

CE2

The Black Goat



Daniel J. Bishop



COMPATIBLE WITH
**DCC
RPG**

The Black Goat

A Dungeon Crawl Classics campaign element for use with characters of all levels

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Introduction

Any role-playing game session can take a left turn at Albuquerque, leaving the poor Game Master wondering what to do next. This is even more true for the dedicated *Dungeon Crawl Classics* judge, who discovers that patron quests, divine disapproval, and the requests of gods to pay back divine favor can make the game take incredible new turns with the roll of a few dice. Add to this the advice urging players to “Quest For It” when they want something unusual for their players, and you have a potent stew for gaming, but also a situation in which the judge may want strong DCC elements with a minimum of preparation required.

The Campaign Element (CE) series attempts to address these specific areas. Now, when your wizard is looking for a spell, your cleric is sent on a mission from her deity, or your thief simply wants to find a location where stealth and a cunning mind are paramount, you will have an answer at your fingertips. Weave these campaign elements into your world, mesh them into other modules and areas of your own creation, and watch the “Appendix N” vibe of your games grow.

In addition, for various reasons sometimes only a few players were available for a night’s gaming. Each Campaign Element is short enough to be played through by most groups in only a single session. That doesn’t mean that the value of the area is limited to a single session – each adventure includes notes on “squeezing it dry”...effectively getting the maximum re-use from your investment.

Background

The Black Goat is a sphinx-like creature living high in a mountain pass. She has lived there for centuries, and will likely live there for centuries yet to come. To the north are lands both civilized and cultivated; to the south of the mountains are desert and scrub. The pass has been known as the Pass of the Black Goat as long as men can remember.

If the players are canny enough, their characters should be able to learn from trade caravans that the pass is occupied by the elephant-eared Mahmat Troth, who hate noise and worship some being they call the Black Goat. Beyond the pass, the lands are inhabited by bands of the fox-like Pellas Troth, mortal enemies of the Mahmat Troth, but good to trade with. Both Mahmat Troth and Pellas Troth have held the mountain pass over long ages, and both have served the Black Goat in their turn.

Each hates the other. The Pellas Troth currently wish to oust the Mahmat Troth, and occupy the pass, while the Mahmat Troth wish to hold the pass against their ancient foes. Either side would utterly destroy the other if given the chance.

Using this Location

The easiest way to introduce this material is to have the PCs need or desire to get through the pass. They can interact with both factions, learn of their feud, and possibly turn it to their advantage. The Black Goat herself need not even come into play.

The Black Goat is a powerful spellcaster, who can be used as a patron for intrepid wizards and elves, and can act as a source of magical knowledge when a character attempts to learn a new arcane spell, as described in the *core rulebook*. The Black Goat can be found referenced in occult books, and can be sought out to answer many questions. She acts as an oracle, seeing and knowing things far distant in time and space. This is a place, therefore, that PCs may well return to time and again during their adventuring careers.

Rumors

The following rumors can be placed by the judge, or can be used when the PCs attempt to learn about the mountain pass and what lies beyond. The judge is en-

couraged to add additional rumors specific to his home campaign.

#	Rumor
1	The people inhabiting the pass can hear a butterfly fall half a mile away.
2	The people inhabiting the pass speak only in whispers.
3	These people are called the Mahmat Troth.
4	These people worship Silence itself, and view loud speech as an insult.
5	These people sacrifice humans to their dark gods.
6	These people serve a being known as the Black Goat.
7	The Black Goat is a witch dwelling amid the mountain peaks.
8	The Black Goat is a goat-headed sphinx.
9	The Black Goat has a fondness for luxurious gifts.
10	The Black Goat is a potent spellcaster, who can teach others.
11	The Black Goat can act as a patron.
12	The Black Goat is a potent oracle.
13	The people beyond the pass have the heads of foxes.
14	The people beyond the pass are passionate traders.
15	The people in the pass and beyond the pass hate each other.
16	Much treasure has disappeared into the pass, and must still be there somewhere.
17	The people beyond the pass are called the Pellas Troth.
18	The people beyond the pass are dog-faced barbarians who eat people and string their teeth on necklaces.
19	There is a toll for using the pass.
20	Do not be fooled! The Black Goat is a demon from the deepest hell.

