

The 2017 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



MONSTERS AND PATRONS OF PANDEMONIUM VOLUME 5 OF EIGHT BOOKLETS

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AGENTS OF EGRIS

by Aaron Robinson

These were once mortal men. After years of servitude in the Cult of Egris, they have become warped and disfigured creatures, often enhancing their own anatomy with the diabolical, bio-mechanical devices bestowed upon them by their overlord as favours. These augmentations often take the form of strange, bird-like appendages and limbs; tributes to the avian form of their tyrannical overlord.



Artwork by Aaron Robinson

The cultist live in large, hive-like structures built from trees, brambles and other foliage. Using the strange shears they carry, Agents of Egris fashion weird and impenetrable topiaries. These dense fortresses are embedded within dark woods and forests, their tortured and mutilated forms seemingly defying the laws of the physical world. The cruel and wicked architects then scour the surrounding lands for humans to enslave and incarcerate within their labyrinthine dwellings.

When they have enough captives, the Agents begin to create an enormous nest at the heart of their citadel. During a horrific ceremony, the demon 'Egris' is invoked, and appears as a huge, glowing, glabrous baby bird. As it shrieks to be fed, embryonic eyes rolling behind membranous skin, the prisoners are thrown one by one into the gaping maw of the giant nestling's mouth. As the bird feeds and squeals, foul demonic energy crackles into the crowd. Weird transformations known as the Favours of Egris are bestowed upon the baying mob in return for the glut of souls Egris has gorged upon. At any one ceremony, a small number of prisoners will be spared the fate of the many. Unfortunately for them, the corrupting magic of Egris will have transformed them forever. Forgetting their previous lives, they too become Agents, swelling the ranks of the nest, undertaking a lifetime of servitude to the foul demon and it's army of underling feeders.

Agents of Egris: *Init +2; Atk shears +1 melee (1d6); AC 13; HD 1d8+1; MV 30'; Act 1d20; SP spider climb (+4 spell check), +1 bonus to dice rolls in nest; SV Fort +0, Ref +2, Will +0; AL C.*

In combat, Agents of Egris will try to tip the odds in their favour by attacking in numbers and with the element of surprise. Although they have a variety of forms and physical enhancements, they are generally nimble and sneaky - likely to withdraw to terrain that favours them if the battle is not going well. If they are fighting within their own nest, they receive a +1 bonus to all rolls as the weird architecture gives them the edge over intruders. This is a strategy they will sometimes employ to overpower larger parties that have strayed close to a nest. Agents are also able to cast the spell spider climb to aid them in combat and accounting for some of the physically mind-bending structures they are able to create with their shears.

WANDERING MONSTER!



Artwork by Larissa Caplan

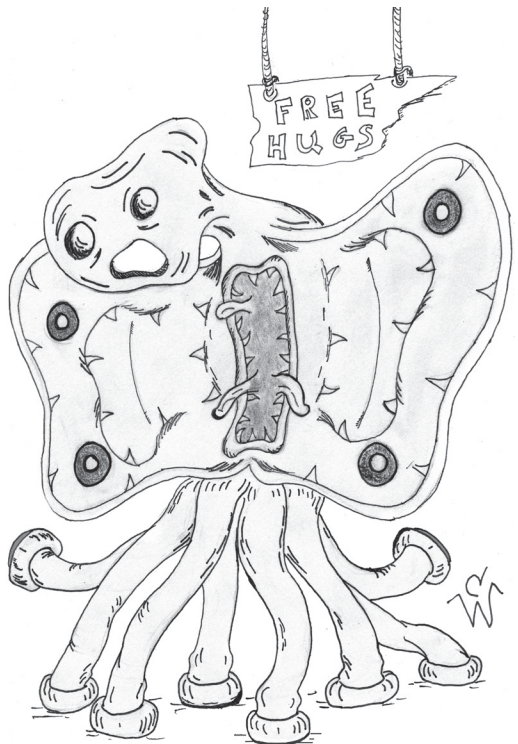
AMPLEXTOR

by Clayton Williams

The amplexor is a monster found in the first level of Pandemonium, Pandesmos. They are usually encountered in groups of 3-6, adhering to cave walls using suction cups at the bottom of their legs. Amplexors blend in with rocks especially well in low light conditions causing adventurers to rarely see anything but a face of horror and agony before it attacks.

Amplexor: *Init +2; Atk grapple +5 melee (1d3; DC 14 Strength check to break free) or consume +5 melee (1d8 acid damage, DC 15 Fort save or 1d3 Stamina loss); AC 15/13 (higher in low-light); HD 3d10; MV 10' or fly 30' (double when diving); Act 1d20; SP life drain; SV Fort +4, Ref +1, Will -2; AL N.*

Amplexors are attracted by light sources, and when attacking, will swoop down and attempt to grapple targets carrying a light such as a torch or lantern, wrapping the unsuspecting adventurer in its large, claw-like wings. If it misses, it will glide around for another pass. After grappling for a round it will begin to suck the life force from a victim, automatically draining 1d2 from a random attribute and causing 1d3 damage. If any attribute drops below 8 as a result of life drain, it will attempt to consume the weakened victim on the next round.



Artwork by Clayton Williams

SOFA SIREN

By Penny & Dylan Spaniel

Sofa Siren: *Init +4; Atk proboscis bite +4 melee (2d6) or fleshy appendage slam +3 melee (1d10) or emotional manipulation +4 ranged (1d12 Personality damage, range 25'); AC 13; HD 5d8; MV 30'; Act 1d20+1d16; SP charm person, sleep (spell check +4); SV Fort +4, Ref +4, Will +4; AL C.*

Sofa sirens are ancient shapeshifters having a common ancestry with similar creatures that surround themselves in treasure awaiting careless adventurers to greedily stumble into their traps. Being a pragmatic creature, the sofa siren prefers to surround itself in comfort and leisure, far away from the axes and blades of armored adventurers. A sofa siren will sometimes inhabit a brothel or similar house of ill repute by taking the place of the proprietor. However, they have been known to inhabit abandoned buildings in city slums, luring in unsuspecting passersby with their seductive aura.

The sofa siren appears as the person or thing most emotionally significant to those beholding it. Typically, this will be a lost love on a couch wearing comfy clothing, but some have reported seeing childhood pets, toys, or parents. Upon entering the chamber of the Sofa Siren, players will be overwhelmed with the need to take it easy. Merely seeing the sofa siren incurs an immediate DC 20 Will save to see through its psychic disguise. The sofa siren will not attack outright, but rather attempts to lure victims to “sit down and relax” patting the comfy couch cushion next to them invitingly. If engaged in conversation the siren will attempt to appeal to the weariness and emotional fragility of their intended victim, placating them with sweet words and invitations to cuddle.

If the target falls prey to the siren’s tricks and sits on the couch, he must immediately make a DC 15 Will save. Should he fail, he will be emotionally ensnared by the siren and refuse to act against it. If other characters attempt to intervene, the affected PC will resist with the siren encouraging them towards violence. If the save is made then the psychic disguise fails, revealing the sofa siren for what it truly is.

When the jig is up, the sofa siren reveals its true self. The comfy woman sitting on the couch splits in two revealing a fleshy, fanged proboscis dripping with saliva, while the couch unfolds into a twisted body with

chitinous and segmented legs that extend from underneath and eyes that bulge from the arm rests on thick veined stalks.

When combat begins, the sofa siren emits an aura of emotional manipulation that shrivels the personality of the targets. The sofa siren has two action dice each round and will emit a manipulation aura once per round using either of the action dice. Personality lost to the manipulation aura heals as normal unless the target falls below 0 Personality, in which case the creature falls under the emotional control of the sofa siren. Its mind is subject to complete control, indefinitely, until the sofa siren is killed. A sofa siren can control creatures totaling up to 50 points of Personality in this manner (i.e., a target with starting Personality of 10 counts as 10 points when reduced to 0 and taken over).



Artwork by Dylan Spaniel

If the PCs prevail against the siren and search the body, they will find 2d20 cp, 1d16 sp, and 1d10 gp. along with one randomly determined item from the following table:

d24 Found Item

- 1 Shot glass
- 2 Sock
- 3 Small bowl
- 4 Small toy horse
- 5 Pair of spoons
- 6 Dirty magazine
- 7 Pair of glasses
- 8 Black rectangle with rubbery buttons
- 9 Copper ring
- 10 Rusty horseshoe
- 11 Pencil
- 12 Scarf with tassels
- 13 Small mouse
- 14 Metal belt buckle that says "STUD"
- 15 Bottle of very strong whiskey
- 16 Drinking horn
- 17 Deed to a house in the closest town
- 18 Fishing lure shaped like a frog
- 19 Engraved silver ring
- 20 String of pearls
- 21 Old cookbook
- 22 Bronze key
- 23 Small silver chest containing 2d6 gems worth (50gp)
- 24 Magic wand that when waved vigorously shoots rainbows and sparkles

WANDERING MONSTER!



Artwork by Larissa Caplan

CULMENTHDOR THE SUNDERED

By Colin Mills

Culmenthdor was once a being of curious power, any creature he mortally wounded became part of him, increasing his strength, mass, and abilities. Consumed by an interminable bloodlust, Culmenthdor burned through the planes, devouring all in his way, until his existence proved to be a threat to powers far greater than he.

