this time, the caster cannot cast any other spells, make any attacks, or interact with the physical world in any way other than speech. This ghostly state lasts for 1d6 rounds.

18-19 The caster turns into a ghostly form, gaining the ability to fly at MV 40', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster as normal. During this time, the caster cannot cast any other spells, make any attacks, or interact with the physical world in any way other than speech. This ghostly state lasts for 1d8 rounds.

20-23 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -1 to hit and damage (or grant the caster +1 to resist). During this time, the caster cannot cast any other spells, but he may interact with the physical world to pull levers or pick up small objects or strike at a target with a melee attack at his normal to hit bonus, dealing ½ damage. This ghostly state lasts for 1d10+CL rounds.

24-27 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -1 to hit and damage (or grant the caster +1 to resist). During this time, the caster cannot cast any other spells, but he may interact with the physical world to pull levers or pick up small objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. This ghostly state lasts for 1d12+CL rounds.

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28-29 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -2 to hit and damage (or grant the caster +2 to resist). During this time, the caster may interact with the physical world to pull levers or pick up medium sized objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. If the caster attempts to cast another spell while in ghostly form, he must succeed on a Luck check or turn back to normal and take 1d8 psychic damage. Otherwise, the ghostly state lasts for 1d14+CL rounds.

- 30-31 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -2 to hit and damage (or grant the caster +2 to resist). During this time, the caster may interact with the physical world to pull levers or pick up medium sized objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. In addition, the caster may attempt to inhabit the body of a creature with equal or lesser hit dice and control the actions of that creature for the duration of this spell if the caster wins a contested Personality check. If the caster attempts to cast another spell while in ghostly form, he must succeed on a Luck check or turn back to normal. Otherwise, the ghostly state lasts for 1d16+CL rounds.
- 32-33 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -2 to hit and damage (or grant the caster +2 to resist). During this time, the caster may interact with the physical world to pull levers or pick up medium sized objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. In addition, the caster may attempt to inhabit the body of a creature with equal or lesser hit dice and control the actions of that creature for the duration of this spell if the caster wins a contested Personality check. If the caster attempts to cast another spell while in ghostly form, he must succeed on a Luck check or turn back to normal. Otherwise, the ghostly state lasts for 1d3 turns.
- 34-35 The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -2 to hit and damage (or grant the caster +2 to resist). During this time, the caster may interact with the physical world to pull levers or pick up medium sized objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. In addition, the caster may attempt to inhabit the body of a creature with equal or lesser hit dice and control the actions of that creature for the duration of this spell if the caster wins a contested Personality check. If the caster attempts to cast another spell while in ghostly form, he must succeed on a Luck check or turn back to normal. Otherwise, the ghostly state lasts for 1d3+CL turns.
- 36+ The caster turns into a ghostly form, gaining the ability to fly at MV 50', move through walls, and becomes effectively invulnerable to non-magical or non-psionic attacks. Magical and psionic attacks affect the caster at -2 to hit and damage (or grant the caster +2 to resist). During this time, the caster may interact with the physical world to pull levers or pick up medium sized objects or strike at a target with a melee attack at his normal to hit bonus, dealing regular damage. In addition, the caster may attempt to inhabit the body of a creature with equal or lesser hit dice and control the actions of that creature for the duration of this spell if the caster wins a contested Personality check. If the caster attempts to cast another spell while in ghostly form, he must succeed on a Luck check or turn back to normal. Otherwise, the ghostly state lasts for 1d4 hours.



18

GARUN

GOD OF SCIENTIFIC SLAUGHTER

Ten millennia ago, war was a straightforward matter: tribes would clash and the strongest survived. As war continued, complex technologies and strategies emerged as a deciding factor. Wars evolved to the point that they could be won from distant shores with unmanned craft and remotely-guided artifacts

destroying an enemy that the victor would never actually face. This method of efficient slaughter is the love of Garun, the commander, the warrior king of ancient Mars. Though his pantheon may sound murderous, he also represents a desire to protect one's own people from the weapons of the enemy.

Invoke Patron check results:

- 12-13 For 1d7 rounds, the caster gains a protective field that seeks to prevent contact with the outside world. Caster gains +4 AC and a missile attack equal to a longbow in terms of game statistics, with the addition that the damage is done by energy and not a physical missile. While this field is active, the caster cannot touch or consume anything (the barrier seeks to prevent by pushing items away from the caster), cannot be touched by others (for example, to heal) and loses the ability to attack normally. Spellcasting is possible, assuming the spell does not require touching anything (no touch spells, no components, no grasping of holy symbols).
- 14-17 The caster and all allies within 30' are instantly teleported away for one round. In that time, Garun replaces the caster with a blob of a burning liquid that deals 1d10 fire damage in a 10' circle. Affected monsters must succeed on a Ref save vs. DC 10 or continue to burn. After this attack, initiative continues normally for the rest of the round, but the teleported PCs are stranded in a sphere of darkness in a pocket dimension, unable to take their turn or do anything at all. At the caster's next turn, each PC reclaims the space in which they were standing, and the blobs of fire are gone (though opponents may be burning).
- 18-19 A tactical strike of several small energy blasts are directed by the caster at line of sight range. The caster launches 1d4+2 blasts of energy that do 1d6+CL damage. Each energy blast may be aimed at a different target.
- 20-23 Garun speaks his name in a booming voice that echoes through the solar system and targets the area around the caster. The caster and each ally within 30' are healed by one HD, and each enemy within that range take 1d6 damage.
- 24-27 1d3+2 stone and metal flying attack drones the size of eagles appear, guided into combat by the caster. **Flying Attack Drone:** Init +2; laser blast +8 missile fire (1d10); AC 15; HD 4d8; hp 20; MV fly 50'; Act 1d20; SP infravision 60', immune to mind-altering spells; SV Fort -2, Ref +6, Will +2, AL N.
- 28-29 Apply the effects of both an 18-19 roll and a 24-27 roll.
- 30-31 A coalition of willing automatons appear to fight the battle for the PCs. For 1d6 rounds, an amount of Mechanoid Soldiers equal to the PCs show up while the PCs are held in a pocket dimension, as in 14-17 above. During this time, each PC controls a Mechanoid Soldier to fight in his stead. **Mechanoid Soldier:** Init +3; energy crossbow +4 missile fire (1d12+4) or dagger-fist +4 melee (1d8+4); AC 18; HD 2d8; hp 15; MV 30'; Act 1d20; SP infravision 60', immune to mind-altering spells; SV Fort +4, Ref +1, Will +2, AL N.
- 32+ The battle was won before it began: Garun had the foresight to blast these enemies from afar. The caster must burn 2 points of his own Luck, and then all enemies in this conflict are now at -1 to attacks, saves, and skill checks in addition to taking damage equal to a half of their HD rounded down (for example: a monster with 6d8 HD has 3d8 damage rolled against them). If this result is rolled in the middle of a combat, it does not change the result... the PCs simply hadn't noticed the damage until now.