Pellas Troth and Mahmat Troth

The Pellas Troth are yellow-skinned fox-like humanoids with enormous pointed ears, who stand about three feet tall. They dress in loose robes, with many items of

hammered copper. Although armed with short bows and daggers, the Pellas Troth prefer bargaining to fighting, and are willing to make a deal with almost anyone. They use currency of triangular copper and silver coins, strung on rawhide thongs through holes at each corner as though they were beads. Money and bargaining power is strictly matriarchal, and a Pellas Troth's coin-strings make a pleasant jangle when she walks.

The Pellas Troth speak with yipping voices. They are ancient enemies of the Mahmat Troth, and believe that the number of Mahmat Troth teeth collected during a lifetime determines ones station in the afterlife.

Pellas Troth: Init – 1; Atk bite –1 melee (1d3), dagger –1 melee (1d4-1), or short bow +3 ranged (1d6); AC 10; HD 1d6-1; MV 20'; Act 1d20; SP excellent hearing, night vision; SV Fort –2 , Ref +1, Will –2; AL L.

Mahmat Troth are purple-skinned humanoids, whose bald heads are adorned with huge ears not unlike those of elephants. The Mahmat Troth have impressively keen hearing, but so sensitive are they that they have a –4 penalty to save against any sound-based attack, and take twice normal damage if they fail. Even loud noises that would cause others no harm may cause the Mahmat Troth a –2 penalty to attacks, at the judge's discretion.

The Mahmat Troth never speak above a whisper, and view speaking louder as outrageously insulting. They find the yipping voices of the Pellas Troth not only vulgar, but so offensive that no Pellas Troth who speaks within the hearing of a Mahmat Troth may be allowed to live. The Mahmat Troth believe that, after death, they join the Great and Eternal Silence. When they die, there is sometimes an echo of the Silence – on a 1 in 5 chance, everyone within 30' of a Mahmat Troth when it dies is unable to speak – or make any other sound – for 1d4 hours. During this time, the creatures affected are utterly silent. The Mahmat Troth consider this a great blessing.

Mahmat Troth: Init +1; Atk battle axe +1 melee (1d10+1); AC 10 + armor; HD 1d8; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +1 , Ref +1, Will +1; AL L.

The Black Goat

The Black Goat has the body of a lion, with a woman's arms and torso rising from it like the human portions of a centaur. Instead of a human head, though, she has the head of a black goat, with four long and curving horns. She never makes a sound – not even the fall of a padded foot – communicating telepathically within a range of 200 feet. So soundless is the Black Goat that even were she to ring a bell or strike a gong, no sound would result. One consequence of this is that no spell or magic that relies upon sound has any effect upon the Black Goat. Likewise, she is immune to any non-magical sonic attacks.

The Black Goat sides with neither Law nor Chaos, and is neither opposed to nor in favor of the existence of human beings. Art, items of beauty, and items of luxury interest her – among them jewelry, exotic food, expensive wine, silk cushions, and carved panels. A supplicant to the Black Goat would be wise to bring her some gift of this nature.

The judge can determine whether or not the Black Goat accedes to a request by the following method: choose a die type by the size of the request. Learning some trivial piece of information might be 1d3, learning a new spell might be 1d10, and aid with something more serious might be as much as 1d20....or even 1d30, if there is potentially some threat to the Black Goat herself in aiding the PC(s). For every 50 gp of luxury items the PC(s) bring as a gift, they gain 1 pip on the die, so that gifting 200 gp worth of rare foods and wines would result in a success on a roll of 1-4.

The Black Goat can see into possible futures. She can spend long years in contemplation of a single thread of destiny, following it from its ultimate end back to its source in the depth of time. Although she has a high Initiative modifier, AC, Reflex save, and attack roll modifier, her movements actually appear stately and slow – it is that she knows where to be, and where not to be, which allows her to strike devastating blows and avoid the same.

Keep track of each gift the PCs bring; until a request is granted, they count toward the total pips the character(s) have toward success. Thus, if a wizard wanted to learn a spell and brought 200 gp worth of luxury goods, he would have perhaps a 4 in 10 chance

of success. If this roll failed, and he came back with another 200 gp worth of goods to make the same request, his chance of success would now be 8 in 10.

