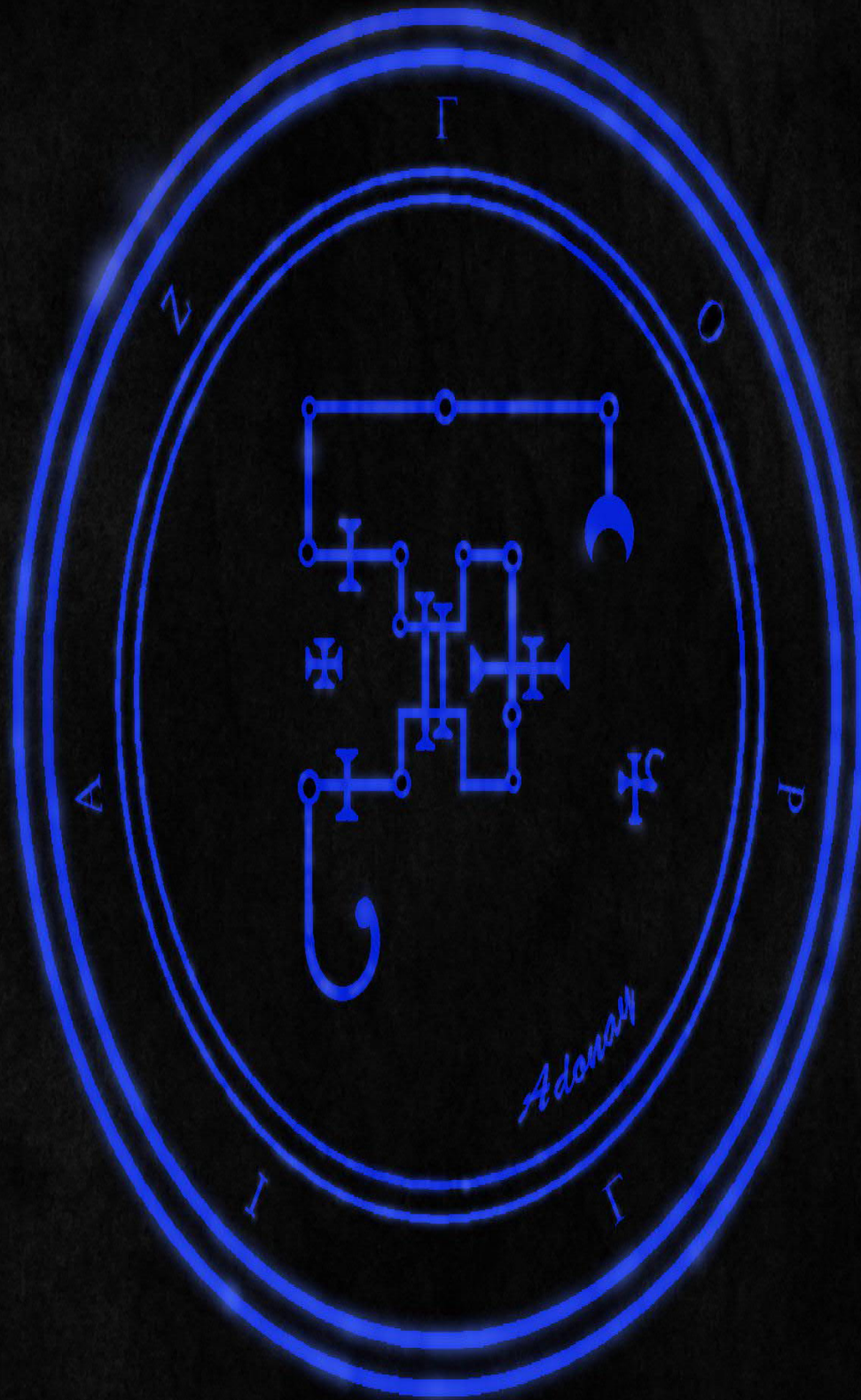


Gregorius21778:

Examples of the Dark Arts Vol.03



Dark Summonings

Version 1.4; written by Kai Pütz
(c) 2017

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

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How to use this supplement:

Examples of the Dark Arts Vol. 03 provides you with a total of **15 spells and items** that all center on the *Summon spell* found on p. 134 of the *Lamentation of the Flame Princess Player Core Rules*. Thereby, **14 bizarre new things from beyond** wait to be released onto your game world

- place these spells into the hands of NPCs your players are going to face
- offer them to your PC as reward for a task
- use them as an inspiration for your own adventures (private or commercial)

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How to summon the entities herein:

Aside from the *Idol of the Infernal Dawn* (which is a magic item to be used with a *Summon* spell) and the *Slave of the Marked Swords* (which has detailed rules on how to learn the spell) I suggest that each and every of the creatures featured in this supplement should be treated as their own, unique version of the *Summon* spell. For *Lamentations of the Flame Princess*, this means that each should be researched as a New Spell of the first level (1d6 days of research, each with a cost of 30sp a day).