The ancient gods found that Culmenthdor could only be permanently reduced in power by separating parts of his mass from his main body. In an act which sent ripples of planar distortions cascading through the cosmos, Culmenthdor was rent into atomic pieces and scattered to the stars. The threat he posed effectively removed for the time being, Culmenthdor passed from memory. Over time, Culmenthdor's fragments have sought life, and the power to combine his pieces until he can return to consume once more.

Invoke Patron check results:

Roll	Result
12-13	The caster fails to lure Culmenthdor's strength into himself long enough to harness it. The demon's passing attention grants them +1 AC and +1 max hp per CL for the next minute.
14-17	Culmenthdor momentarily draws close to the caster, leaving a fleeting corruption. The caster's Strength is increased, receiving an extra +1 to melee attacks and damage. In addition, the caster receives the bonuses granted by the lesser spell check, which last for 1d4 minutes. In exchange, the caster's Personality and Luck are each reduced by 1d4 for one hour.
18-19	A fragment of Culmenthdor's power clings to the caster, imbuing them with a foul blessing. For the next 1d4 minutes, the caster's natural attacks received from patron taint or attacks with the blood fang spread tiny parasites which take control of the victim's bodies. Those damaged must make a Will save against a DC 10+CL+damage received or fly into a berserk rage for 1d4 rounds, attacking everyone nearby. If two targets are closest, they always attack enemies of the caster first.

- 20-23 Culmenthdor's hunger saturates the caster, granting an unending hunger for corruption. For the next turn, the caster may expend stored life essence points to replenish their health on a 1-for-1 basis. The price for this gift is a rapid deterioration of the caster's mind. Each time the caster uses life essence to restore their health, they receive one point of permanent Intellect, Personality, or Luck damage. If one of the caster's mental attributes is reduced to 0 during this time, their body is absorbed into Culmenthdor in an explosion of writhing flesh.
- 24-27 The caster's petition is heard and answered. The caster immediately receives patron taint, and for the next hour, the caster is transformed by Culmenthdor's woeful presence. The caster's damage dice from attacks using the blood fang or the caster's natural attacks received from patron taint are increased by 1d. She may use this damage to heal herself, as described above, with the same deleterious side-effects. Additionally, the caster's AC and max hp are increased by 1 per CL, and the caster's Personality and Luck are decreased by 1d4 each.
- 28-29 Culmenthdor's presence warps the caster in unspeakable ways. The caster receives all the effects in the entry above, and also receives the benefit of an additional clawed tentacle attack, which deals 1d8+Strength modifier damage but does not add to the caster's essence pool. Enemies killed by this attack rise in 1d4 rounds as a thrall of Culmenthdor, which attacks all living creatures in the area in an attempt to spread Culmenthdor's influence. These thralls remain for 1d4 days before being reabsorbed by Culmenthdor. Thralls created by these effects retain the same stats they possessed in their former lives, but lose all spellcasting abilities.
- 30-31 Culmenthdor reaches through the caster, feeding upon the caster's enemies directly. All enemies within 100' receive 1d6/CL damage. Creatures slain by this damage rise in 1d4 hours as thralls of Culmenthdor. These thralls claim allegiance only to Culmenthdor, seeking only to spread his influence. They, and all thralls they create, are reabsorbed into Culmenthdor 1d6 days after this spell is cast.
- 32+ Culmenthdor reaches through the planar barriers to feast upon the caster's world, with the caster as its focus. The caster receives the two effects listed above, and after 1d6 days pass, must make a Fort save against DC 15+CL or also be absorbed by Culmenthdor.

Patron Taint: Culmenthdor

Culmenthdor ever hungers and seeks to rejoin his scattered flesh. An acceptable alternative to this goal is to use those casters which call upon his powers as extensions of his will, slowly twisting them until they are remade in his image.

Roll	Result
1	Image of Culmenthdor. The first time this taint is rolled, the caster's skin crawls, and turns to writhing flesh. When rolled a second time, the caster's hair falls out and thorny tentacles grow from her head in its place. When this taint is rolled a third time, the caster's facial features are no longer discernible and her anatomy is obfuscated. At this point, the caster's body has become so alien, critical hit rolls against her are reduced by -1d, but fumble rolls are increased by 1d.
2	Form of Culmenthdor. When this taint is rolled the first time, the caster's fingernails grow into claws. These claws deal 1d4 physical damage, and the caster can attack twice each round with them as per the two-weapon attack rules (DCC rulebook page 94). When the taint is rolled a second time, the caster's mouth grows fangs which deal 1d6 damage. This bite attack may be used as a free attack if two consecutive claw attacks hit against same target. The third time this result is rolled, barbed tentacles sprout from the caster's shoulders. When struck by these tentacles, the target must make an opposed Strength check or be held by the caster.
3	Culmenthdor's hunger. The first time this result is rolled, the caster can only eat meat for sustenance. The second roll of this result further changes the caster's diet, and meat eaten must have been freshly killed within the past 24 hours. The third roll of this result indicates the caster must consume flesh from the living. Any deviation from this strict diet causes the caster to vomit profusely, temporarily losing 1d4 Stamina. This Stamina loss heals at the normal rate.
4	Enemies of Culmenthdor. 1d6 agents of law hunt the caster, their level equal to the CL+1d4. The second time this result is rolled, planar forces hunt the caster, their total HD equal to the CL+2d6. The third time this result is rolled, a rival patron intervenes and sends their most powerful champion to hunt the caster's party relentlessly.

- 5 Mind of Culmenthdor. Each time the caster receives damage, they must make a DC 10 Will save or enter into a berserk rage for the next 1d4 rounds. Additional rolls of this result reduces the die used for this check by -1d and increases the duration by 1d4 rounds. If the caster is in a berserk rage for more than 10 rounds, their mind is lost to Culmenthdor's rage and must feed on all living flesh they encounter for the rest of their days.
- 6 The inexorable returns. Another piece of Culmenthdor reaches into the world, whose touch creates 10d10 thralls of Culmenthdor who sacrifice their flesh to the ever-hungry demon. The second time this result is rolled, Culmenthdor creates a permanent beachhead, guarded by his many mouths and spined tendrils. The third time this result is rolled, Culmenthdor's minions have assembled enough of their dark master to threaten the world. He may travel freely, if slowly, upon the mortal plane, consuming all he comes across.

Spellburn: Culmenthdor

Culmenthdor is ever-hungry and desires to incorporate all flesh into itself. When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the themes of this patron to create spellburn events which better fit into your campaign.

Roll	Result
1	Culmenthdor accepts the caster's offering of stored life essence. The caster gains 1 point of spellburn per 2 points of life essence sacrificed.
2	Culmenthdor drinks greedily of the caster's offering, and of the caster. The caster gains 1 point of spellburn per point of life essence sacrificed, but loses 1 point of a random physical stat per 2 points of life essence sacrificed.
3	Culmenthdor mistakes the spellburn as a willing offering. The caster gains 1 point of spellburn per 2 points of life essence sacrificed, but also loses 1 point of a random physical stat per 2 points of life essence sacrificed. In addition, the caster loses the ability to spend life essence on spellburn attempts for the rest of the day.

- 4 Culmenthdor responds to calls for power with relish. The caster receives 1 point of spellburn per point of life essence sacrificed, but requires the caster to collect an equal amount of life essence within the next 24 hours. Failure to do so results in the caster having their own essence drained by Culmenthdor, receiving 1 point of physical attribute and hit point damage per point of life essence required. If this reduces the caster to 0 hit points, the caster's body is ripped from their current plane and devoured entirely by Culmenthdor.

Patron Spells: Culmenthdor

Culmenthdor grants three unique spells, as follows:

Level 1: Demonic Thirst

Level 2: Spatial Artery

Level 3: Madness of Blood

Demonic Thirst

Level: 1

Range: See result

Duration: See result

Casting time: 1 round

Save: Fort save vs. spell check

General: Demonic thirst invokes Culmenthdor's insatiable hunger and uses the caster as a vessel through which their vile master can feed. In exchange, the caster is benefitted by this dark feast with a portion of the harvested life essence. This spell requires an additional point of spellburn to cast.

Manifestation: Roll 1d4: (1) writhing tentacles erupt from the targets' flesh; (2) claws rip through the dimensional barriers at the indicated targets; (3) the caster's head and torso burst forth into a fanged maw, whose inhalation causes the listed effects; (4) the target's flesh rebels against itself, wringing and rending apart.