The Black Goat is not mortal, but has been known to take mortal lovers and bear children by them. She takes only half damage from any mundane weapon. She can cast both clerical and wizard spells, but if one of her cleric spells fails, it is lost for the day. The Black Goat does not track disapproval, and is immune to corruption.

The Black Goat's bite is poisonous (Fort DC 16 or take 1d3 Stamina damage each round until dead; 1d3 Stamina damage on a successful save). This takes the form of a creeping rot that spreads out from the wound. It requires 4 Dice of healing via Lay on Hands to neutralize, or a result of 20+ on a casting of *neutralize poison* or *disease*.

The Black Goat: Init +6; Atk claw +8 melee (1d3+2) or butt +6 melee (1d6+2) or bite +4 melee (1d3 plus poison) or by weapon +8 melee or ranged (dmg by weapon type +2); AC 18; HD 20d8+80; hp 160; MV 50'; Act 3d20; SP immune to sound based magic or attacks, half damage from mundane weapons, telepathy, spells, poisonous bite; SV Fort +10, Ref +20, Will +18; AL N.

Cleric spells (cast with +8 bonus): *banish*, *curse*, *detect magic*, *second sight*, *speak with the dead*, and *word of command*.

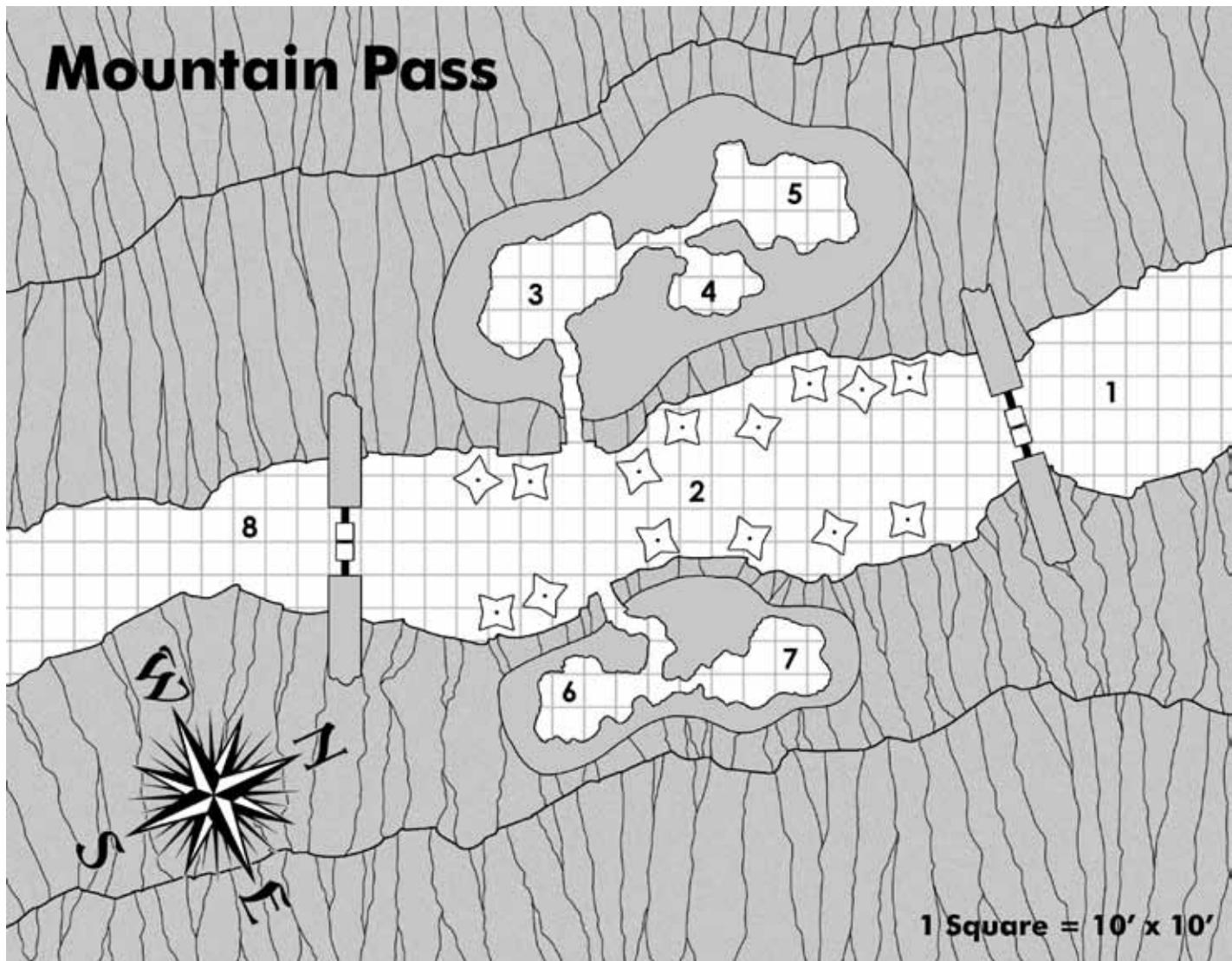
Wizard spells (cast with +10 bonus): *Charm person*, *comprehend languages*, *consult spirit*, *detect invisible*, *dispel magic*, *forget*, *locate object*, *magic shield*, *read magic*, *runic alphabet* (mortal), and *silence* (new to this product).

