

Crawl!

Special Issue!

Van Den Danderclanden

A Patron from the Imminent Future!

**Ripped from Crawl! fanzine!
The Complete Supernal
Archmage Patron!
Invoke your Future Self!
Suffer the Unholy Taint!
Master the Exalted Spells!
And express your Joy of
Chaos with Spellburn!**

**By Brett Miller
and Reverend Dak**

COMPATIBLE WITH
**DCC
RPG**



Welcome to the first special issue of Crawl!

This issue features the complete compilation of Van Den Danderclanden, a patron from the imminent future! (And the first Third Party Patron ever published!) Van den Danderclanden's Invoke Patron and Patron Taint were first published in the debut issue of Crawl! While Spellburn and three Patron Spells were published in Crawl! number 3 (The Magic Issue.) They're presented here for the first time, in its entirety, as a special bonus PDF. They're available in two formats, **Booklet** which is great for reading on tablets and computer screens, or printing as a booklet. And in **Letter**, a standard format, which is great for printing out on regular paper. Both are handy for use at the table by any players, that is, if they are crazy enough to have Van Den Danderclanden as a Patron!

I hope you find these useful, and thanks for supporting the zine!

Reverend Dak, 2013

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Van den Danderclanden

A patron from the Imminent Future! by Brett Miller

One hundred years hence, in the most exalted of the parallel worlds, the great wizard Van den Danderclanden has at last attained the highest rank of his order: Supernal Archmage of Empyrean Aptitude! His sorcerous knowledge is legendary! The corruption he has suffered is profound! And yet, unsatisfied with the ceaseless praise of his legions of admirers and sycophants, the master enchanter endeavors a new enterprise. Employing the arcane arts passed down to him from Nyarlathotep itself, Van den Danderclanden reaches back through time and the multitude of parallel manifestations to contact his previous selves and their followers. He seeks to manipulate the paths of their lives in order to synchronize them to an existential resonance; the vibrations of such an alignment will serve to amplify his magical endowments and bestow upon him the mantle of godhood. The means of the awesome magician's manipulations are capricious, however. Though the interventions are usually of ultimate benefit to the past self, the Future Master will often command his pawn to ruin, as befits his unfathomable design.

Invoke Patron check results:

12-14 Shining Path. The Unholy Patron unveils the proper course of actions and right decisions for his acolyte. All spent luck is restored. Additionally, 1d6 luck points are temporarily bestowed. If unspent, these points will expire at midnight of the current day.

15-17 Whispered Secrets. For the next 1d4 hours, the Invisible Shepherd murmurs quietly into his apostle's ear, informing the listener of the hidden names of things and the forgotten utterances of power that unlock the potential of his spellcraft. All spellchecks made during this period use one die higher (e.g. If the spell check is usually a d20, the check will be made with a d24 instead.)

18-19 Slow Time. The wizard is thrown out of phase with time. His actions appear greatly sped up. From the wizard's perspective, everything moves glacially. This effect will last for 1 turn (in objective time). During this period, the wizard always wins initiative, may perform one extra action per round, and enjoys a +5 bonus to armor class and Reflex saves.

20-23 Transdimensional Assistance. 1d4 adjacent parallel dimensions are merged suddenly, resulting in duplicate invokers. The extras will have the same stats as the caster at the time of invocation. All of the conjured wizards are under the player's control, and none are given "preference" as the original. If an extra dies, its body and all of its accessories vanish, collapsing into the present plane. The extras remain manifest until they are killed. The effect persists until only a single wizard remains.

24-27 Hidden Sanctuary. The wizard and his entourage are whisked away to Van den Danderclanden's ancient manse, located in a tiny, extra dimensional paradise. The party are received as honored guests and may stay as long as they wish, being well fed and entertained by various amusing demons and spirits. The past self is given access to Van den Danderclanden's personal library, where he may memorize a single exotic spell of the highest level he may cast. When the group decides to leave the house -- and they must do so in unison -- they reappear in the exact place they departed, a single round later.

28-29 Channeled Sorcery. Van den Danderclanden possesses the caster's body, casting a spell of magnificent power, appropriate to the situation at hand. The possession lasts for 1d6 rounds.

30-31 Unholy Bodyguard. The invoker is sent an ethereal protector, who appears to any observer as the most terrifying monster imaginable. It radiates icy fear to all within 100 feet (Save vs. Will or flee, screaming like a child for 2d4 turns). It viciously attacks anything that threatens the nascent demigod. Init +2; Atk deathray +4 (2d8 dmg); AC 18, harmed only by magical weapons; HP 50; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will +5; AL N. If unslain, it will return to the void following 2d4 turns of service.