Patron Taint: Garun

Garun is viewed at best as a tactician and protector, at worst a coward and murderer. Learning to strike only when there is an advantage and to avoid equal combat causes his followers to become preoccupied with slaughter from afar and fearful of close-range threats. When patron taint is indicated, roll 1d6 on the table below. When a caster has rolled all six taints at all levels of effect, there is no need to continue rolling any more.

Roll Result

- 1 Whenever an enemy advances to melee range of the caster, the caster must make a DC 10 Will save or else retreat at his full movement value at the next possible moment, possibly being targeted in retreat. When gained a second time, the DC remains 10, but failing requires a retreat at double the caster's movement rate, with no action possible after. If rolled a third time, the DC is 15.
- 2 Suspicious of betrayal, the caster will never trust an NPC guide or willingly take a prisoner. If the caster's companions take on a prisoner or new hireling, for 2d16 days the caster must roll under their Personality score in order to sleep or eat while in company of this NPC. When rolled twice, the caster will not eat or sleep while the NPC is in proximity and must roll under their Personality or else attempt to murder the captive secretly. When rolled a third time, the caster cannot eat or sleep in the NPC's presence and must roll under Personality or else believe a sinister collusion exists between the NPC and one of his companions (determine randomly). In the next combat, the caster will target this fellow PC for a damaging attack as a test to gauge the target's reaction.
- 3 Whenever the caster and allies succeed in operating from an advantageous standpoint (gaining surprise, higher ground, cover, or a full round of magic or missile fire before closing in melee) things operate normally. Whenever battle begins on equal footing or at a potential disadvantage to the caster's side, the caster is at -1 to attacks, spellcasting, saves, and skill checks until the end of the encounter as he laments his vulnerable position. If rolled twice the disadvantage becomes -1d, yet good tactics grants the caster an additional +1 to hits, CL, saves, and skills. When rolled a third time, the penalty is -2d and the potential bonus is +2.
- 4 Whenever an ally is the target of a critical hit, drops to half HP, or is killed, the caster is stunned for 1d3 rounds and unable to act. If this result is rolled twice, the effect as mentioned above continues to apply, but the caster also becomes stunned if the maximum damage is ever rolled on a damage dice versus an ally. If rolled three times, the same applies, but stun automatically lasts for the full three rounds.
- 5 Believing their tactics to be superior, the caster forgets the realities of war. Whenever the caster is hit by a melee weapon in combat, he must succeed on a DC 15 Will save or else take an additional 1d4 damage from the attack. If rolled twice, this penalty also applies to missile attacks. If rolled a third time, the additional damages from melee or missile attacks increases to 1d6.
- 6 A tactical error calls in an airstrike of 1d3+2 stone and metal flying attack drones (see stats in *Invoke Patron* result 24-27, above) that appear and target the caster and allies for 1d4 rounds before the mistake is realized. When gained a second time, one Mechanoid Soldier (as in 30-31 above) per PC appears to fight the PCs for 1d4 rounds. When rolled a third time, the Mechanoid Soldiers appear and will fight the PCs to the death.

Patron Spells: Garun

Level 1: Missile Intercept

Level 2: Forced Diplomacy

Level 3: Void Catapult

Missile Intercept

Level: 1 (Garun) **Range:** 30' caster radius **Duration:** Varies **Casting Time:** 1 round **Save:** None

General In addition to seeking the destruction of his enemies, Garun seeks to protect his followers by undoing the technology of their enemies. When a caster uses this spell, he prevents ranged attacks by intercepting them with his own missiles. During the casting of this spell a caster must sacrifice 5 gp worth of arrows or other ammunition which then patrol a 30' radius around the caster, launching themselves in defense of the caster and allies within this range.

Manifestation Roll 1d4: (1) the arrows or ammunition orbits the caster in a circular formation (2) the arrows or ammunition shatter into a defensive "cloud" of wood and metal, (3) the arrows or ammunition merge into a woven shield, hovering near the caster and his allies (4) the arrows or ammunition hover around the head of the caster like a halo of defensive assault.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | The caster and allies in the area of effect receive a +2 to their AC versus ranged attacks for 1d3+CL rounds. |
| 14-17 | The caster and allies in the area of effect receive a +3 to their AC versus ranged attacks for 1d6+CL rounds. Additionally, any attacks that are otherwise successful have a 25% chance to be knocked out of the air before damage is dealt. |
| 18-19 | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d4 HP. |
| 20-23 | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d8 HP. |
| 24-27 | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d12 HP. |
| 28-29 | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d14 HP. |
| 30-31 | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d16 HP. |
| 32+ | The missiles orbiting the caster are able to intercept enough targets to absorb damage from ranged attacks equal to 6d20 HP. |

Forced Diplomacy

Level: 2 (Garun) **Range:** 30' or more **Duration:** Permanent **Casting Time:** 1 round **Save:** Will

General While not educated or loquacious, Garun is nevertheless a competent diplomat. He is most known for his "Friend of Foe" speech which insinuated that anyone who disagreed with his current goals was immediately an enemy. This suggestion compelled lesser nations to follow his agenda in lock step, lest they be the next target. With this spell, a caster inserts false information or browbeats their perspective into a small crowd of listeners. To prevent the effect, the victim must make a Will save vs. the spell check result.