Encounter Areas

Descriptions assume a rough progression from north to south. If the characters arrive from the south, modify the descriptions accordingly.

1. North Gate: Coming through the mountain pass you can see, from 200 yards away, a massive stone wall rising to block the way. Two great bronze-sheathed doors, each about 5 feet wide and 8 feet tall, allow access past the wall. You can see sentries posted on the wall.

Mountain Pass



The Mahmat Troth can hear a large group approaching from over a mile away. If there are more than 20 members in the party approaching – including men and animals – the doors are closed. Otherwise, they are open.

When a group larger than 20 approaches, the Mahmat Troth demand that they go back, arriving instead in groups of 20, spaced out two hours apart, and they will not open the door if the others do not go back a full mile. Within that two hour period, each group must clear Area 2, and get a mile beyond Area 8, or they will not open the doors.

The walls themselves are built to a height of 20 feet, and are 10 feet thick. On the south side, handholds are carved into the wall to allow access to the top. Large rocks (2d6 damage), oil, and torches are kept at the top to prevent attempts to take the door. Because of their abnormally powerful hearing, the Mahmat

Troth are aware of any plan discussed above a whisper within 500 feet of the door. The doors themselves are secured with three heavy iron bars, and open outward to the north. They can be opened in 5 rounds and pulled to in three rounds. Their hinges are extremely well oiled, to prevent excess noise.

Typically, 1d6+2 Mahmat Troth go atop the wall to parley with outsiders. These warriors are elite Mahmat Troth, and wear leather armor (AC 12). At the judge's discretion, they may gain cover from the wall, reducing attack rolls against them from the ground by -1d on the dice chain. For complete statistics, see Area 2, below.

The Mahmat Troth demand 1 sp per person who wishes to travel through the pass, and 2 sp per animal. This is used to buy luxuries for the Black Goat. Treasure is stored in Area 7. They do not supply change to those forced to use larger coin.

Note that the Black Goat will not move to defend the Mahmat Troth. But, if the Mahmat Troth are slain, the Black Goat will demand that whoever did the slaying remain in the pass as her new servants.

2. Tents of the Mahmat Troth: *Beyond the gates, the pass stretches perhaps 70 yards to another wall set with gates. The pass is perhaps 80 feet across at its widest point, and a mere 40 feet across at its narrowest. Both sides of the pass are lined with plain tents of brown canvas. Purple humanoids with enormous, elephant-like ears stare at you or move silently among the tents. Males, females, and children are all plainly dressed, and even the children are bald. At a guess, there are two score adult males and twice as many adult females. The males are armed with cruel-looking battle axes. Some of them wear leather armor, and a few wear chain mail with leather strips braided between the rings to keep them from rattling, but most are unarmored. There are maybe three dozen young. The only sound above a whisper comes from the wind blowing over the mountains.*

The numbers of Mahmat Troth in the encampment will vary over time, but at any given time there will be $20+1d12$ adult males, $1d8+4$ elite adult males in leather armor, and $1d6+4$ elite adult males in chain mail armor. All adult males are armed with battle axes. There will also be $4d14+20$ adult females, and $6d12$ children. The females are armed with daggers, and the children are not armed.