Roll	Result
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1	Lost, failure, and patron taint.
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2-11	Lost, failure.
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12-13	The next creature the caster touches must make a Fort save or scream in agony as their flesh spontaneously lacerates and spews its life essence, dealing 1d4+CL damage. The caster gains
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- half the damage dealt (rounded down) as life essence points. This effect lasts for a number of rounds equal to the CL.
- 14-17 One living creature within 50' of the caster must make a Fort save or explode in a cloud of gore, dealing 1d6+CL damage. The caster gains half the damage dealt (rounded down) as life essence points.
- 18-19 One living creature within 100' of the caster must make a Fort save. A failed save results in the creature's flesh attempting to rend itself from the host body, dealing 1d8+CL damage. The caster gains half the damage dealt (rounded down) as life essence points.
- 20-23 Culmenthdor's influence radiates from a 10' radius circle up to 100' away from the caster, driving the flesh within to madness. Those in the area must make a Fort save or receive 2d8+CL damage. The caster receives one quarter of the damage dealt (rounded down) as life essence points.
- 24-27 For a number of rounds equal to the caster's level, the caster may indicate one living creature within 50'. That creature must make a Fort save or fall to Culmenthdor's wrath. Their flesh bursts into sores and wounds, dealing 1d8+CL damage. That creature is also wracked with pain, giving them a -1 to their attack and skill rolls for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points.
- 28-29 All living creatures within 20' of the caster must make a Fort save as their flesh seeks to abandon their mortal bodies and join itself to Culmenthdor. This deals 1d8+CL damage, and reduces the affected creature's rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points. This effect lasts for a number of rounds equal to the CL.
- 30-31 All living creatures within 100' must make a Fort save as their bodies are subjected to Culmenthdor's crushing hunger. On a failed save, the creature's body is wracked with pain as it is supernaturally ripped apart, dealing 4d8+CL damage, and reduces the affected creature's attack and skill rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points, and that same amount as healing.

32+ Caster draws the life force from all living creatures within 500'. Each creature must make a Fort save or collapse as their bodies are crushed and their life fluids forcibly extracted, dealing 5d8+CL damage, and reducing the affected creatures' attack and skill rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points, and that same amount as healing.

Spatial Artery

Level: 2

Range: See result

Duration: See result

Casting time: 1 round

Save: None

General: Culmenthdor allows the caster to travel between two locations using a temporary dimensional tube formed by his body. The maximum distance travelled, number of allies able to pass with the caster, and the hazards encountered while travelling are determined by the spell roll.

The caster need not have visual contact with the destination, but a caster guessing their destination is penalized as though they had extended the distance travelled an additional time.

Manifestation: See below.

Roll	Result
------	--------

1	Lost, failure, and patron taint.
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2-11	Lost, failure.
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12-13	Failure, but spell is not lost.
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14-15	A fleshy opening in space appears, tendrils flailing wildly. The caster may step inside to travel up to 75' in any direction, the distance being covered almost instantaneously. The opening closes behind the caster after they step through and the tendrils push away anyone else attempting to enter. If the caster wishes to extend the distance, she does so at her own risk. For each additional 50', the caster receives 1d6 damage from prolonged exposure to Culmenthdor's organs. Additionally, for each additional 25' distance travelled, and the caster appears 1d6x5 feet away from their intended destination.
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16-19	The caster entices Culmenthdor to create a dimensional breach stable enough to carry one additional subject per CL with them up to 30'/CL. The tunnel is slick with Culmenthdor's juices, appears to only be 20' long, and remains stable for 2d3
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rounds (rolled secretly by the judge). The caster can extend the range of the spell by an additional 10' per caster level at the risk of the tunnel appearing to grow by an additional 5', and the opening appearing 1d3x5 feet away from the intended destination. Each excess character above the CL entering the tunnel causes the duration of the tunnel to be reduced by one round. If a character ends their turn inside the tunnel, they take 1d6 points of damage as they are exposed to the tunnel's grinding teeth and burning acid. Any characters caught in the tunnel when it collapses are ejected towards the nearest exit, and take 1d3 points of damage per 5' they are ejected, owing to teeth, fangs, claws, and other spikey bits suddenly protruding from the walls of the tunnel. Any characters reduced to 0 hp or below by this damage are consumed by Culmenthdor, leaving no corpse.

- 20-21 As above, but the base distance is 50'/CL.
- 22-25 As above, but the base distance is 60'/CL, the tunnel appears to be 30' long, and the tunnel remains stable for 2d4 rounds (rolled secretly by the judge).
- 26-29 Culmenthdor swallows the caster and any indicated party members with one of his innumerable mouths, regurgitating them at an indicated location up to 500' away. Any creatures perceived to be potential threats to the caster are attacked as Culmenthdor breaches the location (+5 attack, 1d8 damage, can target anything up to 20' from the indicated destination).
- 30-31 As above, but up to a distance of 750' and attack damage of 2d8.
- 32-33 As above, but up to a distance of 1000' and attack damage of 3d8.
- 34+ Culmenthdor agrees to transport the caster and willing participants up to half a mile away. Transported participants are regurgitated at the destination, surrounded by a field of writhing tentacles which attack any creatures hostile to the caster for 1d4 rounds. The field of tentacles stretches out 20' from the point of destination, and any creatures found within on the caster's turn are attacked by a barbed appendage. The attacks are made at a +6, and deal 4d8 damage.

Madness of Blood

Level: 3

Range: See result

Duration: CL rounds

Casting time: 1 round

Save: Fort vs spell check DC

General: Culmenthdor hungers for all flesh, and his very thoughts wrack all mortals with that same hunger. With this spell, the caster disturbs the dimensional barriers entrapping a fraction of Culmenthdor's mind, bringing terrible ravaging hunger to the caster's realm.

Roll Result

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost, failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | The caster and one target living creature within 30' who must make Will saves or be struck with a insatiable, hungering rage for a number of rounds equal to the CL. While under the effects of this spell, creatures must spend their actions attacking the closest living creature with either their natural attacks or the Blood Fang of Culmenthdor. |
| 18-21 | The caster and one target living creature within 30' must make Will saves or be overcome by a horrible desire to devour everything in sight for a number of rounds equal to the CL. Each creature affected gains +1 to their attack and damage rolls, must spend their actions attacking the nearest living creature, and may only use either their natural attacks or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend at least one round consuming a portion of the body of the fallen. |
| 22-23 | The caster and 1d6 other target living creatures within 30' of the caster must make Will saves or ravenously attack nearby creatures, attempting to consume their flesh for a number of rounds equal to the CL. While affected by this rage, creatures gain +1 to attack and damage rolls, must spend their actions attacking the nearest living creature, and may only use either their natural attacks or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen. |

- 24-26 The caster and 1d6 other target living creatures within 30' must make Will saves or be consumed by unspeakable rage for a number of rounds equal to the CL. The caster may extend the duration of the spell by spending four additional life essence per round. Affected creatures gain a +1 to their attack and damage rolls, an extra attack that is -1d than their lowest action die, must spend each of their actions attacking the nearest living creature, and may only attack using either their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 27-31 The caster and all living creatures within 20' must make a Will save or relentlessly attack nearby creatures for a number of rounds equal to the CL. Allies of the caster who make their save receive the listed bonuses, but are allowed to choose their targets. The caster may extend the duration of the spell by spending four additional life essence per round. All affected creatures gain a +1 to their attack and damage rolls, an extra attack that is -1d than their lowest action die, must spend each of their actions attacking the nearest living creature, and may only attack using either their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 32-33 The caster and all living creatures within 30' must make a Will save or descend into a raging bloodlust for a number of rounds equal to the CL, gaining a +1 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. The affected creatures must also spend their actions attacking the nearest living creatures using either their natural weapons or the Blood Fang of Culmenthdor. This effect lasts for a number of rounds equal to the caster's level. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 34-35 The caster and all living creatures within 50' must make Will saves or be overcome with unyielding rage for a number of rounds equal to the CL. Affected creatures gain +2 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. The affected creatures must also spend their actions attacking the nearest living creatures using either

their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.

36+

The caster creates a 100' radius zone of madness, provoking all living creatures within to a mindless frenzy. The zone is centered on the caster, moves with them, and lasts for a number of rounds equal to the CL. Each round, creatures within the zone must attack the nearest living creature with either their natural attacks or the Blood Fang of Culmenthdor. Affected creatures also gain +2 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.



Artwork by Colin Mills

BLOOD FANG OF CULMENTHDOR THE SUNDERED

The Blood Fang of Culmenthdor is a bony, dagger-like implement nearly eighteen inches long. Its shape implies it was once the tooth of an enormous creature, with its jagged crown acting as the blade and the flesh-bound root the handle. The flesh wriggles at the slightest touch, and when the dagger is held it seems to grip the PC's hand in return.

The blood fang acts as a normal dagger, dealing 1d4 damage per attack. If the wielder does not have Culmenthdor as their patron, however, each attack also deals 1 point of damage to the wielder. If the wielder does have Culmenthdor as their patron, then all damage dealt by the blood fang is stored within it as life essence points, usable by the wielder for spellburn.

While in his possession, the wielder of the dagger is wracked with nightmares of drowning in a pit filled with blood, its fleshy walls stretching up into a sky of writhing blood and flame. Terrible whispers buffet the wielder's mind, and the walls of the pit tremble with every word. If the wielder chooses to study the whispers they may make a check to learn the spells patron bond and invoke patron for Culmenthdor the Sundered. These spells are difficult to cast (d16), and deal 1d4+1 points of damage to the caster each time the spells are attempted.

Attempts to bond with Culmenthdor must take place at the site of recent slaughter. At least 5 HD of sacrifices, living or dead within the past hour, must be provided per level of the one to be bound. At the culmination of the ritual, if the newly-bound servant is not the current wielder of the blood fang, the dagger passes ownership from its current host to the one newly bound. This inflicts corruption upon the former host, who is now required to use any natural attacks granted by Culmenthdor's corruption to harvest life essence for their spells, and their own flesh to store it.