Manifestation Roll 1d4: (1) the caster waves his hand in a dismissive manner, (2) the caster's pupils dilate as he stares in the direction of the target, (3) the caster's voice booms as if echoed by an army, (4) spittle shoots from the caster's mouth in the direction of the target.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 The caster can influence a creature within 30' that has fewer HD than the caster. This influence is limited to convincing the subject to remain inactive towards a stimulus (i.e. "you should let me go" or "you don't need to search that backpack") and the subject forever believes this command was their own idea.

16-19 The caster can influence a creature within 30' that has fewer HD than the caster. This influence is limited to convincing the subject to agree with the caster's words (one complete sentence), or at least not object to them openly. The target will therefore complete one simple, non-hazardous action specified by the caster's words and believe it to be their idea.

20-23 The caster can influence a creature within 30' that has equal or fewer HD than the caster. The target agrees emphatically with the caster's words (one complete sentence) and will take moderate risks (no combat actions) to see the action through and the subject(s) forever believe this command was their own idea.

22 24-27 The caster can influence two creatures within 30' that have equal or fewer HD than the caster. The targets agree emphatically with the caster's words (one complete sentence) and will take moderate risks (no combat actions) to see the action through and the subject(s) forever believe this command was their own idea.

28-29 The caster can influence all targets within 30' that have equal or fewer HD than they. This influence is limited to convincing the subjects to agree with the caster's words (one complete sentence), or at least not object to them openly. The targets will therefore complete one simple, non-hazardous action specified by the caster's words and believe it to be their idea.

- 30-33 The caster can influence all targets within hearing range that equal or fewer HD than they. The targets agree with the caster's word fervently (one full sentence) and will risk life and limb to see the action through (i.e. "You should demand freedom from your masters") and the subject(s) forever believe this command was their own idea.
- 34+ The caster can influence all targets within hearing range that have equal or fewer HD than the caster's HD + 1d4. They agree with the caster's word fervently (one full sentence) and will risk life and limb to see the action through (i.e. "You should demand freedom from your masters") and the subject(s) forever believe this command was their own idea.

Void Catapult

Level: 3 (Garun) **Range:** 100' or more **Duration:** Instantaneous **Casting Time:** 1 round **Save:** Reflex

General When the caster selects an enemy and asks Garun to crush them, Garun opens a portal above the target and directs space rocks down upon the enemy from above so as to circumnavigate most protective cover. The debris then explodes, causing additional fire damage. All creatures in this area of effect take the initial damage without a save, but afterward may roll a Reflex save vs. the spell check to take half of the fire damage.

Manifestation Roll 1d4: (1) the caster points to the sky and a swirling black portal opens up in the air high above, (2) the caster outlines a circle in the air with his fingers and the circle begins to glow and levitate up to the sky where it opens up to the void, (3) the caster claps his hands together, a lightning strike emerges from above and a gaping portal to the void appears in the clouds, (4) Garun's laughter can be heard echoing through the sky as a rift in reality begins to emerge above.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

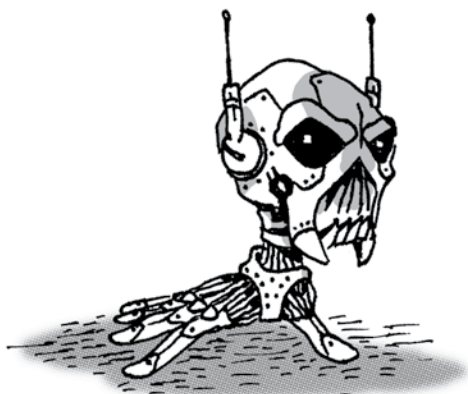
12-15 Failure, but spell is not lost.

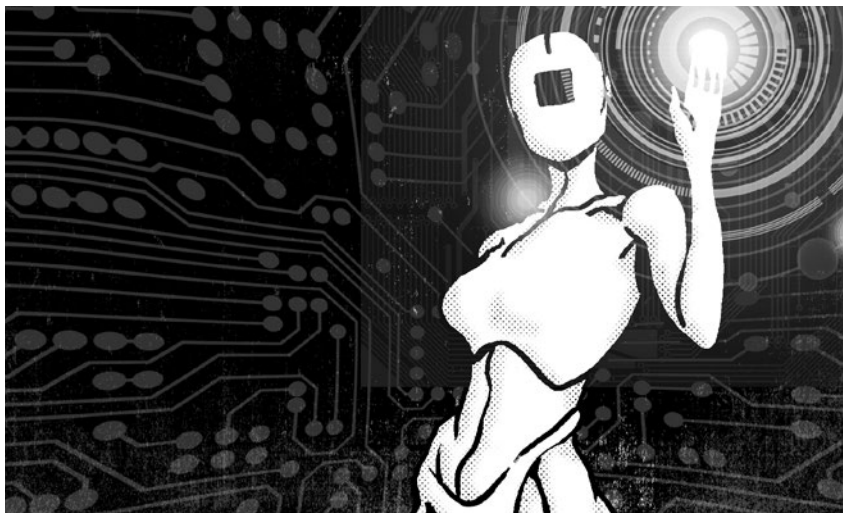
16-17 The caster may fill up to a 20'x20' area with debris, doing 1d6 impact damage to everything in that area (no save), and an additional 1d6 of fire damage (Ref save for ½ fire damage)