Credit where credit is due:

This supplement was inspired by two alternate *Summon* spells that were featured in Zzarchov Kowolski's "*Scenic Dunnsmouth*". I salute to him and suggest the title to every fan of weird horror OSR games



There are a few differences on how to apply and use the different steps of the *Summon* spell in regard to these unique versions:

Changes to Step One:

The caster may only decide upon the power of the being if said power is listed as "1+ HD" in the corresponding entry. If it is not, the creature either has a set (e.g. 4 HD) or a minimum HD (e.g. 3+ HD).

Changes to Step Two:

Some of the creatures cannot be summoned with a different HD as the one the Magic-User decided upon (mostly those that do not have a different HD). The *Save vs. Magic* may still be necessary to avoid a **Summoning Failure**. When this is the case, the entry will include a paragraph about the results of such a failure.

Changes to Step Three and Four:

The creatures do not come with a random appearance, stats or powers. All of them are determined in each entry. Each of them can only be summoned with a unique spell that was *tailored* to bring forth this special (kind of) entity.

Changes to Step Five:

The *Domination* roll is made as usual, any changes to it (or its result) are detailed under **Domination and Duration** (if there are any at all). Most of the creatures found in this supplement have an alternate duration, so this section of the entry is very important to the GM.

Personally, I suggest not to take the number of powers into account for the creatures Domination Roll: some of them are powers, others are weaknesses (as it already was the case with the original spell), so one may just as well focus on the HD for the modifier.

#01 Slave of the Marked Swords

The *Marked Swords* are a pair of light scimitars made of Damascus steel. When wielded as a pair they count as +1 magical weapons (1d8+1 damage). Along the center of each blade, tiny Arabian scriptures have been edge carefully into the steel. The letters are so small that it is hard to read them with the bare eye. A Magic-User that is able to translate these lines (or to have them translated for him) may learn *Summon the Slave of the Marked Swords*, a spell that takes (13- Intelligence Bonus) days to research (costs: 30sp a day).

To summon the *Slave of the Marked Swords*, both weapons must be placed onto the chest of a rather fresh human corpse, with the blades crossing another. If the ritual is successful, Arabian words ("Slave of the Marked Swords") will lighten up on the corpse's forehead and burn themselves into the skin before it rises as one of the Undead (and counts both as Undead and Evil in regard to other spells and powers). The Slave picks up the weapons as it rises and will always wear them from now on (either in its hands, tugged into a belt or in scabbards). It may wear armor, but nothing more heavy or restricting than chain mail, and it will never fight with other weapons than the *Marked Swords*. The creature has the following powers:

End of Decay: the corpse decays no further. Its skin will dry and will not reek of death. The eyes will become a milky white, and everybody who takes a close look at the creature will recognized that this is a moving corpse.

Mind of a Warrior: the Slave is not mindless (INT: 10) and may speak with a voice like wind and rustling leaves. It is not chatty nor prone to discuss matters, but obeys its master and considers everyone and everything else as irrelevant.

Strength of the Undead: the Slave reduces damage from any mundane source by 2 points per hit (minimum: zero) and has STR: 16. The body will never heal and cannot be healed in any way.

Master of the Blades: the Slave may reduce its AC by 3 till the beginning of the next round in order to attack twice instead of only once.

Hit Dice: 4
AC: 12 (or as armor)
Attacks: 1 (or 2) for 1d8+3 damage
Move: 120'
Moral: 10

Domination and Duration: once it has been summoned, the Slave will exist till it is destroyed. If it has been dominated, it will serve till it has been destroyed. If the summoner failed to dominate it, the now free Slave will laugh menacingly and try to kill everybody in sight, only to *then* hunt the summoner. It is not stupid and may retreat for a short while (2d6 turns) before the swords urge it to attack again.

There is a -5 penalty to the Domination roll if the caster never knew the soon-to-be slave during its lifetime, but a +5 bonus when the person whose corpse is used served the summoner at some point in life or has ever been an ally.