Successfully forming a bond with Culmenthdor carries with it a terrible curse. The wielder's magic becomes bound to the great demon Culmenthdor, but the bond also grants the benefit of being able to use Culmenthdor's art of blood magic to power their spells. Henceforth, the bound wizard must supply the blood fang with fresh life essence. This essence must be gathered from the living, willing or unwilling, by using the dagger to damage them. Each point of damage dealt by the dagger to a living creature grants one points of life essence to the dagger. Spells require two points of life essence per spell level to cast, and any points of spellburn must also be drawn from this pool of life essence. Like other spellburn, a cleric using their deity's power to heal damage willingly received in order to power spells may swiftly become the target of the disapproval of their chosen deity.

THIS IS AN
EGRESS
TO HELL



Artwork by Shawn Brewer

WANDERING MONSTER!



Artwork by Matt Sutton

MANATEECUHTLI

By Richard Rush

Manateecuhtli, It of the Hundred Heads of a Hundred Hands, furiously thrashes beneath the leaves of Harikag. It's great bulk is the dark honey color of an unnatural bronze, and where a less fearsome being's face and head would be is but a seething mass of luminous blue centipedes that periodically drop off and begin crafting engines of destruction. Manateecuhtli calls for any brave enough to submit to it to join its legion, which it spends carelessly upon whatever is currently the subject of its ire.

Invoke Patron check results:

- 12-13 The Vector of Violent Vermin expects great deeds from its vassals: the spellcaster replaces their normal attack modifier with a deed die as if they were a warrior or dwarf of the same level, and may declare mighty deeds accordingly for the next 1d4 rounds.
- 14-17 The brethren march to war! A mass of the blue centipedes of Manateecuhtli erupt from the spellcaster's mouth and swarm over the spellcaster's enemies. 1d4 targets will suffer a -1d penalty and 1d4 damage for 1d4 rounds (just roll the 1d4 once... if you're lazy).
- 18-19 Behold the wrath of the Watery Warlord! A 20' bright beam of light erupts from the spellcaster's third eye, blasting any it touches for 2d6 damage (2d8 damage if the spellcaster's organ of rage has fully developed - see below).
- 20-23 The armor-encased, terrifying visage of the Crusty, Conquering Combatant is well-known: it bestows like protection upon those who would fight for it. The spellcaster is encased in an ethereal set of elaborate bronze plate armor, granting +8 AC for the next 1d4 rounds.
- 24-27 The Masculine Mermaid of Murder demands action now, at all costs! The spellcaster receives 2d4 additional action dice this round, but loses that many action dice over subsequent rounds.
- 28-29 Death comes to all things, and so the Undulating Lord of the Underwaterworld but tightens its grasp. 1d4 targets are briefly dragged into the swamps of the damned, vanishing for 1d4 rounds. On returning, they are appropriately distraught and tormented by the horrible, briny vistas they've seen and suffer a -1d penalty to all rolls for a further 1d4 rounds.

- 30-31 Tremble before the legions of the Sirenian Soldier! Manateecuhтли sends servants to aid the spellcaster in its endeavors. Roll 1d4: (1) a bronze legionnaire of Manateecuhтли; (2) a giant centipede; (3) a bronze legionnaire mounted on a giant centipede; (4) two bronze legionnaires mounted on giant centipedes. The servants will remain for 1d4+1 rounds, and will fight with an aggression befitting their lord, doing everything they can to protect the spellcaster.
- 32+ The Dangerous Despot of the Depths' greatest feat was the stand at Katoropylae, the Moist Gates, may its glory be known and honored. 1d4 allies within 20' of the spellcaster replace their normal attack modifier with a deed die as if they were warriors or dwarfs based on the spellcaster's level and may declare mighty deeds accordingly for the next 2d4 rounds. If one of those allies is a warrior or dwarf, this is in addition to their normal deed die and may use it to declare a second mighty deed.

Patron Taint: Manateecuhтли

Roll Result

- 1 The spellcaster's eyes deepen and lose all color. The second time this result is rolled, the spellcaster's eyes appear to be hollow, empty sockets. The third time this result is rolled, the spellcaster's eyes only show as TV color bars or static. This affects any eyes the spellcaster might have, in their skull or elsewhere.
- 2 The spellcaster grows belligerent! Every time a spell is cast, the spellcaster loses 1 point of Personality or Agility. This is healed as if were spellburn damage. The second time this result is rolled, the spellcaster loses 2 points of Personality or Agility instead. The third time this result is rolled, in addition to losing 2 points of Personality or Agility, the spellcaster also gains a point of Strength. All such points must be lost, as if it were spellburn damage, before any further spellburn damage may be healed. This cannot lower the spellcaster's Personality or Agility below 1. If it would do so, the spell may not be cast.
- 3 Be like unto Its Bloated Bluntness! The spellcaster's body contorts, more closely hewing to the form Manateecuhтли took when it roamed this land. Each time this result is rolled, the

spellcaster's height decreases by 10% of their initial height and grows 10% more broad, and their base movement speed is reduced by 5'. Their weight remains unchanged.

- 4 The Stormin' Sea Cow's organ of rage erupts from the spellcaster's forehead! A prominent, angry nub grows on the spellcaster's forehead, where a more meditative person's third eye would be. The second time this result is rolled, the skin peels back from this, revealing a large ruby-like crystal. The third time this result is rolled, the crystal begins to glow red, emitting as much light as a candle at all times.
- 5 Gird thyself for the coming conflict. The spellcaster's flesh begins to look like the armor worn by the servants of the Watery Warlord as the spellcaster's skin shows visible seams that resemble gaps in armor. The second time this result is rolled, the spellcaster's flesh looks exactly as if it were armor and the spellcaster gains +1 AC but increase any check penalty by -1. Also, it's actually totally gross. The third time this result is rolled, the spellcaster's flesh actually becomes armor, taking on a metallic sheen. The spellcaster gains an additional +1 AC and the check penalty is increased by another -1.
- 6 The spellcaster is blessed with one of the children of the Hundred-headed, Hundred-handed Hungerer. A 6" long centipede claws its way out of the hollow of the spellcaster's throat, the end of the centipede remaining inside the spellcaster. The second time this result is rolled, the centipede becomes larger, growing to over a 1' long, and it becomes much more curious about the spellcaster's surroundings (and consequently more difficult to hide). The third time this result is rolled, the centipede grows considerably more opinionated about the spellcaster's activities.

Patron Spells: Manateecuhtli

Manateecuhtli does not provide its servants with unique spells, but will teach any pledged to it the following spells from the DCC RPG core book:

Level 1: Ward portal

Level 2: Scorching ray

Level 3: Fireball

Spellburn: Manateecuhtli

Roll	Spellburn Result
1	In addition to the normal spellburn, the spellcaster must accompany every action they perform with an appropriately tempoed percussive soundtrack for the next 2d4 rounds.
2	Writhe as one of the wriggling warband. In addition to the normal spellburn, the spellcaster's flesh is replaced with a mass of wriggling chittering, hissing centipedes for the next 2d4 rounds! Icky!
3	The Damp Lord of Dread seethes with unbound rage! The spellcaster may not spellburn Strength. The spellcaster must also lose 1 point of Personality, healed as if it were spellburn damage, for every point of spellburn. This is to a minimum of 1 - it will not prevent the spellcaster from spellburning in a way that would otherwise drop their Personality below 1, nor will the spellcaster's Personality drop below 1 as a result.
4	Called home to the master. The spellcaster stands with one foot in this world, and one foot dangling in the dead sea of the Underworld, gaining +4 to AC and all saves and suffering a -1d penalty on any roll that affects anything not in a similar state.

WANDERING MONSTER!



Artwork by Clayton Williams

QUETZALCOAUTWALRUS

By Richard Rush

Quetzalcoautwalrus, the Feathered Pinniped, gently floats beneath the boughs of the Harikag. Its skin fluctuates across each of the 89 colors of the 13 secret rainbows, and its feathered frill gently sways in the winds of time. Its massive tusks dangle, pointing to the root tree and the center of reality. It has always been, and will always be. It contemplates and ponders. It ruminates and incorporates. It knows nothing and understands all.

Those who honor Quetzalcoautwalrus know that, when facing a difficult dilemma, one can leave a coconut at the foot of their bed when sleeping and awake refreshed and with a fresh insight into their troubles.