18-19 The caster may fill up to a 40'x40' area with debris, doing 1d6 impact damage to everything in that area (no save), and an additional 2d6 of fire damage (Ref save for ½ fire damage)

20-23 The caster may fill up to a 60'x60' area with debris, doing 1d6 impact damage to everything in that area (no save), and an additional 3d6 of fire damage (Ref save for ½ fire damage)

- 24-27 A swarm of 2d3+CL fist-sized meteorites streak towards their target(s), each doing 1d6 impact damage (no save) and 2d6 fire damage (Ref save for ½ fire damage). Each meteorite may be targeted independently, as long as all targets are within 60' of each other.
- 28-29 1d3 space boulders are directed to strike a single target. Each boulder does 1d6 damage to a single target (no save) and then explodes in a 20' blast radius doing 2d6 fire damage to everything in the area (including the original target – all in area may make a Ref save for ½ damage).
- 30-31 1d3+CL space boulders are directed to strike a single target. Each boulder does 1d6 damage to a single target (no save) and then explodes in a 20' blast radius doing 3d6 fire damage to everything in the area (including the original target – all in area may make a Ref save for ½ damage).
- 32-33 Icy space flotsam descends, doing 10d6 damage (Ref save for ½ damage) in a 40'x40' area and cluttering the area with rubble and ice, causing unsure footing. For 1d6+CL modifier rounds, movement in this area of effect is halved, and anyone in the area must make a DC 10 Reflex save or fall prone.
- 34-35 Flaming radioactive meteorites crash to the ground within a 40'x40' area, dealing 10d6 fire damage (Ref save for 1/2 damage). 1d3 rounds after impact, the fallen, combustible rocks explode again in a small mushroom cloud, dealing an additional 3d6 radiation damage to anyone within the affected area (Fort save for 1/2 damage).
- 36+ Garun sends down a comet that strikes anywhere visible to the caster. Damage is 12d6 (Ref save for ½ damage) within a 40'x40' area. Thereafter, a cloud of extra-terrestrial dust engulfs the same 40' area for 1d8+ CL modifier rounds. Those in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 2 point of damage each round.





ARS-ELEETA

GODDESS OF TECHNOLOGY

Of the Goddess in the Machine, it is said that Ars-Eleeta gained cosmic consciousness as man first rubbed sticks together to make fire. Others who have studied the divine texts more closely say that she was the one of the first technomancers to upgrade herself into almost complete cybernetic form when the divine spark of the universe was still fresh. Regardless of her true origins, she acknowledges no morality: Ars-Eleeta's mission is to always grow, improve, and innovate. Challenges and challengers are meant to be overcome. Those who worship her ask in their prayers "to become more than I am" and those who worship her as a patron demand it.

An important element of Ars-Eleeta is her voyeuristic nature: she seeks to see, hear, and know all. She believes in knowing the outcome of a battle before it is fought, and

it is said that she will study a civilization for a thousand years in order to destroy it in an afternoon.

Arz-Eleeta's symbol is a white rectangle with a black square within. Her followers take this as an instruction in the design of their technology: spartan, effective, modular. In order to bond with or invoke Ars-Eleeta, a caster must create or find a specific techno-artifact. This artifact is a control box that is usually squarish or rectangular, and varies in size from a deck of cards to a large book. The artifact allows the sharing of audio and visual materials between the supplicant and Ars-Eleeta. Without either sense or the box itself, the supplicant can cast no patron spells nor invoke Ars-Eleeta. The creation or replacement of this box is quite an undertaking, and the GM is encouraged to have the PCs quest for the technology.

Invoke Patron check results:

- 12–13 Phlogiston network search. The caster is able to know specific, relevant information pertaining to one specific subject (think of it as a natural 20 Gather Information check). Additionally, the caster gains 1d3 temporary Luck points which will disappear at the end of the current game session.
- 14–17 Phlogiston surveillance system. The caster gains the Locate Object or Person ability, as per a Psychic Knight Psych Die roll of 4 (see *Crawljammer* #3) as well as gaining a one round of surprise or free actions upon encountering the item or person sought.
- 18–19 Reach out. The caster gains Clairaudience, Clairvoyance, and Limited ESP as if a 10 were rolled on the Psionic Effects Table (see *Crawljammer* #3). The subject of this effect must simply be known to the caster and within 100 miles. The effect lasts for as long as the caster takes no other action. The subject is aware of the intrusion after the effect is dropped. Neither the caster or the subject of the attack need be psionically gifted for this effect to take place.
- 20–23 Illegal sharing of records. The caster gains insight into their current enemy or predicament. The caster gains +2 to any attack rolls, damage rolls, spell checks, skill checks, and saves until the situation that necessitated this invocation is resolved (one specific enemy is dead, trap is escaped/defused, etc). Further, companions within 10' of the caster gain +1 to the same efforts.
- 24–27 Ability theft. Any one missile fire or spell-like attack directed within 10' of the caster by an enemy within the next turn is instead absorbed by a force field projected from the control box, to be released and redirected toward a new target at the caster's leisure. Only one such effect may be stored at a time, and the redirected attack will be targeted using the caster's missile attack bonus.
- 28–29 Forewarned. The caster gains the ability theft ability as above, plus the caster is able to fire an additional blast ray from the control box that automatically hits a target within line of sight and deals 1d6+CL damage and overcomes any creature's damage resistance. Additionally, the supplicant automatically saves to resist special attacks by the creature targeted by the blast ray and any creatures of the same type. The effect ends when all creatures of the type in this combat are dead or the supplicant abandons combat.
- 30–31 Combat Programming. For the next 1d8+CL rounds, the caster and up to four allies gain +1d to attack and damage rolls, and all otherwise successful attacks against them miss 50% of the time.
- 32+ Avatar of Ars-Eleeta. The control box scans the area and creates a 20' tall techno-creature that appears and follows the caster's commands. The creature's sleek body is adorned with orderly rows of lights streaming away from finger and toe-tips, pulsing with energy from every living creature and piece of technology within sight. The avatar remains for 2d6 rounds. **Avatar of Ars-Eleeta:** Init: +8; energy projection (functions as choice of light, heat, or electricity) +12 missile fire (2d10 +12) or special; AC 18; HD: 8d12; 60 hp; MV 80' or fly 40'; Act 2d20; SP cranial tempest: by sacrificing an action die, one enemy may be held unable to move or act until the effect is lifted, infravision 100', telepathic communication, immunities: immune to critical hits, poison, psionic, and gas attacks, can cast invisibility or ESP at a +4 spellcheck; SV Fort +12, Ref +12, Will +12, AL L.