32+ Direct Intercession. Holy shit. The Great Sorcerer projects himself into the present space-time stream to sort out whatever obstacles stand in the way of the true path of his ward. This manifestation is not the true sorcerer, only a reflection of him, and as such performs merely as a 10th level wizard. He will remain until the present peril is dealt with. If (somehow), the apparition is slain, Van den Danderclanden is not killed, but is wounded so deeply that he will likely abandon the self in this parallel as lost to his own fate.



Patron Taint: Van Den Danderclanden

As the frequency with which the wizard solicits help from the Great and Future Despot increases, he will begin to experience subtle fluctuations in his identity and the reality of his circumstances. Van den Danderclanden will focus his attentions on the supplicant, and will tinker with the variables of his existence, often to the extent that the wizard's existence becomes ill defined and tangled with adjacent realities. When patron taint is indicated for Van den Danderclanden, roll 1d6 on the table below. Taints rolled more than once become more advanced conditions.

- 1 Identity Fluctuation.** *First taint:* At the beginning of each session, one random Ability score will change 1d4-1d4, permanently. His physique and face will be subtly changed, but still recognizable. *Second taint:* In addition to the previous taint, every time the wizard casts a spell, there is a 10% chance that his memorized spells will swap for unmemorized ones. His appearance each day is completely unrecognizable. *Third taint:* Every day, an entirely different person. Looks completely different, different background, etc. Still a wizard (or Elf), with the same name, but that's about all that persists from day to day.
- 2 Ghosts.** *First taint:* When the wizard assists in the slaying of a creature or person, there is a 10% chance that the "ghost" of that being follows the wizard for 1d4 turns, behaving as if it hadn't died at all. It can effect nothing as it is merely an echo of a parallel in which the creature did not perish. Although it is spectral and at times barely visible, still it may potentially make a lot of racket. *Second taint:* The chance is reduced to 5%, but the ghost will remain all day. It looks quite real, although still ineffectual. It so unnerves the companions of the wizard that all actions are performed with a -2 penalty. *Third taint:* As above. Fallen companions will now appear from time to time to accompany the party for a day or so. Because the companion is actually operating in an adjacent universe, his or her actions may be subtly inappropriate for present circumstances.
- 3 Blinking.** *First taint:* During combat (and other similarly stressful situations), the wizard may suddenly teleport a very short distance away (1 in 8 chance per round). He is not in control of

this ability: it is caused by an abrupt change in the proximate past that places him in a slightly different position. The teleport is in a random direction, up to 10 feet away. During rounds that he blinks, his armor class is increased by 5, but spellchecks and other action rolls are reduced by 5. *Second taint:* Same as above but he now switches places with another person/monster in the area. The other person suffers the same disorienting effect and AC bonus. *Third taint:* As above, except the blinking pair no longer switch places. One of them will teleport to the safest place in the room, the other to the most dangerous place in the room. (If the target location is so dangerous that instant death results, a saving throw is allowed)

- 4 **Insubstantiation.** *First taint:* The wizard becomes indistinct, hazy. His armor class is improved by 1. *Second taint:* The wizard is now becoming transparent. His AC is improved by a further +3 and he may now Move Silently as a thief of the same level. Melee engagement is becoming ineffectual, however, as his attacks often pass right through the intended target. He consequently suffers a -3 for melee. *Third taint:* The wizard is now nearly immaterial. AC is further increased by +3. Non-magical weapons cause half damage. The wizard may freely pass through nonmetal objects, but has nearly lost the ability to manipulate material objects, e.g. door handles, sacks of gold, etc. To do so requires a dexterity test against a DC of the judge's discretion. Melee attacks are made at a -8 penalty.
- 5 **Lost & Found.** *First taint:* Items come and go from the magicians pockets. Any time he tries to make use of a held item, roll a d20. On a 4 or less, the item is not there. (Roll again the next time the item is requested. It may be there this time.) If a 1 is rolled, a foreign item is found in its place. *Second taint:* As above but it now it happens with his companions. *Third taint:* Lost items are permanently lost. On the other hand, the things that show up are really really good.
- 6 **Mental Illness:** *First taint:* Acute paranoia. *Second taint:* Delusions of Grandeur. *Third taint:* Hallucinations.

Spellburn: Van den Danderclanden

Van den Danderclanden enjoys the stinging and whirling winds of chaos. His multiple selves and servants express their glee by randomly sacrificing their minds and bodies to gain power and corruption. When a past self or peon, exercises spellburn, roll a 1d4 to determine a possible sacrifice or come up with something similar to express the caster's joy in chaos.