Invoke Patron check results:

- 12-13 Quetzalcoautwalrus encourages its disciple to ruminate. +1d4 bonus to both Personality and Intelligence for 1 hour.
- 14-17 The Briny Brainiac elevates himself and the universe around it. The spellcaster and 1d3 other targets fly at a speed of 10' for 1d3 turns.
- 18-19 Such a lovely bunch of coconuts! As the Feathered Odobenus meditated beneath the world-tree, it feasted upon the oysters of the wood - let similar blessings shower upon you. A rain of coconuts showers everywhere within 30' of the spellcaster, doing 1d2 damage to every target (including allies) beneath it and producing a trip hazard.
- 20-23 The Napper Cosmic believes any important decisions must be slept on. The spellcaster and up to 1d3 targets will fall into a supernatural sleep for 1d2 hours. Before that, the other targets will only wake when the spellcaster wakes, and the spellcaster can only be woken after passing a DC 15 Will save.
- 24-27 Solemn contemplation is not good for the figure. The spellcaster grows in size as if they were the target of an *Enlarge* spell cast with a spell check of 20 for 1d4 turns.
- 28-29 The Navel Gazer Supreme understands that careful thought begets careful thought. The spellcaster receives 2d6 points that they may allocate to his allies' Personality and Intelligence and 1d10 Luck points that may be used by the band. These bonuses last until the next sunrise.
- 30-31 The Chubby Serpent knows well the paths leading to and from the underworld. The next time the spellcaster is slain, they

will immediately return to life within 1d3 rounds, suffering a permanent -1 penalty to Strength, Agility, or Stamina as per the recovering the body rules.

32+

The Master of Mystic Mindfulness shudders in revelation!

Understanding overwhelming is conferred! Hypnotic pulsing surrounds the spellcaster. Treat this result as if *Color Spray* were cast with a check of 20, affecting every target (including allies) within 40'.

Patron Taint: Quetzalcoautwalrus

Roll

Result

- 1 The spellcaster physically prepares to endure generations of meditation and grows a thick coat of blubber, gaining 25% additional weight. The second time this result is rolled, this increases to 50% of his initial weight. The spellcaster also gains +1 AC, but none of his clothing or armor fits comfortably any more, conferring a -1d penalty on any checks until more suitable clothes or armor is donned. The third time this result is rolled, this increases to 100% of his initial weight. The spellcaster gains an additional +1AC, but suffers a -1d penalty on all Agility checks and Reflex saves in addition to needing another wardrobe change.
- 2 Transcendental understanding illuminates all. The spellcaster's spells always generate multicolored paisley swirls. The second time this result is rolled, the spellcaster pulses with multiple colors while casting and concentrating on a spell. The third time this result is rolled, the spellcaster and the swirls generate as much light as a lantern.
- 3 The spellcaster's neck becomes multicolored, fluctuating randomly. The second time this result is rolled, the colors change and reflect the spellcaster's mood. The third time this result is rolled, the spellcaster's neck grows a large frill that flares out when the spellcaster is excited.
- 4 The spellcaster's upper canine teeth grow large enough to be visible even when his mouth is closed, granting a bite attack that does 1d3 damage. The second time this is rolled the teeth grow large enough to be called tusks making speaking tricky and the bite damage increases to 1d6. The third time this is rolled, the bite attack becomes a gore attack that does 1d8 damage and imposes a -1d penalty to social persuasion checks.

- 5 The spellcaster casts off the shackles of worldly burdens. The spellcaster floats a few inches above the ground. The second time this result is rolled, this becomes a full foot above the ground. The third time, this becomes 6' above the ground. This effect does not confer *feather fall* or anything like that and normal falling damage still applies.
- 6 The spellcaster grows ever more introspective. Every time a spell is cast, the spellcaster temporarily loses 1 point of Personality or Intelligence (randomly determined) until the next sunrise. The second time this result is rolled, the loss becomes 1 point of Personality and Intelligence. The third time, all losses persist until the next sunrise after the last time a spell was cast.

Patron Spells: Quetzalcoautwalrus

Quetzalcoautwalrus does not provide its servants with unique spells, but will teach any pledged to it the following spells from the DCC RPG core book:

Level 1: Color spray

Level 2: ESP

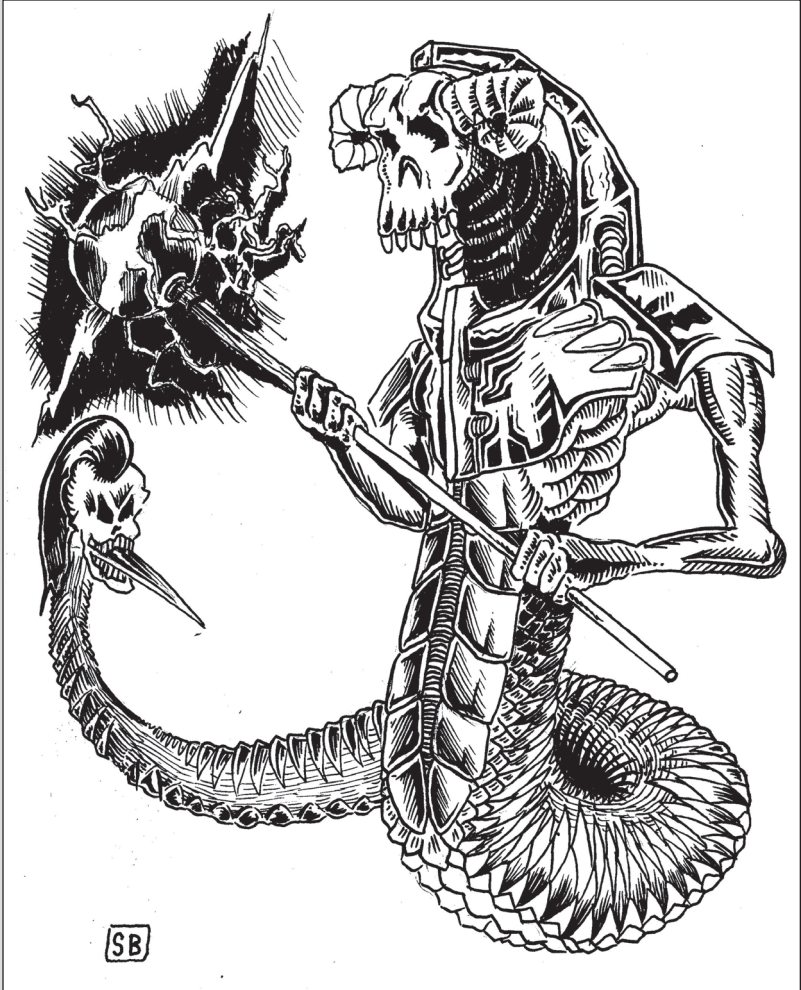
Level 3: Fly

Spellburn: Quetzalcoautwalrus

Roll Spellburn Result

- 1 Goo goo g'joob. Quetzalcoautwalrus requires a loan of the spellcaster's erudition. The spellcaster loses the ability to speak and can, at best, only communicate with baby talk for 1d7 days. This might prove a problem if attempting to cast another spell subsequently.
- 2 Meditation is celebration. The spellcaster must hop, wiggle, gyrate, and shake his belly like an ecstatic toddler full of cake instead of moving for 1d3 rounds.
- 3 One must endure to understand. The spellcaster may not spellburn physical attributes, and may only spellburn Intelligence and Personality while casting this spell.
- 4 At last, understanding! The spellcaster experiences a profound revelation and is unable to act for 1d3 rounds as they contemplate this new truth.

WANDERING MONSTER!



Artwork by Shawn Brewer

THE SPAWN OF SKACH

By Jim Kitchen

As adventurers travel throughout Pandemonium their paths may take them to places unimaginable. In their journeys, they may encounter a random, dusty scroll lying untouched in a forgotten library, a simple beggar whispering to the wind, or the smoldering, burned out ruins of a razed village. It is only the most astute that will slowly grasp the implications of those scraps of ancient text, the raving babblings of a senses-shattered, shocked survivor, or the pitiful remains of formerly thriving civilizations. Once known there is no forgetting by any means imaginable one of the infinite planes' oldest, deadliest, and most capricious of perils, the Spawn of Skach.



The origins of the spawn are lost to times beyond oral or written history. Where fragments of parchment or oral histories hold tidbits in common the same things reappear: capricious disdain, pacts gone horribly wrong, hubris rewarded with the cruelest of fates, a capacity to visit mayhem, and a capacity to visit violence akin to the most monumental and destructive of planar storms. Some who have spoken to them have then removed their own tongues as no words can encompass the experience. They are numbered only two, and on this most scholars agree; the universe is fortunate that there are no more.

Their plane of origin is unknown for the spawn now dwell on nameless, desolate Phlegethon. This plane, once home to a thriving, multi-dimensional civilization that sought to make what it was confident was a pact with the spawn, is now barren of any form of life. This plane stands as testimony to what was an unrealized, horrific cost of a bargain where there was no perceived possibility of failure. The result of that folly manifested itself, causing the thriving society to fall in a single night of storms, its once proud, enlightened people now a degenerate shadow of their former glory, with the despondent and desperate surviving descendants now the oft-mocked inhabitants of the lowest rungs of current planar society. On the ashes of that fallen civilization the spawn have built a palace that spans the entire plane filled with an infinite number of cabinets displaying the trophies, trinkets, and baubles from their travels, compacts and retributions.

The Spawn of Skach are the result of the most Unfortunate of Rolls, the Desperate Begging of Fools, or the Discretion of Those Unnamed. Characters should encounter them no more than once in their lifetimes as any who survive the first encounter will not survive such circumstance again.

Hailee, Regent of Razors, Felicitous Mistress of Fate, Gladiatrix, Twister of the Skeins

It is Hailee that characters will come to know, and fear, the most. Hailee speaks for both spawn and it is Hailee who will ultimately determine what will happen to those unfortunate enough to garner the spawn's attention.