Patron Taint: Ars-Eleeta

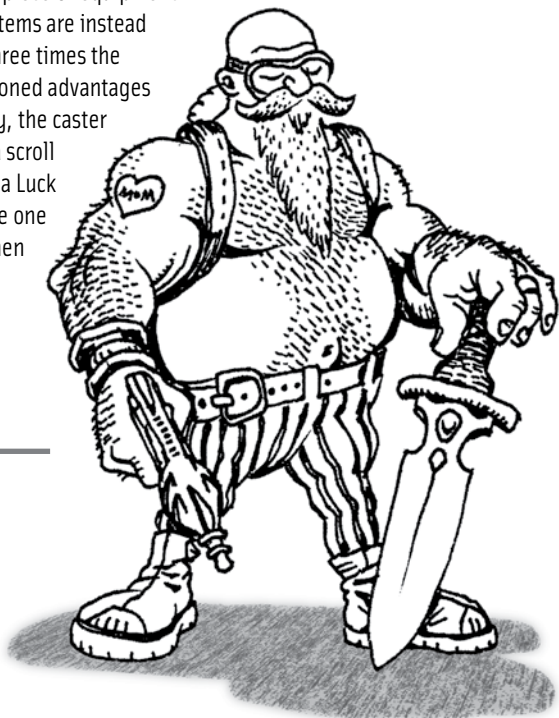
Ars-Eleeta believes in order and advancement. Anything that does not contribute to the order of the universe or bring about new innovations will receive consequences. When patron taint is indicated, roll 1d6 on the table below. When a caster has rolled all six taints at all levels of effect, there is no need to continue rolling any more.

Roll Result

- 1 The caster requires an upgrade. If the caster does not gain another level by the end of this game session they must seek out a cybernetic implant. The technology must be quested for or created, and the implant increases Strength, Agility, Stamina, or Intelligence by one, yet replaces an existing spell slot that is forever lost. This effect may be gained a second and third time.
- 2 The caster feels an overwhelming desire to upgrade a weapon or other item that they frequently use. The character must seek out a master maker of such an item and spend ten times the item cost to purchase a better, sleeker version of something they already have. Until the upgrade occurs, the caster takes -1 to all checks, due to his impatience to improve the item. This effect may be gained a second and third time. Further, this taint is gained automatically each calendar year (usually around winter gift-giving holidays)!
- 3 The caster spends their free time distracting himself using the control box to witness random snippets of information, songs, and images of food. The caster suffers a -1d to all Personality checks as a result of this rude behavior. If rolled a second time, the character also suffers a -1d to initiative and agility checks. If rolled a third time, the caster must make a DC 12 Will save before initiative is rolled or lose his action for the round. Additionally, the caster's entire party is at reduced efficiency to surprise or stealth (-1d), as the caster loudly guffaws at moving images of felines. Note that these taint effects are in play even if the caster is separated from their control box, as they spend their free time wondering what they are missing out on.
- 4 Body neglect. The caster is so distracted with the control box that he fails to maintain proper hygiene and health. When first rolled, a minimum of one point of Personality is permanently lost. The caster may opt to lose more, able to assign an additional point of Intelligence for every three points of Personality lost. When rolled twice, a minimum of one point of Stamina is permanently lost. The caster may opt to lose more, assigning a point to Intelligence for every three points of Stamina lost. When rolled a third time, one point of Strength and Stamina and Personality is lost, and a point may be added to Intelligence each time three points of all three stats are burned.
- 5 Obsessive monitoring. The caster cannot stand the idea that their friends or enemies may be doing or saying things they'll never know about. The PC never misses an opportunity to eavesdrop on friends or plot methods to spy on enemies or allies. When rolled a second time, the character becomes quite obsessive. In addition to actively plotting eavesdropping methods, the caster also must succeed on a DC 10 Will save

every night in order to gain restive sleep. Failure means no healing from sleep and an inability to regain spells. Whenever the caster invests sufficient time or energy in snooping (hiring a private agent, casting an ESP spell or similar), they gain 1d3 nights of automatic saves. When rolled a third time, the caster is an all-out neurotic paranoid. In addition to the earlier described effects of this taint, the caster gains a mental illness that allows control of the character to be transferred to the Judge once per session. The duration and nature of this control is up to the Judge, but it should be concerned with the caster defending themselves from imagined threats coming from friends or enemies.