Summoning Failure(1d4):

#1 The slave is mindless, mute and unable to think on its own. It needs precise orders.

#2 When the slave is destroyed, the summoner loses 1d4 hit points.

#3 The slave rots away and loses hit points each day (1d4 at the first, 1d6 at the second, 1d8 at the third and so on).

#4 When the summoner is not in sight, the Domination test must be rolled again. If the slave wins, it will attack a random person after 1d4 rounds.

#02 Idol of the Infernal Dawn

The idol is made of bronze and depicts five naked humans that surround an irregular but roughly cone shaped, translucent red crystal which they raise above their heads. The human figures have grotesque proportions and are without much detail, save for their faces that are distorted grimaces whom seem to radiate hate, fear and loathing. The idol measures two feet from its foot to its tip.

The Idol of the Infernal Dawn may be used as part of a summoning spell. The casting must then begin in the hour before dawn and will end (regardless of its usual casting time) when the sun rises and its light touches the crystal. Once the summoning is completed, everyone in the vicinity of the crystal will experience the world around them to turn blood red. The sky will clear within seconds, but will seem to boil. A moment later, hellish flames will lick out of the crystal and turn into the creature that was summoned by the caster. It reeks of sulfur and gains the following additional power:

Blasphemy against anything Holy: Any Cleric that tries to cast a spell against the creature must pass a *Save vs Magic*, or the spell is negated by the creature immediately.

Domination and Duration: regardless of any other rules or modifiers, the creature will stay in this world till the next sunrise. The Domination roll is made as usual, but the result will always count as one with a Great Margin, no matter who won the test or how. The world will turn to normal for those present after the Domination roll was made.



#03 Gift of the Harrowing Taint

To summon the *Gift of the Harrowing Taint* (counts as a 4 HD entity), the Magic-User must enter a natural body of still water (e.g. a lake) completely naked and lie in it so that only the face is above the surface while the summoning is chanted. Thereby, Thaumaturgic circles may not be used with this spell.

The Harrowing Taint will enter the summoner through the skin and manifest like moving worms or tiny snakes right under it. It has no physical form in itself but is visibly moving under the skin (Charisma -3). At times, this is painful to the Magic-User. The Harrowing Taint has a number of powers it may share with its host:

Wisdom of the Other Side: the character's mind is filled with dark whispers that give advice. The character's Wisdom is increased by +2.

Contact Sirius: once per day the character may contact Sirius as per the 5th level spell *Contact Outer Sphere*. If a possession occurs, the character's control over the Taint is reduced by one day instead (see below).

Domination and Duration: the time period that the Harrowing Taint is controlled is measured in days instead of rounds, but it *stays* with the caster for an indefinite time.

As long as it is under the control of the character, he or she may attempt to order it to vanish (once per day), but to successfully do so another Domination roll must be passed. When the caster loses control over it, the Taint will no longer share its gifts but will grow: the summoner is going to lose one point of CHA and one point of WIS per week as it spreads under the skin and fills the mind of the Magic-User with unfathomable whispers. When the character's WIS reaches zero, he or she goes insane and stops being a PC. The Taint may be removed with *Dispel Evil*.

04# Curse-Eater

The Curse-Eater, once summoned, appears as a bizarre mixture of a toad and a dog: more similar to the first but for its legs and its long, crocodile like jaws and the rows of triangular teeth within it. Sitting on its rear, it is about five feet tall but has the mass of a small bear. The creature gives gurgling growls and sniffs about, with its milky-yellow frog eyes rolling as it tries to sense if there is something worth devouring. It shoves its body about on its four feet unless it propels its mass forward with a leap.

HD: 3+
AC: 9
Attack: Bite (1d6) or swallowing
Moral: 7
Move: 150'
(Jump, only every other round).

Eater of Curses: Any *cursed* individual will be swallowed whole after an attack instead of being bitten, and the creature's jaws widen impossibly to do so. Afterwards, the victim is captured in its fat belly, unable to move or breathe. After 1d4+1 rounds, the Curse-Eater will regurgitate the victim and the curse will be gone. It can only swallow one victim at a time. When it has swallowed a victim, it regurgitates it if it becomes hit (but this means the curse is not removed). When the creature comes within 10' of a *cursed* magic item, it will snatch it with a sudden strike of its impossible quick, slimy tongue and swallow it. The item will be disintegrated and digested after 2d6 turns unless the Curse-Eater is forced to regurgitate (but it will try to swallow the item again on the next round).