Hailee appears as a tall, slender young woman. She is clad in a suit of

blood-stained armor whose surfaces transform between a series of materials both known and unknown to the characters (glass, various metals, viscous fog, etc.). She is frenetic when she moves and animated in her hand motions as she speaks. This illusion, of a self-absorbed human teenage girl, is a well-worn suit of motions and actions deliberately designed to lull the foolish. Even her voice, a mix of guttural and twisted words, is an affectation designed to irritate and lull.

Hailee holds what appears to be a small loom in her left hand and a spherical globe in her right that changes into round forms directly related to whatever is being discussed. It can appear as a ball of fire, a globe with familiar coastlines and maps, a mirrored surface that reflects the speaker's true intentions or whatever the judge feels is necessary. She carries no visible weapons as none are necessary.

Konnor the Silent, Musician, Illuminator of Souls, Wielder of the Fan of Fates

Konnor appears as a young man, also tall and slender and possibly older than his sister. He is clad in soft robes that change in both color and texture as he stands before the characters. His movements are slow and deliberate, measured in ways that demonstrate patience. He has a scabbard on his belt but what lays within has never been seen.

Most striking about Konnor's appearance is the presence of what appears to be a metal fan that is embedded in his scalp, clearly bisecting a portion of his skull. This fan blade shimmers as Konnor thinks and the crackle of electricity about it will increase as he weighs the character's requests. The more elaborate the boon requested will see a commensurate degree of response, with the simplest of requests barely register a flicker. Once Konnor has decided, the fan blade illuminates brightly as his thoughts are being relayed to Hailee.

How to use the Spawn

The spawn are a personification of chaotic neutrality. In the most desperate of circumstances, where a party may need divine intervention, the spawn are always listening. For the most part they rarely involve themselves in mundane affairs and they leave what they feel are trivial matters

to other deities. It's only when something extraordinarily interesting or unusual shakes them out of their ennui that the spawn appear, eager to understand a situation and alter an outcome.

The spawn will appear as two figures that step forward from a shimmering portal. Hailee will announce their arrival by loudly saying, "Who here needs our help?" A judge should treat the next player to make a noise or sound of any kind as the person the spawn will turn to as the summoner.

If they so choose, the spawn can stop time when they appear. While speaking to the character or characters who reached out to unknown fates for help they will freeze all others in place but leave them able to hear and see what is happening. The spawn will press for details both big and small, Hailee speaking and Konnor walking about listening, staring, and even smelling those with whom his sister is speaking.

Once the most minute of details about the situation have been extracted, the spawn will confer. They will dicker back and forth with Konnor gesturing and Hailee speaking for both. Once their deliberation and debate has finished Hailee will walk towards the party and hold out her loom. The loom is a simple affair made from some form of almost transparent wood with seven clearly visible threads. With a smile on her face Hailee will ask a character to pluck a string.

The Seven Fated Skeins of Skach

Once the compact is struck and the character touches the loom, they roll a d7. There are seven possible results with seven corresponding tables. A 1 is the (potentially) least damaging and (theoretically) most beneficial. A 2 is somewhat beneficial, and a 3 barely so. A roll of a 4 is a sign of neutrality and theoretically neither harmful or beneficial. Results of 5+ are descents into bad, worse, and the stuff of woe. Each table is captioned with a quote uttered by Hailee before the result is determined and should be read aloud. Once the result is determined there is an additional quote from Hailee.

TABLE ONE

“Here we go!”

- 1 “It burns! It burns!” The immediate threat to the character is suddenly consumed in a spontaneous combustion that reduces it to a small pile of ash which then blows away with a gentle breeze.
- 2 “Something about cats.” Around the character’s ankles run hundreds of cats of all ages and sizes. These cats descend on the threat to the character and quickly and grimly rip it apart. Once done, the cats depart excepting a single blood stained kitten who now lives out its days as the character’s familiar.
- 3 “A wafer-thin mint.” The threat to the character begins to swell until it finally gorily explodes, showering them with chunks of cloth, meat, and bone in a variety of grim sizes.
- 4 “Ice, Ice, baby!” The threat freezes and with the slightest touch, splinters, and falls apart. The shards of ice then quickly melt and evaporate leaving only a small paper cone with traces of blue syrup in the bottom.
- 5 “Do over!” The threat to the character suddenly reverses in age. As time reverses, the effect slows until the target is a newborn, only a day or two old. Hailee gathers this youngling up and then hands the character their new charge with the explicit instructions to raise it better this time and that they can never abandon it lest the spawn visit them again.
- 6 “Begone!” Hailee’s eyes glow red and the threat to the characters simply vanishes.
- 7 “Bzzz. Bzzz. Bzzz.” A plague of locusts swirl about the characters. They descend upon the threat and begin to consume it alive, its death screams haunting the character’s thoughts forever.

TABLE TWO

“So, this one time at Lich camp.”

- 1 “Where did they go?” The character is turned invisible for the rest of the encounter. When the threat is vanquished they return to a visible state.
- 2 “You are sticks...” The threat to the character is transformed into highly flammable wood for the duration of the encounter.
- 3 “I am stone.” The character is transformed into stone for the duration of the encounter.

- 4 “By the power of...” Every character gains 1d10 extra points of Strength for the duration of the encounter.
- 5 “Quiet you!” The threat to the character is gagged for the duration of the encounter with no ability to cast spells.
- 6 “Now you see me...” The threat to the character is blinded for the duration of the encounter.
- 7 “Slippery when wet.” The threat to the character is covered in a slippery jelly and struggles to stand or move without falling for the duration of the encounter.

TABLE THREE

“Consult a physician if this lasts longer than four hours.”

- 1 “Swing and a miss!” Every character attacked will automatically dodge the next attack against it.
- 2 “I’m sinking, sinking!” The threat to the character is now standing on quicksand. It begins to slowly sink to its death and is unable to take any action but save itself from drowning in 1d10 turns.
- 3 “Skittles!” A brightly colored hail begins to fall from the sky over the threat to the character. It will not end until the encounter is over. Sugary damage is left to the judge’s discretion.
- 4 “Ooooh! Shiny!” The threat to the character is distracted by something. All attack rolls are at -2.
- 5 “You are their forever love.” The threat falls in love with the character who touched the loom.
- 6 “Ashes, ashes we all fall down.” The threat to the character is covered in itchy pustules. All attacks against it gain +2.
- 7 “Ugh.” A noxious smell fills the air and forces the threat to the character to retreat until it regains its composure.

TABLE FOUR

“Boom, sha lock lock, BOOM!”

- 1 “Zap!” A terrible lightning storm appears and begins showering the area with lightning strikes. All characters and NPC’s take 1d7 points of damage.
- 2 “Glub glub.” Water floods the area from a portal to a depth of 4’. Movement and combat are impaired for all.
- 3 “Hello sailor!” All straps, belts, sashes, and other forms of attachment fail, causing all characters and NPC’s to lose their armor and clothing.

- 4 “I blinded you with science!” Light vanishes from the area leaving characters and NPC’s in the dark until the encounter is over. No forms of magic, natural light, or technology can change this effect.
- 5 “Up in the air junior birdmen!” All characters and NPC’s begin to levitate straight up for 1d7 turns. If the encounter is outdoors this could prove to be problematic.
- 6 “Little fluffy clouds.” A thick, dense white fog fills the area. Visibility is reduced to arm’s length until the encounter is over.
- 7 “I said, “ACTION!”” Two small wooden and cloth chairs appear which the spawn immediately sit in. Hailee begins analyzing the encounter and offering mostly unhelpful advice and giving direction to the characters. Konnor eats a white snack out of a red and white striped bucket and periodically is seen making gestures with his hands as if he is framing the action. This will continue until the situation is resolved.

TABLE FIVE

“This is going to leave a mark.”

- 1 “Screwed, blued or tattooed?” The character that touched the loom must roll a d6. On the result of a 1 or 2 they begin sprouting tiny screws from their skin like a porcupine over their entire body. A 3 or 4 sees the character turn a bright shade of aquamarine. A 5 or 6 sees their entire life’s history, secrets, and all imaginable detail, appear as tattoos on their skin. All results are permanent.
- 2 “Sing to me the songs of your people.” The character that touched the loom bursts into song and cannot stop singing for the rest of the encounter. Cruel judges may insist that characters begin singing. Other actions are possible for the character.
- 3 “You should have been a Solid Gold dancer.” The character that touched the loom bursts into dance for the rest of the encounter. Form of dancing is left to the judge’s discretion.
- 4 “Looks like your clock ran out.” The character who touched the loom is now out of sync with the rest of the encounter. The judge secretly keeps track of what the character is doing and applies their actions one round segment later than all other parties. This continues for the rest of the encounter.
- 5 “Going to be a good harvest.” Abnormally large crops of corn burst from the floor/ground around the party and block line of

sight for all characters and NPC's. These crops can be cut down but will take 1d3 rounds per stalk.

- 6 "I told you to put the dryer on low." The characters' undergarments begin to shrink and must be removed within 1d6 rounds or take constriction damage.
- 7 "MOAR DOTS!" The character that touched the loom is covered in large, bright orange polka dots for a judge determined amount of time.

TABLE SIX

"Whoopsie Daisy!"