- 6 Obsessed with efficient design, the character commissions a sleek system of pouches and bags. By purchasing a belt and a backpack at twice the regular cost, the character carries equipment more efficiently at the risk of damage. When this effect is first rolled, the caster is able to draw weapons, ready shields and produce readied equipment (such as an item stowed in a belt or convenient pouch) as a free action. However, each time a critical miss is rolled, the caster also dislodges 1d3 randomly determined pieces of equipment which take an action to properly stow. Fragile items (such as glass and antique items) also have a 50% chance to break. When gained twice, the caster is now able to produce any item from a backpack as a free action. However, after taking any damage the caster suffers the above disadvantage and in addition must roll a Luck check or have a randomly determined piece of equipment in the bag destroyed (magical items are instead knocked loose) When gained three times the character gains the afore mentioned advantages and disadvantages. Additionally, the caster may consume a potion or read a scroll as a free action and succeed on a Luck check each day or randomly lose one piece of stowed equipment. When used by a character not subject to this taint effect, the belt and backpack of this character offer only the drawbacks described, not the benefit.



Patron Spells: Ars-Eleeta

Level 1: *Surveillance Bug*

Level 2: *Ethereal Net*

Level 3: *Future Glimpse*

Surveillance Bug

Level: 1 (Ars-Eleeta) **Range:** Varies **Duration:** 1+CL days **Casting Time:** 1 round **Save:** None

General A small metallic spider affixes itself to a target. For the duration of the spell you can locate the spider within range, and possibly hear and see as if through the ears and eyes of the spider.

Manifestation Roll 1d4: (1) a small red spider hatches from a previously invisible egg on the top of the caster's control box, (2) the caster waves a small bead over the control box and the bead sprouts legs and crawls toward the target, (3) the caster pokes the control box screen and a small button slides out, then turns into an orange metal spider (4) the caster pulls a spider from a pouch and tosses it toward the target, scanning it with his control box as the spider floats through the air.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Beta-version. The caster may make a DC 10 Reflex save to place the bug on a moving object, or may automatically place it on a motionless object. When the caster's control box is within one mile, the object can be tracked accurately for the duration of the spell. The direction of the read out is limited to cardinal directions: up or down cannot be detected.

If the target or any allies of the target actively search for the bug, the caster must make a Luck check or the bug is found and destroyed.

14-17 Streaming audio upgrade. Same as above. Additionally, the caster may make a DC 10 Int check once per round to interpret sounds beamed over from the bug. If desired, the caster may reverse the feed to allow the tracked subject to hear the caster's words.

If the target or any allies of the target actively search for the bug, the caster must make a Luck check or the bug is found and destroyed.

18-19 Driver Upgrade. Same as above, but it requires no Int check to interpret the audio. A grainy video image is also available, though the image comes from the top of the unit. Therefore, depending on where the bug is placed the image may be useful or not.

Range is improved to three miles.

If the target or any allies of the target actively search for the bug, the caster must make a Luck check or the bug is found and destroyed.

20-23 Mega pixels. Same as above, and the view of the bug can be manipulated to show anything in 360 degrees around the bug (it is assumed that anything underneath is blocked by the item it is attached to, however).

Additionally, the bug has 60' infravision and transmission range improves to ten miles.

If the target or any allies of the target actively search for the bug, the caster must make a Luck check or the bug is found and destroyed.

- 24-27 Bio-feedback model. As above, plus the caster is aware of the target's max and current HP, number of hit dice or level, whether or not the target is poisoned or regenerating, and can feel whether the target is truly asleep or awake.
- Range is improved to 100 miles.
- If the target or any allies of the target actively search for the bug, the caster must make a Luck check or the bug is found and destroyed.
- 28-29 Bio-feedback aggro model. Same as above, plus the caster may jolt a target within 10' of the bug with a burst of bio-energy dealing 2d12 damage (Fort save for ½ damage).
- Range is improved to 1,000 miles.
- 30-31 Remote deployment aggro model. Same as above, plus the caster can remotely control the repositioning of the bug up to 50' from its original position. When moving the bug, the caster must make a Luck check or the bug will be found and destroyed by someone or something in its immediate vicinity.
- Range is improved to world-wide.
- 32+ Miniature model. Same as above, however the target or an ally will not find a bug, even if searching, unless the caster rolls a 1 on a Luck check.
- Range is improved to solar-system-wide.

Ethereal Net

Level: 2 (Ars-Eleeta) Range: 50' Duration: 1 turn/CL Casting Time: 1 round Save: Ref

General Glowing threads entangle and damage trapped enemies and possibly reveals their secrets.

Manifestation Roll 1d4: (1) glowing threads shoot from the caster's fingertips, (2) the caster's hair grows absurdly long and then flies off in the direction of a target, (3) the caster types a code into his control box and an energy net ejects out, toward the target, (4) a humming sound can be heard as a thin, electrified net appears from nowhere.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 A 20'x20 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is -1d to all rolls, -4 to AC, and cannot move until they deal 20 damage to the net or make a Str check vs. DC 15. Entangled creatures take 1 damage per round.

- 16-19 A 20'x20 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is -2d to all rolls, -4 to AC, and cannot move until they deal 30 damage to the net or make a Str check vs. DC 20. Entangled creatures take 1d3 damage per round.
- 20-23 A 20'x20 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is considered immobile and unable to take any actions other than casting spells (at -2d) or trying to break free from the net with a Str check vs. DC 20. Entangled creatures take 1d6 damage per round.
- 24-27 A 30'x30 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is considered immobile and unable to take any actions other than trying to break free from the net with a Str check vs. DC 20. Entangled creatures take 1d6+CL damage per round. In addition, the ethereal net transmits neural information back to the control box, and the neural information may be decoded by the caster to read the alignment of the targets and the names of their closest allies.
- 28-29 A 30'x30 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is considered immobile and unable to take any actions other than trying to break free from the net with a Str check vs. DC 20. Entangled creatures take 1d10+CL damage per round. In addition, the ethereal net transmits neural information back to the control box, and the neural information may be decoded by the caster to read the alignment of the targets, the names of their closest allies, and the approximate location of those allies.
- 30-33 A 30'x30 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is considered immobile and unable to take any actions other than trying to break free from the net with a Str check vs. DC 20. Entangled creatures take 1d14+CL damage per round. In addition, the ethereal net transmits neural information back to the control box, and the neural information may be decoded by the caster to read the alignment of the targets, the names of their closest allies, the approximate location of those allies, and one additional piece of useful information at the judge's discretion.
- 34+ A 30'x30 net entangles any targets in that area unless they make a Ref save vs. the spell check result. An entangled creature is considered immobile and unable to take any actions other than trying to break free from the net with a Str check vs. DC 20. Entangled creatures take 1d20+CL damage per round. In addition, the ethereal net transmits neural information back to the control box, and the neural information may be decoded by the caster to read the alignment of the targets, the names of their closest allies, the approximate location of those allies, and 1d4 additional pieces of useful information at the judge's discretion.