Roll Spellburn Result

- 1 Van den Danderclanden occasionally appears in dreams and visions in a skeletal form. The caster feels compelled to emulate this by filleting his own skin to expose bones (expressed as Stamina, Strength or Agility loss.) The caster must succeed on a DC 10 Fort save or suffer a permanent stat point loss from the mutilation. Failure and success will result in a partial skeletal form granting a maximum +1 AC bonus for the duration of the spellburn stat loss.
- 2 The chaotic master will randomly corrupt the mental facilities of his peon. For each point of spellburn, another point will be lost from Intelligence or Personality (determined randomly.) This point will be worth twice its value but the stat loss will last for 1d4 days.
- 3 The Supernal One loves pranks. He will pull them on his former self and servants by swapping their hands for feet or vice versa (determined randomly.) One hand or foot will be swapped for every 1 or 2 points spent. This effect happens instead of stat loss, but lasts for the equivalent amount of time.
- 4 The Immortal Archmage's discordian nature can be reflected in the cacophony of disorientating communication. For any points spent, the caster makes a DC 15 Will save. Failure means the caster loses the ability to construct a complete sentence. Words come out backwards, out of order or as gibberish. The caster may hear and cast spells as normal, but no one will understand a word being said. The effect happens instead of stat loss, but lasts for the same amount of time.



Patron Spells: Van den Danderclanden

Van den Danderclanden's previous selves and peon followers are granted three unique, but chaotic, spells as follows:

Level 1: *Van den Danderclanden's Hateful Blemish*

Level 2: *Snafufubar*

Level 3: *Elastic Reality*

Van den Danderclanden's Hateful Blemish

Level 1 (Van den Danderclanden) Casting Time: 1 round

Range: varies, see below

Save: Will

Duration: varies, see below

General: Past selves and servants of the Supernal Archmage typically wallow in their corruptions, but innocent bystanders are usually offended with disgust. This negative energy is harvested and concentrated for later. The caster will use this energy to curse his enemy with an ugly mark. All who look upon it are violently repulsed.

Manifestation: 1d6. 1. The target's body becomes stooped and hunchbacked; face warped, deformed. 2. Target is covered in weeping sores. 3. Target's Superego dissolves: begins to loudly blaspheme, insult, and provoke. 4. Target becomes sexually repulsive. 5. Target flatulates uncontrollably. Surrounded by a choking, toxic cloud. 6. Target skin is caked in excrement, surrounded by swarming, biting insects.

1 Lost, Failure and Patron Taint

2-11 Failure. Lost.

12-13 All within 10 meters of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. The blemish will last for 1 turn.

14-17 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. Blemish lasts for 1d3 turns.

18-19 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. The blemish is contagious. Any living thing that touches the target or lands a melee attack may also be inflicted by the blemish. New victims will suffer the blemish for 1 turn. The original target keeps it for 1d5 turns.

20-23 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Those within melee range are compelled to attack the target. The blemish is contagious. Any living thing that touches the target or lands a melee attack may also be inflicted by the blemish (roll again for new manifestations.) All new targets suffer the blemish for 1d5 turns. The original target enjoys his

new pariah status until Remove Curse is successfully cast on him.

- 24-27 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All new targets suffer the blemish for 1d7 turns. The original target enjoys his new pariah status until Remove Curse is successfully cast on him.
- 28-29 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All targets suffer the blemish for 1d7 turns. The original target enjoys his new pariah status until Remove Curse is successfully cast on him. If killed, the stinking corpse of the original target will continue to exhibit the effects of the spell for 1d5 days.
- 30-31 All within sight of target are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to him and immediately compelled to use their most powerful weapon to rid the earth of him. The blemish is contagious. Any living thing that touches the target or lands a melee attack will now also be inflicted by the blemish (roll again for new manifestations.) All targets suffer the blemish for 1d3 hours. If killed, the stinking corpse of all targets will continue to exhibit the effects of the spell for 1d7 days.
- 32+ All enemies within 100 feet become cursed with an ugly mark. All within sight of targets are so distracted by the blemish that all skill checks, saving throws and attack rolls suffer a -2 penalty. Any living creatures within a quarter mile of the target are drawn to them and immediately compelled to use their most powerful weapon to rid the earth of them. All targets suffer the blemish for 1d3 hours. If killed, the stinking corpse of the targets will continue to exhibit the effects of the spell for 1d7 days.

Snafufubar

Level 2 (Van den Danderclanden) Casting Time: 1 round

Range: per description

Save: Will

Duration: per description

General: Chaos and misfortune surrounds the persons and peons of Van den Danderclanden. This bad luck can be focused and taint enemies and, on some occasions, places. Anything that can go wrong, does.

Manifestation: 1d4. 1. Maniacal calliope music begins to play from some unseen source. 2. Action appears to be sped up considerably, although time passes as usual. 3. All affected entities feel slick, as if coated in grease. 4. The world appears to spin wildly!

1 Lost, Failure and Patron Taint

2-11 Failure. Lost.

12-13 Failure but not lost.