- 1 "Time to burn the ants." A large Fresnel lens appears in Hailee's arms while at the same time a sizeable lantern appears in Konnor's hands. Hailee begins moving the focal point of the lens across the characters, inflicting 1d3 of fire damage.
- 2 "Press gang!" A large group of burly men and women appear next to the characters and begin beating them with wooden belaying pins from a ship. They will continue this exercise until at least one person is unconscious.
- 3 "One more for my collection." A gigantic glass jar appears with a fluffy cotton ball the size of a large pillow in it. One randomly determine character is scooped up on a breath of wind, deposited into the jar and left at the bottom as a lid appears and screws the jar shut. The characters now have only 1d14 rounds to shatter the jar or watch the imprisoned die.
- 4 "Magnets. How do they work?" The total number of characters and NPC's are added together and assigned a number. All the odd numbered are positive, the even numbered are negative. Each now begins to exhibit an irresistible attraction towards their appropriately attuned counterparts resulting in extremely close proximities for the remainder of the encounter. Characters are unable to negate the effects in any way.
- 5 "Apples to apples!" The characters are immediately transported to an empty stadium floor. As the spawn watch from the grandstands the party sees their duplicates walk in from another entrance and begin to combat them. The ensuing fight will not end until at least one of every character is dead. The first of each character to die is removed from the arena. At the end of the combat the battered survivors are whisked back to the original encounter with no damage restored.

- 6 “Nerfed!” The armor, weapons, and clothing of the character that touched the loom are transformed into a lightweight, almost sponge like material made in a variety of bright colors that offer no protection from damage whatsoever for the remainder of the encounter.
- 7 “Plop, plop, fizz, fizz.” The floor/ground falls away from the party revealing a sizeable lake of acid. Characters must act quickly to prevent falling into the acid. Normal acid damage applies to the characters but any NPC’s dropped into the lake are strangely immune. Hailee will sing the chorus of “Plop plop, fizz fizz” over and over until the encounter finishes.

TABLE SEVEN

“It’s on like Donkey Kong.”

- 1 “Phantasmagorical dispersal” The character who touched the loom begins to have the space between their molecules expand exponentially. As the character seems to grow in front of their comrades they appear to become translucent. This molecular expansion continues until the character grows beyond the land, the planet, the solar system, and even their own galaxy. The character remains alive and aware as they expand endlessly for the rest of time.
- 2 “Planar substitution” The character who touched the loom is instantly replaced with their opposite doppelganger from another dimension that is the complete and total opposite of their character (lawful is replaced with chaotic, virtue is replaced with avarice, etc.) The character must decide if they wish to reveal what has happened to them to the rest of the party.
- 3 “U nigh tedd” The character who touched the loom is whisked away to a metal tube with seats filled with other confused adventurers and travelers. A door opens in the tube and strangely uniformed men and women randomly select a seated person and drag them out of the tube, beating them the entire time. The departed is replaced with a new victim. There is no day, there is no night, there is only the slow passage of time punctuated by the randomly occurring violence that never ends.
- 4 “Phibes redux” A random character is bestowed with the ability to regenerate damage but is whisked away to another plane where they are bound to a cold, large slab of marble in a darkly lit room. There a ghastly, skull faced doctor and his beautiful

female automaton assistant begin visiting horrible fates upon the character that words cannot encompass. Every night this damage is undone and every morning a new horror is unleashed.

- 5 “Torrent” The character who touched the loom is transported to a windowless room with a floor of iron bars. Shortly after arriving, a torrential wave of water begins pouring from openings overhead. The character can find food in the sightless fish that are easily plucked from the water but nothing else will fill the character’s remaining days but the endless, deafening noise of the water and its unrelenting downpour.
- 6 “The lost” The character is forced to pass backwards through time, witnessing the lives and deaths of all their ancestors. The enormity of these visitations is always brought home with the reminder that after millions of years of struggle and perseverance by the character’s ancestors, it has all been for naught due to the character’s actions.
- 7 “Kal sin tir” A random character is transported away to an underlit room. They are chained to some form of table within a cloth cubicle and forced to speak into a strange mechanism while reading from a book they barely understand. At the same time the character is being verbally abused by mysterious voices that emerge from the device. They will spend the rest of their days doing nothing but this.

Resolution

Once the circumstances from the spawn’s actions have resolved themselves there will be a quiet lull. Konnor may wander through the area looking for a souvenir of some sort while Hailee offers cheerful compliments and cookies. Once both are satisfied the spawn will wave and begin to disappear with Hailee offering their help again if the characters but say their names.

WANDERING MONSTER!



Artwork by Matt Sutton

FLASH AND TWILIGHT

By SGT Dave

Princes Flash and Twilight are the royal heirs to the King of the Light Elves. The King will never go anywhere without his two sons for fear the troublemaking siblings would unleash irrevocable chaos upon the world. The brothers occasionally favor chaotically-driven elves with patron bonds when the whim strikes their fancy.

The flamboyant Prince Flash favors brilliant silver garments and armor. His glowing white hair stands on end, crackling with electricity. He carries a lightning bolt in his right hand and a powder horn at his side. Shrouded in shadow, Prince Twilight is seen with a magic candle snuffer and is garbed in his terrible cloak of darkness. These powerful magic items are capable of throwing the entire world into perpetual darkness, a fact that keeps the King of the Light Elves in a state of constant trepidation.

Note: this is an alternative patron for elves; the royal princes have little concern for the other, short-lived races of the world.



Invoke Patron Check Results:

- 12-13 Magical lenses cover the caster's eyes allowing him see in any level of darkness or brightness without any penalty. The transfigured optics last for 4d6 hours.
- 14-17 Prince Twilight's cloak of darkness enshrouds the caster, transporting him to the safety of the Twilight realm. Meanwhile, Prince Flash's dancing lights create an incorporeal doppelganger of the caster. This mute mimic of pure light is unable to interact with others and acts merely as a placeholder for the caster that follows the party until the caster's return 1d8+CL rounds later.
- 18-19 The caster's weapon becomes electrified for 1d12+CL rounds. In addition to normal damage, on a successful hit, the enemy is knocked back 1d7 feet, taking 1 point damage for each foot thrown. The enemy is then prone and stunned for 1D3 rounds.
- 20-23 Light and shadow. The caster and all his allies are cast into shadow. At the same time, all enemies crackle with an aura of brilliant light. All allies gain a +4 to attack rolls, while all enemies suffer a -4 to hit. This boon lasts 1d4+CL rounds.
- 24-27 Two 20' wide portals appear 50' apart, within 100' of the caster. Like a speeding train, a giant shadow worm races in a straight line from one portal to the other at blinding speed. All within the path of the worm must succeed on a DC 15 Ref save or suffer 4d6 crushing damage. While moving, the worm will act as a 20'x50' wall, and is so long it takes 1d4+CL rounds to pass through the exit portal, at which point the portals collapse.
- 28-29 The caster becomes a being of pure electricity for 1d12+CL rounds. While in this state, the caster has the following stats:
Lightning golem: Init +6 (fast); Atk shock touch +4 melee (1d12+2, stun); AC 18; HD 3d6; MV 50', fly 60'; Act 1d20; SP incorporeal, immune to metal weapons, melee attackers with metal weapons must save vs. stun; SV Fort +3/-6 vs. water, Ref +6, Will +0.

Anyone touched by this being must make a DC 18 Fort save or be stunned and motionless for 1d6 rounds. The caster's lightning form can move through any crack or keyhole. Contact with water results in the caster making a DC 18 Fort save with a -6 penalty or be stunned and revert normal elven form.

- 30-31 Shock and awe! All light is extinguished. Suddenly, the caster's enemies are stupefied in a grand cacophony of strobing flashes and deafening pops lasting 1d7+CL rounds. The dazed and confused aggressors will unknowingly attack each other for the duration of the discombobulation.
- 32+ Prince Twilight's true malevolent motives are revealed, and all light is snuffed out from the caster's location. From the caster's position, an area CL x 1000' in diameter is permanently trapped in a state of eternal darkness. The sun, the moon, the stars, all sources of light are blotted out in a veil of inky blackness. No light can penetrate this area, darkvision is rendered useless, and only individuals who can travel freely through the Twilight dimension can ever escape. At the last moment, Prince Flash transports the party to the outside edge of the darkness in any cardinal direction of the caster's choosing. From this time forth, no one entering this area can ever escape through non-magical means.