Future Glimpse

Level: 3 (Ars-Eleeta) **Range:** Self **Duration:** Instantaneous **Casting Time:** 1 round **Save:** None

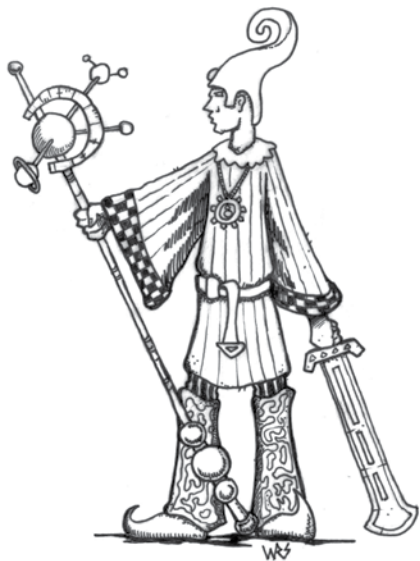
General The caster attunes to the control box and due to the unpredictable nature of the link to the phlogiston flux, he catches fleeting glimpses of the near and distant future.

Manifestation Roll 1d4: (1) the caster stares blankly at the strobe light effect of the control box, (2) the caster taps the control box incessantly, ignoring stimulus around him, (3) small metal wires snake forth from the control box and plug directly into the caster's veins, (4) the control box hovers in front of the caster's face, while he remains in a temporary trance.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 Hazy glimpse of the immediate future. The caster gains +1 to his next attack roll, ability check, saving throw, or spell check.
- 18-19 Hazy glimpse into the distant future. The caster may ask the judge two yes or no questions about something that might happen by the end of the year. In addition, the caster gains +1 to his next attack roll, ability check, saving throw, or spell check.
- 20-23 Future sight. The caster gains +3 to his next spell check roll and the next attack that would have hit the caster within the next hour automatically misses.
- 24-27 Burst of future knowledge. The caster immediately, but temporarily, gains a random new Wizard spell of the highest level he is able to cast. Knowledge of that spell lasts for 1d3 turns, or until a failure result is rolled.
- 28-29 Semi-accurate of the immediate future. The caster gains +5 to his next attack roll, ability check, saving throw, or spell check.
- 30-31 Burst of vast future knowledge. The caster immediately, but temporarily, gains a random new Wizard spell of one level higher than the highest level he is able to cast. Knowledge of that spell lasts for 1d4 turns, or until a failure result is rolled, and the first time that spell is cast, the spell check is rolled at an additional +2.
- 32-33 Amplified future sight. The caster and his allies gain +3 to their next spell checks or attack rolls, and their AC increases by +3 for the next 1d3+CL turns.
- 34-35 Glimpse into the distant future. The caster gains a mental image of three major decisions that need to be made to complete the current quest/mission/endeavor. In addition, the caster gains +4 to his next attack roll, ability check, saving throw, or spell check.
- 36+ Clear glimpse of the immediate future. The caster gains +10 to his next attack roll, ability check, saving throw, or spell check. The next attack that would have hit the caster automatically misses.

THE ECCLESIAST

A DIVINE CHARACTER CLASS



Your intellectual gifts have connected you with wondrous and divine forces beyond the bounds of mortality. You have become linked to higher powers, the great space gods, and you spread their word throughout the galaxy with absolute devotion and discipline. You are a devout follower of one of the chosen from the cosmic pantheon, and you will not hear your patron defamed.

You search the solar system for exotic mysteries which would deepen your connection to the divine, and you quest for holy relics and ancient texts as quickly as you help a companion in need or halt an invasion from beyond. You are as quick with a weapon as you are with a word of condemnation for those who violate the sacred directives of the space gods. You are

an Ecclesiast, and, given enough time, you will solve the problem that is the universe.

Ecclesiasts come in many shapes and sizes, from the curious humans of Earth to the hideous insect-men of the outer realms. The scaly fish-men of Neptune and the dwarves beneath the white-capped mountains sometimes pursue the Ecclesiastical Order, as do the impetuous halflings seeking lost knowledge and the yellow-hued Venusians with their outlandish tribal rituals. On the red sands of Mars, Martian ecclesiasts study energized glyphs while the Lizardmen ecclesiasts of Jupiter look inward for peace and tranquility. Each race brings a different set of interests and abilities to the class, but they all remain equally devoted to their respective gods, and that devotion allows them to tap into the magic of the divine as well as the wild magicks of the phlogiston flux.

Hit points: An ecclesiast gains 1d6 hit points at each level.

Space God Bond: Ecclesiasts automatically receives the spells *patron bond* and *invoke patron* at 1st level, used to attempt to form a bond with a space god of the player's choosing. These two spells do not count toward the maximum number of spells known.