16-19 The target becomes very clumsy and will fumble on a 1-3 during the next round.

20-21 The target becomes very clumsy and will fumble on a 1-3. Target's language becomes garbled, he may not issue any instructions or cast a spell and be understood. The target is aware of this, and if he proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The effect lasts for 1d4 rounds.

22-25 The target becomes very clumsy and will fumble on a 1-3. Target's language becomes garbled, he may not issue any instructions or cast a spell and be understood. The target is aware of this, and if he proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The target also suffers a -1d to any Luck, and luck based checks. The effect lasts for 1d6 rounds.

26-29 Up to 1d3 targets may be affected. The targets become clumsy and will fumble on a 1-3. Targets's language becomes garbled, they may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The targets also suffer a -1d to any Luck, and luck based checks. The effect lasts for 1d6 turns.

- 30-31 Up to 1d5 targets are affected. The targets become clumsy and will fumble on a 1-3. Targets's language becomes garbled, they may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. The targets also suffer a -1d to any Luck, and luck based checks. The effect lasts for 1d6 turns.
- 32- 33 Up to 1d10 opponents are affected. The targets become clumsy and will fumble on a 1-3. Targets language becomes garbled, they may not issue any instructions or cast a spell and be understood. The target are aware of this, and if they proceeds with spell casting regardless, any failure will be as if the spellcheck was made with a natural 1. Targets lose 2 luck points and suffer a -1d to any Luck, and luck based checks. They must successfully make a Willpower save against DC 15 to make an attack against an opponent; failure indicates that they have attacked an ally by mistake. The effect lasts for 1d6 turns.
- 34+ The local area, i.e. local cubic mile, will become a place legendary for its unluck. All who enter immediately lose a luck point and suffer a -1d to any Luck, and luck based checks. Fumbles occur on 1-3 and all fumbles are resolved with +1d. Combat instructions are misheard, missives are confused, maps are mis-drawn, etc. this effect is permanent until magically dispelled.

Elastic Reality

Level 3 (Van den Danderclanden) Casting Time: 2 rounds

Range:	per description	Save:	Will vs. Spell Check if target, or item owner, is unwilling
Duration:	Caster level in turns, or noted otherwise		

General: Alternate, past and future selves can swap realities. Mixing these inter-dimensional times and places can affect a caster's surrounding. Anything from single items to people and places can be switched on a whim. Sometimes the swap is simple. Sometimes the changes can be drastic.

Manifestation: 1d4. 1. Wizard appears as a blur during the duration of casting. 2. There is a blinding flash of light. 3. A sound like buzzing hornets rises and ends abruptly. 4. All present feel a powerful sense of déjà vu.

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|-------|---|
| 1 | Lost, Failure and Patron Taint |
| 2-11 | Failure. Lost. |
| 12-15 | Failure but not lost. |
| 16-17 | The caster may change a single mundane item within 10 feet with a random piece equipment. (See Table 3-4: Equipment in the Core Rules.) |
| 18-21 | The caster may change a single mundane item within 20 feet with any other mundane item of similar size & weight. |
| 22-23 | The caster may change any item within sight, including magical items, to any item that the caster is familiar with. Unique magic items may be swapped out with items of similar or less power. Previous owners of swapped items will have the memory and history of always possessing the new item. |
| 24-26 | The caster may change any item, including magical items, or a person up to the caster's level or hit dice within sight with any item of similar power or a random creature of similar level or hit dice. Caster must be familiar with the item. Random creatures are effectively summoned, but have free will. Targets (including swapped creatures or items owner) may make a save, Will vs Spell Check, if unwilling. If successful, the target's memory or history will change to the current reality. |
| 27-31 | The caster may change any item, including magical items, or a person up to the caster's level or hit dice within sight any item |

or person of similar power, level or hit dice. Caster must be familiar with the person or thing. Targets (including swapped person or items owner) may make a save, Will vs Spell Check, if unwilling. If successful, the target's memory or history will change to the current reality.

- 32- 33 The caster may change any person up to the caster's level or hit dice or items within sight, or room up to 20 cu. ft., with any person or item of similar size, power, level or hit dice or random location of similar size. Caster must be familiar with the person or thing. Targets (including swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality.
- 34-35 The caster may change any person up to the caster's level or hit dice, items, or area within sight with any person, place or item of similar size, power, level or hit dice. Caster must be familiar with the person, place or thing. Targets (including the swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality.
- 36+ The caster may change any person up to the caster's level or hit dice, items, or area within sight with any person, place or item of similar size, power, level or hit dice. Caster must be familiar with the person, place or thing. Targets (including swapped person or item's owner) may make a save, Will vs Spell Check, if unwilling. If successful, any target's memory or history will change to the current reality until dispelled.

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