Patron Taint: Flash and Twilight

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

Roll Result

- 1 Black powder burns permanently appear on the fingers of the caster. If this result is rolled a second time, the powder burns extend up past his elbows; the smell of the powder causes a -3 penalty to all sneak attacks. If this result is rolled a third time, the caster must make a successful DC 15 Ref save after any contact with fire or heat-based attacks or suffer 1D4 fire damage.
- 2 The caster begins to adopt the personality of Prince Flash; his disposition is cheerful while basking in the light, but grim in the darkness. If the result is rolled a second time, his Personality is +1 in bright settings, but -1 in darkness. On a third roll, the caster's Personality is +2 in the light, and -2 in the dark. When coupled with the personality of Prince Twilight, the positives cancel each other out, while the

- negatives combine (for a permanent max +0/-4), as the caster finds happiness in nether light or darkness.
- 3 The caster begins to adopt the personality of Prince Twilight; his disposition is cheerful while lurking in the dark, but irritable when exposed in the light. If the result is rolled a second time, his Personality is +1 in dark settings, but -1 in the light. On a third roll, the caster's Personality is +2 in the dark, and -2 in the light. When coupled with the personality of Prince Flash, the positives cancel each other out, while the negatives combine (for a permanent max +0/-4), as the caster finds happiness in nether light or darkness.
 - 4 The caster becomes electrically charged, harmlessly shocking all he touches. On the second result the caster is surrounded by a crackling aura, and his eyes glow intensely white, resulting in a -3 penalty to all sneak attacks. If the result is rolled a third time, the caster causes 1d3 shock damage to all he touches, friend or foe alike.
 - 5 The caster's skin becomes ashen gray, and his eyes turn an unnatural, pale blue. On a second result, the caster's skin turns pitch black and his eyes completely white. On a third result, the caster appears as a featureless, opaque shadow with intensely glowing white eyes.
 - 6 The caster's eyes become hyper-sensitive, allowing him to see up to 30' in darkness, but also limiting his day-vision to 30' (correctable with dark lenses). If this result is rolled a second time, the caster is also blinded for 1d30 days. If this result is rolled a third time, the caster is permanently blind.

Patron Spells: Flash and Twilight

Those willing to forsake their sanity to dance with Flash and Twilight eventually learn three unique spells, as follows:

Level 1: Prince Flash's powder horn

Level 2: Bolt of shadow

Level 3: Prince Twilight's cloak and snuffer

Spellburn: Flash and Twilight

Flash and Twilight cause trouble for trouble's sake. Those who wish their attention must go to great lengths to alleviate the royal sibling's boredom. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll	Result
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- | | |
|---|--|
| 1 | The caster's visage exchanges places with his shadow. The caster's upright, three-dimensional form appears as opaque, featureless blackness, while casting a bright, two-dimensional, full color projection as a shadow. The taxing disorientation is the cause of the stat loss. The caster's appearance returns to normal when the stat loss is recovered. |
| 2 | The caster must dye the right half of his body white, and the left side black. Failure to do so within one hour of the spellburn will result in patron taint. The caustic dyes will last 1d4 weeks before washing off. |
| 3 | All light sources, candles, torches, stars, sun, moon, etc., whisper nonsense to the caster. The mental distraction, and loss of sleep due to the constant gibberish, is manifested through the loss of stats. |
| 4 | The caster painfully ingests concentrated light and darkness in the form of a lit black candle carved in ancient, elven runes. Until the caster's stats are recovered, he is maligned with bouts of sulfuric flatulence comprised of black smoke, smattered with twinkling sparks. |

Prince Flash's Powder Horn

Level: 1 (Flash and Twilight)

Range: 20'

Duration: 1 round

Casting time: 1 round

Save: N/A

General: This spell allows the caster turn normal dust and dirt into volatile, explosive powder. The caster must etch the correct elven runes onto an ivory powder horn, and fill the horn with dirt from elven lands. When needed, the caster may throw a pinch of powder while casting the spell, with varying results.

Manifestation: Roll 1d3: (1) black smoke with white, twinkling sparks; (2) green smoke with orange sparks; (3) white smoke and strobing black lights.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Throwing the dust on the ground before an enemy causes blindness for 1d3+CL rounds.
- 14-17 Snapping, crackling, and popping causes the target to dance in panic. For 1d4+CL rounds, anyone engaged in combat with this target gets 2 attacks per round.
- 18-19 The concussive pop of the blast knocks everyone within 1d3+CL feet backward from the blast, requiring a DC 15 Ref save to avoid falling prone. This result may also be used to blow open a locked door or box. The caster must declare this intent before rolling, and failure will result in the destruction of the target, and all its contents.
- 20-23 The powder burns in a straight 20' line from the caster. All targets in the path suffer 1d6 fire damage.
- 24-27 The result is a deafening flash-bang! All creatures within a 5' radius take 2d3+CL damage and are stunned for 1d6 rounds.
- 28-29 All creatures within a 10' radius pass out for 1d6+CL rounds from smoke inhalation.
- 30-31 The caster blows the powder from the palm of his hand, resulting in a broad cone of heat and smoke. The cone is 40' long and 10' wide. Creatures within the cone take 3d6 damage and may catch fire (Ref save to avoid, DC 1d10+CL).
- 32+ The powder explodes in an earth-shattering ka-boom. All creatures and objects within a 10' radius suffer 4d8+CL damage and are knocked prone.

Bolt of Shadow

Level: 2 (Flash and Twilight)

Range: See below

Duration: See below

Casting time: 1 round

Save: Reflex vs. spell check DC

General: Flash and Twilight's powers combine, allowing the caster to summon a discharge of negative darkforce. The combining of contradictory energies require greater concentration for success.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster releases a single black bolt aimed at one target within 75' that inflicts 2d6 cold damage.
- 18-21 The caster releases a single black bolt in a straight line. The bolt will continue in a straight line until it has hit three creatures or objects. The lightning bolt does 1d16 damage to the first target, 1d8 to the next, and 1d4 to the third.
- 22-23 Conduit! The caster releases a black bolt, hitting a living target within 50'. The target is unharmed (although the hair/fur of the target will stand on end); however, all living targets within 25' (including allies and potentially the caster if he is in range) take 1d12+CL damage.
- 24-26 Trick shot! The caster releases a single black bolt that jumps, affecting two targets. The first target must be within 50' of the caster, and second target must be within 25' of the first. The first target is hit with a blinding, concussive blast that stuns him for 1d4+CL rounds. The resulting shadow from the first target then stretches out, grabbing the second target, sucking him into the Twilight realm for eternity.
- 27-31 Shadow shot! The caster calls forth up to 1+CL shadow bolts from the sky or ceiling. Each target failing a Ref save is hit by a bolt, disappearing and leaving only their shadow. As shadows, the targets are completely intangible, and have no ability to interact in the material plane. They will remain in this shadowy state until the next solar eclipse.
- 32+ Black lightning storm! Dark clouds roll overhead, blackening the sky as the caster directs blasts of electricity from the Twilight realm. The caster may choose up to six targets within 300' and in line of sight. Bolts arc down from the sky to strike these targets. Each target is hit by 1d3+CL bolts doing 1d12 cold damage each. Each hit requires a DC 15 Fort save to not be stunned.

Prince Twilight's Cloak and Snuffer

Level: 3 (Flash and Twilight)

Range: See below

Duration: Varies

Casting time: 1 round

Save: Varies

General: The caster conjures a piece of cloth torn from Twilight's Terrible Cloak of Darkness. This will endow him with power over the forces of dark and shadow.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost. Furthermore, all light is extinguished, including natural sunlight, moonlight, and starlight for 1d8 rounds.
- 16-18 The caster will seem to perpetually walk in the shadows, even in the noonday sun, for 1d8+CL rounds. His light sources cannot be seen. He gains an automatic surprise attack prior to the next round of combat, and is first in initiative order for each subsequent round.
- 19-21 A brilliant flash of light appears from above within 100' of the caster, intensifying the shadows below all enemies within a 100' radius of the light. The malevolent shadows all make a single free +4 surprise attack against their originator for 1d6 damage.
- 22-24 The shadow of a single target materializes with identical stats. The shadowy doppelganger will attack the target until one of them is dead.
- 25-27 The caster's arms transform into two masses of 1d8+CL snaking, black tendrils shooting forth from the caster's sleeves. The shadowy tentacles are 50' long and possess 20 Strength. They lash out and coil around, immobilizing all selected enemies in range. If the spell is not voluntarily cancelled in 1d12+CL rounds, the change is permanent.
- 28-29 A brilliant flash of light appears from above within 200' of the caster, intensifying the shadows below everyone within a 100' radius of the light, possibly including allies and the caster himself. For a brief moment the shadows act at trap doors to

the Twilight realm. Everyone within the radius must make a DC 15 Ref save or fall into the shadow portals beneath them, trapping them forever into the Twilight dimension.

- 30-31 A brilliant flash of light appears within 200' of the caster, intensifying the shadows behind everyone within a 200' radius of the light. The shadows of all enemies within the radius come to life, immediately attacking their originators to the death. The shadowy doppelgangers have identical stats as their originators.
- 32-33 All shadows within a 400' radius combine to a single, massive tentacled mass. Each round, all enemy creatures within 400' must make a successful DC 15 Ref save or be pulled in by the shadowmass' chimerical tendrils. Consumed enemies are digested into the Twilight realm. Up to 10x the caster level in Hit Dice in enemies may be consumed before the shadowmass's appetite is glutted. It will disappear when it is full, when the caster recalls the spell, or when the caster is dead.
- 34+ Living Shadow. The caster's spirit leaves his body in the form a lightning-fast black shadow. The shadow form is incorporeal and indestructible. He can fly 50' per turn and can pass through any physical object. Any living creature the shadow form passes through loses its spirit to the Twilight realm, and its lifeless body falls to the floor. The caster's physical body is completely helpless in this state and takes 1 hp damage every round while separated from his spirit. If the caster's hp is reduced to 0, his spirit will join his victims in the Twilight dimension.

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