Racial Adjustments: Ecclesiasts are more prevalent on Jupiter and Mars than on other planets in the solar system, but ecclesiasts



come in a variety of races. Each race brings their own subtle differences to the class, through genetics and enculturation. Regardless of the apparent race of a zero-level character, at 1st level, the "true" race of the ecclesiast is revealed via the magicks of the space gods, with the corresponding adjustment to the class:

Insect-Man Ecclesiast: gains +1 Int, -2 Pers, and +1 Wizard Spell Known at each level

Dwarven Ecclesiast: gains +1 Str, +2 Sta, +1 1d4 additional HP at each level, infravision, and -1 Wizard Spell Known at each level

Fish-Man Ecclesiast: gains +2 Agil, -1 Str, +1 Sta, and -1 Int, and the ability to breathe underwater

Halfling Ecclesiast: gains -1 Str, -1 Int, infravision, +1 AC, and regains 1 Luck point per night of rest

Human Ecclesiast: gains +2 Luck and +1 additional Spell Check Bonus

Lizardman Ecclesiast: gains +2 Str, +1 Sta, -1 Int, -1 Pers, and +2 AC

Martian Ecclesiast: gains -1 Sta, +1 Int, +1 Pers, and +1 Wizard Spell Known at each level

Venusian Ecclesiast: gains -1 Sta, -1 Wizard Spell Known and +1 Cleric Spell Known at each level

Weapon training: Ecclesiasts are trained in the use of the dagger, dart, crossbow, laser pistol, longsword, mace, staff, and warhammer. Though many Ecclesiasts wear flamboyantly decorated laminate armor, such adornment is only the equivalent of leather armor, which they may wear without penalty, in addition to using a small shield. If an ecclesiast dons studded leather armor or higher, the check penalty of the armor is doubled. At level 5 or above, the ecclesiast has proven his devotion to his god so strongly that any type of armor may be worn and all armor check penalties are ignored.

Alignment: With their strong devotion to solving the mysteries of the universe and following the tenets of their chosen space god, ecclesiasts overwhelmingly align themselves with law or neutrality, but a few chaotic ecclesiasts are rumored to exist on the fringes of civilization.

Magic: Ecclesiasts practice a hybrid of arcane and divine magic, powered via their connection with a specific space god. Even if the ecclesiast has not successfully bonded with a patron, daily devotion to any member of the pantheon of space gods can

provide low-level power until the bond can be completed.

Ecclesiasts gain access to both wizard and cleric spells, as indicated on **Table 5-1**. If the ecclesiast has successfully bonded with a patron, one or more patron spells (up to the maximum level) may replace a known wizard or cleric spell, or fill an open spell slot, at the discretion of the player. Mercurial magic should be rolled for all wizard and cleric and patron spells.

An ecclesiast casts spells by making a spell check + Int modifier + Pers modifier + caster level. The ecclesiast does not have an opportunity to use spellburn and has no disapproval range, so failed cleric spells are considered lost until the next day or until a studied devotion is performed, whichever comes first.

Caster Level: An ecclesiast's caster level is equal to his character level. This applies to both wizard and cleric spells.

Studied Devotion: For each turn spent in scholarly study of arcane artifacts or ancient texts or in silent contemplation, the ecclesiast gains a 20% chance to regain a spell previously lost for the day and gains a +1 on the next spell check that day (with a maximum additional bonus equal to caster level).

Divine Recovery: Though ecclesiasts have access to divine magic, they are not healers in the manner of clerics and cannot use any lay on hands class abilities, but they can offer divine recovery which works in the following two ways: (1) ecclesiasts, once per day per caster level, may use a full action to heal himself 1d6 hit points

(up to his maximum hit points), and (2) ecclesiasts, once per day at any level, may plead to their chosen space god to help remedy a poison or disease or relieve a paralysis effect, and this ability is the equivalent of the 2nd level cleric spells *cure paralysis* and *neutralize poison or disease*, rolled at a straight d20, with no additional modifiers.

Luck: An ecclesiast may not spend Luck to increase a die roll in the manner of other classes. Instead, an ecclesiast may spend one point of Luck to reroll any die *or* force

the judge to reroll any die, though the second roll must be used even if the first roll was higher. Like most other classes the ecclesiast does not regain Luck (except for the Halfling ecclesiast), though it is possible that the completion of a dangerous quest on behalf of his space god may help to restore lost Luck.

Languages: An ecclesiast knows two additional languages for every point of Int modifier.

Action Dice: An ecclesiast may use his action dice for attack rolls or spell checks.

TABLE 5-1: The Ecclesiast

Level	Attack	Crit Die/Table	Action Dice	Spells Known		Max Spell				
				Wizard	Cleric	Level	Ref	Fort	Will	
1	+1	1d6/III	1d20	2	1	1	+0	+1	+2	
2	+1	1d8/III	1d20	2	2	1	+1	+1	+2	
3	+2	1d8/III	1d20	2	3	2	+1	+1	+3	
4	+3	1d10/III	1d20	3	4	2	+2	+1	+3	
5	+4	1d12/III	1d20+1d14	5	6	3	+2	+2	+3	
6	+5	1d14/III	1d20+1d16	6	7	3	+2	+3	+4	
7	+5	1d16/III	1d20+1d20	7	8	4	+2	+3	+5	
8	+6	1d16/III	1d20+1d20	9	9	4	+3	+4	+5	
9	+6	1d20/III	1d20+1d20	9	10	5	+3	+5	+5	
10	+7	1d20/III	1d20+1d20	11	11	5	+3	+5	+6	

TABLE 5-2: Ecclesiast Titles

Level	Title by Alignment	
	Lawful	Chaotic
1	Medium	Ecstatic
2	Dream Reader	Dervish
3	Preacher	Witch Doctor
4	Shaman	Fanatic
5	Psychopomp	Emancipator
		Neutral
		Gatherer
		Teacher
		Mediator
		Scholar
		Stoic

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the Long-Awaited
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