Two male Mahmat Troth champions in chain mail are always stationed at either tunnel entrance (toward Area 3, and toward Areas 6 and 7). The caves to the east are noticeably cold.

Mahmat Troth: Init +1; Atk battle axe +1 melee ($1d10+1$); AC 10; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +1, Ref +1, Will +1; AL L.

Elite Mahmat Troth: Init +2; Atk battle axe +2 melee ($1d10+2$); AC 12 (leather armor); HD 2d8+2; hp 12 each; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +2, Ref +1, Will +2; AL L.

Elite Mahmat Troth: Init +4; Atk battle axe +3 melee

($1d10+3$); AC 15 (chain mail); HD 4d8+4; hp 20 each; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +3, Ref +2, Will +2; AL L.

Mahmat Troth Champion: Init +4; Atk battle axe +4 melee ($1d10+3$); AC 15 (chain mail); HD 5d8+10; hp 30 each; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +3, Ref +3, Will +3; AL L.

Mahmat Troth female: Init +1; Atk dagger +1 melee ($1d4+1$); AC 10; HD 1d8+1; hp 6 each; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +1, Ref +1, Will +1; AL L.

Mahmat Troth child: Init +3; Atk makeshift weapon -2 melee ($1d3-1$) or stone -2 ranged (1d3); AC 12; HD 1d3; hp 2; MV 20'; Act 1d16; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +0, Ref +2, Will -1; AL L.

Those searching the tents will be disappointed; the Mahmat Troth live simply. They eat a paste made of ground grains, vegetables and bits of meat, and drink only water. When anything better is being prepared, it is for the Black Goat or her guests. Even the chamber pots are made of boiled leather.

3. Guest Chamber of the Black Goat: *The narrow tunnel cuts through the stone, rising slightly as it goes, for about 30 feet. It opens into a stone chamber perhaps 50 feet wide and half as deep, with another narrow passage exiting to the right. This room is decorated with ornate wooden and ivory screens, beautifully carved chairs, exquisite tables, and a very large padded black-leather couch. The floors are covered with thick woolen rugs woven in pleasing designs.*

This is the chamber where the Black Goat typically receives guests. The couch is too large to seat a human comfortably; it is for the Black Goat, should she wish to receive guests in person. Her handmaiden (see Area 4) will appear first, silently offering sweetmeats, iced sherbets, thick honeyed coffee, and the like.

If the Black Goat deems visitors to be of interest, she first speaks to them from behind a screen. Visi-

tors “hear” her speaking in a melodic feminine voice (although this is actually telepathic). If visitors maintain her interest, the Black Goat may emerge to engage them personally, usually after a wait of several hours to days. Only the most interesting of visitors is taken beyond to Area 5.

The furnishings in this chamber are expensive, but bulky and, in some cases, delicate. Any given piece can fetch as much as $3d6 \times 10$ gp to the right buyer. There are $3d6 + 6$ pieces in the room at any given time. Absconding with these treasures requires somehow dealing with the Black Goat and her followers first.

4. Handmaiden's Chamber: This small cavern contains a cot, a copper washbasin, and a prayer mat. Upon a small table lie an ivory comb (15 gp) and a gold-chased brush (35 gp). This chamber is occupied by Ja'amu, the Handmaiden of the Black Goat, a Mahmat Troth spiritualist of some power. The brush and comb are for her duties in currying the Black Goat's pelt; Ja'amu is as bald as any other Mahmat Troth. Ja'amu personally prepares all of the Black Goat's meals, and determines who does, and who does not, get to speak to the Black Goat personally.

Ja'amu can curse as an attack action (Will DC 16 resists). The curse always reflects the circumstances under which it is uttered, and the character who is cursed. See Appendix C (pp. 348-349) in the *core rulebook* for more information about curses. She can cast second sight or sleep with a +8 spell check, and can cast a harmful spell 3 times a day (2d4 damage to target within 30', no save).

Ja'amu, Handmaiden of the Black Goat: Init +2; Atk dagger +1 melee (1d4+1) or harmful spell (2d4) or curse; AC 12; HD 6d8+6; hp 35; MV 30'; Act 1d20; SP excellent hearing, never surprised, spells, harmful spell, curse, sound vulnerability, death throes; SV Fort +3, Ref +2, Will +8; AL N.

5. Bedchamber of the Black Goat: This chamber is even more lavishly furnished than Area 3, containing the Black Goat's canopied bed, two chairs for guests, a mirror, and so on. The carpets are thick, soft, and intricately beautiful. There are always $4d6+6$ pieces of furniture in here, each worth $2d20 \times 20$ gp, and $5d4$ pieces of jewelry, each worth $3d10 \times 10$ gp. No char-

acter will be allowed in this chamber unless the Black Goat *really, really* likes him, or if she is dead.

6. Guard Chamber: This chamber contains simple cots, chairs, and prayer mats. It is occupied at all times by four elite Mahmat Troth and one champion. They will investigate any intrusion into these caverns, and will be alerted to anything that has occurred outside due to their exceptional hearing.

Elite Mahmat Troth (4): Init +4; Atk battle axe +3 melee (1d10+3); AC 15 (chain mail); HD 4d8+4; hp; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +3, Ref +2, Will +2; AL L.

Mahmat Troth Champion (1): Init +4; Atk battle axe +4 melee (1d10+3); AC 15 (chain mail); HD 5d8+10; hp; MV 30'; Act 1d20; SP excellent hearing, never surprised, sound vulnerability, death throes; SV Fort +3, Ref +3, Will +3; AL L.

7. Treasure Chamber: This chamber is used to hold the treasures of the Mahmat Troth: bags of rice, casks of dried meat and vegetables, and containers for the more lavish fare eaten by the Black Goat. The room is just above freezing, and thus preserves food well. There is always enough simple fare for $200 + (2d20 \times 100)$ days and enough rich and expensive food for $2d8 + 20$ days. There are $2d30 + 20$ bottles of wine and fine spirits here, each worth $2d20$ gp. There are also 12 chests containing $1d100+200$ cp each, 5 chests containing $6d30 + 100$ sp each, and 2 chests containing $5d20 + 100$ gp each.

8. South Gate: This is exactly like the North Gate (Area 1), except that the Mahmat Troth have a sump area a mile down the trail, where they empty their consolidated waste. This is done, in part, as an insult to the Pallas Troth, who dwell to the south.

Squeezing it Dry

See page 10 for ways to get more mileage from this Campaign Element.

The Black Goat as a Patron

In order to gain the Black Goat as a patron, a caster must bring her gifts she finds pleasing. The ceremony to bond with the Black Goat must occur in this Adventure Location. Like many of the patrons described in Appendix N fiction, the Black Goat is an actual being involved directly with the game milieu, and, should she be slain, the patron bond is ended.

Invoke Patron check results

Roll	Result
12-13	For a moment, the sky darkens, and silence spreads outward from the caster in a 50' range, lasting 1d6 minutes. The caster gains 1d3 points of Strength and 1d3 points of Stamina for the next hour as the power of the Goat surges through him. These may be used to fuel spellburn as normal.
14-17	A wave of force emanates from the caster, to a range of 30'. Only the caster's enemies are targeted, each taking 1d8 points of damage from the wave, and being struck dumb for a period of 1d6 rounds. At the end of this time, each target must succeed in a DC 16 Will save, or the period of muteness lasts another 1d3 days.
18-19	The Black Goat telepathically unlocks that which is lost in the caster's mind, allowing him to recover one previously lost spell.
20-23	The caster is imbued with Black Goat's own foresight. For the next 1d4+CL rounds, the caster may declare any given round to be void at its end, and force that entire round to be played over. The caster may do this a number of times equal to CL. This does not represent the round actually being "done over", but represents the caster's awareness of multiple strands of Fate, and his rejection of one or more futures that need not come to pass.
24-27	The Black Goat's greater foreknowledge aids the caster. For the next 1d30+CL rounds, the caster gains a bonus to AC and saves equal to 1d10 + CL. Each round during this period, the caster can automatically succeed in one save, or automatically cause one attack against him to fail, or automatically succeed in one attack roll, or to automatically succeed in casting one spell. The decision to automatically succeed must be made before the dice are rolled, and no die roll is made. In the case of a spell check, the minimum success is always granted.
28-29	A force of 4d8 Mahmat Troth, 2d6 elite Mahmat Troth, and 1 Mahmat Troth champion are instantly transported to the caster's location, where they serve him as though he were the Black Goat herself for a period of 1d4 + CL turns. These Mahmat Troth are only semi-real projections of the Black Goat's mind – they, and their gear, disappear when they are slain or when the duration ends.
30-31	The caster gains the combined benefits of results 24-27 and 28-29, above.
32+	The mind of the Black Goat reinforces that of the caster. The caster gains 1d4 points of Intelligence and Personality, which last for 1 hour. In addition, for the next 2d10 + CL rounds, every spell cast gains a bonus equal to 4+CL, and no spell is lost (even on a roll of "1"), although patron taint, corruption, and misfires can occur. Finally, for the next 30 minutes, the caster gains a bonus to all saves and AC equal to +4 or +CL (whichever is higher).

Patron Taint: The Black Goat

Patron taint for the Black Goat makes a caster a more suitable paramour for the Black Goat herself. Once all taints are gained at all levels, the caster need not roll again.

Roll	Result
1	Silence: When this taint is first rolled, the caster becomes unable to shout. When it is rolled a second time, the caster is unable to speak above a whisper. When rolled a third time, the caster is unable to speak at all...but this does not prevent spellcasting. When rolled a fourth and final time, the caster is unable to make any sound at all. Like the Black Goat herself, even if he rang a bell, it would make no noise.
2	Goatishness: When this taint is first rolled, the caster gains the eyes of a goat. When rolled a second time, horn buds begin to grow. When rolled a third time, the caster sprouts four full spiraling goat horns (taking 1 point of damage from a random physical ability in the process due to the intense pain) and his ears become goatlike. When rolled a fourth and final time, the caster's head becomes fully that of a goat, causing 1d3 points of damage to a random physical ability in the process.
3	Sphinxhood: This taint causes the caster to become lionlike below the waist, and to eventually gain the full body of a lion below the waist, as has the Black Goat. When this taint is first rolled, the caster grows tawny fur over his lower body from the waist downward. When rolled a second time, the caster grows vestigial forelegs at his hips, and a lionlike tail. This may cause the character some difficulties with clothing and armor. When rolled a third time, the caster becomes centaur-like, but with leonine lower quarters, and can do 1d3 damage with a claw. Rolled a fourth and final time, the caster gains a 40' base movement speed, and can do 1d6 damage with a claw.
4	Telepathy: When rolled the first time, this taint allows the caster to communicate telepathically with creatures he knows well, so long as they are within 30' and he has line of sight to them. When this is rolled a second time, the caster can speak to any creature telepathically, if within 30' and with line of sight, but can communicate with those he knows well within 100' and without line of sight. After a third roll, the 100' range extends to all creatures. After a fourth and final roll, the character can communicate telepathically with any creature within 200'. A creature must be capable of, or at least receptive to, thought to be communicated with in this way.
5	Only the Best: The caster desires only the best of everything. When this is first rolled, he must pay 1.5 times the normal cost of any gear he uses, food he eats, or place he stays. After a second roll, this increases to 2 times the normal cost. After a third roll, 5 times the cost, and after a fourth and final roll, 10 times as much.
6	Followers: Like the Black Goat, the caster develops fanatical followers. The judge should determine their specific attributes, and should make use of the tables on page 380 of the <i>core rulebook</i> (or equivalent) in order to make these followers unique. The first time this is rolled, the caster gains 4d6 followers similar to goblins (p. 417). The second time this is rolled, the caster gains 6d6 more followers. The third time this is rolled, 6d6 followers roughly equivalent to orcs (p. 423) drive the first group away. Thereafter, there will be eternal enmity between these groups, as both strive to be the caster's "one true" group of followers. The fourth and final time that this is rolled, an additional 10d6 of the second group of followers comes to serve the caster. Specific followers can gain experience and levels if the judge so chooses. Slain followers may or may not be replaced, as determined by the judge.

Patron Spells: The Black Goat

The Black Goat grants only one unique spell, as follows. If the caster would otherwise gain a second or third patron spell, he may instead petition the Black Goat to grant him any other spell she knows as if it were a patron spell.

Level 1: Silence

Spellburn: The Black Goat

When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas therein to create an event specific to your campaign.

Roll	Spellburn Result
1	The caster has the sensation of being kissed by the Black Goat, draining him of a portion of his mortal essence. This is expressed as Strength, Stamina, or Agility loss.
2	The caster gains a glimpse into the Great and Eternal Silence, and that vision strips away his sense of self. Spellburn is taken from the character's Personality instead of his physical attributes. If the caster's Personality is reduced to 2 or less, he is rendered comatose until it recovers to at least 3. This comatose state begins immediately following the resolution of the spell being cast.
3	The Black Goat grants up to 5 points of Spellburn at no immediate cost, but the caster must deliver her a gift worth not less than 50 gp for each point burned, within 60 days, or the caster will lose twice the spellburn taken against ability scores chosen by the Black Goat at a time that the Black Goat chooses.
4	The Black Goat's mind is forcibly merged with the caster, if only for a split second. So powerful is the psychic shock that it manifests as Strength, Agility, or Stamina loss.

Squeezing it Dry

In addition to the content herein, the judge may use this material to generate additional content. The home-base of the Mahmat Troth, the Pass of the Black Goat, could be the center of many adventures to come... Though many of the silence-worshiping Mahmat Troth live in the Pass, that is by no means their sole place of residence. The elephant-eared people prefer high altitudes, enjoying the rarefied air and the ensuing muting of sound. The Pellas Troth are gregarious and have no great skills beyond trading and a little copper mining, and dwell in caves and desert tents, in small, active bands.

The Pellas Troth have stepped up their mining operations from surface gleaning and smelting to shaft mining, rather close to the pass. A fast-growing colony of the Pellas Troth is tunneling nearer and nearer to the Pass, and some of the more sensitive Mahmat Troth can actually hear the process, irritating those individuals and causing friction. The Mahmat would be grateful if someone would investigate the 'clanging' coming from nearby. This could be a good way to introduce their desert-dwelling rivals.

A seer among the Mahmat Troth has had a vision that a 'Child of the Black Goat' is returning to its mother, and soon. The elephant-eared folk are very nervous about such an occasion, and want some detailed information about this offspring, which apparently predates their current control of the Pass. Given a vague direction and distance, could the party gather information about the 'Child' among the Loud Folk?

Silence

Level: 1 (The Black Goat) Range: Variable Duration: Variable Casting time: Action Save: See Text

General This spell manifest a portion of the Great and Eternal Silence on the material plane. When the spell is cast, the caster may choose any result equal to, or less than, that which is rolled.

Manifestation As per spell description.

1	Lost, failure, and patron taint.
2-11	Failure. The spell is lost.
12-15	The caster, or one target touched by the caster, is rendered completely silent for 1d3 turns, or until some condition (set by the caster when this spell is cast) comes to pass. There is no save.
16-17	All sound is deadened in a 15' radius centered on the caster. No spells can be cast within this radius, unless they can be cast silently, and normal speech is impossible. Effects that rely on sound are likewise ineffective.
18-21	The caster may select 1d3 + CL targets within 30'. These targets are rendered silent for a period of 1d6 + CL rounds, unless they succeed in a DC 10 Will save.
22-23	As above, but 1d6 + CL targets within 100' are affected, and the Will save is DC 15.
24-26	As above, but any target within line of sight can be chosen, the Will save is DC 20, and the effect lasts 1d3 turns.
27-31	As above, but the Will save is DC 25, and the effect lasts 2d5 turns.
32+	As above, but there is no save, and the effect lasts 1d3 hours.

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