Fat on Curses: when the Curse-Eater is destroyed, it explodes with a loud !PLOP! and showers everyone within 30' with slime, slimy bits of skin and entrails ...and with some of the curses that lingered in its stomach.

Suggested Random Curses Table (d8):

#1 The character becomes addicted to the slimy meat of frogs and toads. She must eat any such present immediately (or try to).

#2 The character must toss a silver or gold coin into every well she passes, and cannot leave its vicinity before.

#3 Whenever a toad croaks, the character must pass a *Save vs Paralysis*. If it is passed, everything is fine till the beginning of the next turn, otherwise the character will be paralyzed till the beginning of the next round.

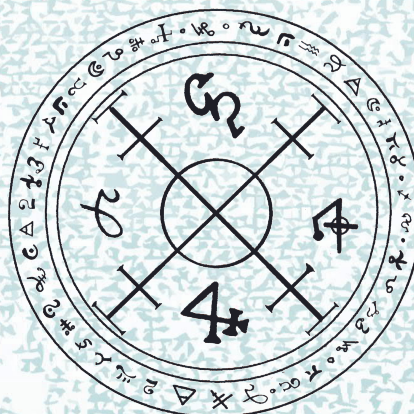
#4 The character suffers a -2 penalty to all *Save vs. Poison*.

#5 On warm and sunny days, the Strength of the character is halved.

#6 The character is unable to sell or give away golden items that came into her possession, unless a *Save vs. Magic* is passed (once per month; per item).

#7 When the character has sexual intercourse, a 1 HD creature immediately spawns out of one of the orifices involved. Throw a coin to determine the partner that suffers this fate, and create the creature as per the *Summon* spell.

#8 The character's back will twist and crook, reducing her CHAR and DEX by 3 points each.



#05 Reflection of the Gazing Sun

The ritual summons an almost tangible glow, vaguely two feet in diameter, that will hover about in mid air, always about four or five feet over the ground. There is little warmth to it. Its light shines as bright as a torch, but it is more than just a magical trick of light. The Reflection of the Gazing Sun is a bodiless entity.

HD: 4+
AC: 12
Attack: none (but see below)
Move: 120'
Moral: 10

Immaterial: The Reflection cannot be harmed by mundane means.

Veil of Light: the Reflection may attach itself to a character if it wishes so (counts as a touch or touch-attack), who will then appear to have a bright hue. The Reflection needs a round to attach itself and another one to detach.

Reflection of the Gaze: Whenever a spell is used to determine anything about a character that the Reflection has attached itself to, the spell is reversed instead and the target learns the desired information about the caster. The same is true for any gaze-based attacks, unless the attacker passes a *Save vs. Magic*.

Gaze of the Sun: a character that the reflection has attached itself to counts as being under the effect of a *Detect Illusion* spell with a level equal to the HD of the Reflection.

The Light is gone! When the Reflection detaches itself, the character it was attached to must pass a *Save vs. Magic*. On a failure, the world suddenly becomes so dark to her that the character counts as blind for one turn.

Blinding Light: Once per turn, the Reflection may shine so bright that everyone within line of sight but the character it is attached to (if any) must pass a *Save vs. Breath Weapons* or become stunned for the next 1d4 rounds and blinded for the next 2d6 rounds.

The Pureness of Light: The Reflection is not affected by spells that effect "Evil" or "Chaotic". It counts as *Lawful* instead.

Domination and Duration: if the Domination roll is failed, the Reflection of the Gazing Sun will attach itself to the caster, and then continue to detach and attach itself to the caster and another random character each turn. It will also use its blinding light to harm the caster.

Summoning Failure: the Magic-User will have summoned a Reflection of 4+1d4 HD. Even if it can be dominated, the Reflection will cast *Dispel Magic* as 5th level Magic-User onto a random magic object in its presence once per turn.



#06 Zealot of the Crimson Journey

Once summoned, the Zealot of the Crimson Journey will step into the caster's vicinity like a wanderer or stranger would that just happens to enter the scene. It appears as a gaunt, 7' tall, ragged looking warrior. Its general appearance is going to match the summoner's culture group, and it will be armored with the equivalent of leather armor, a simple shield and a medium weapon (and will never use any other equipment). A few things are peculiar about a Zealot of the Crimson Journey:

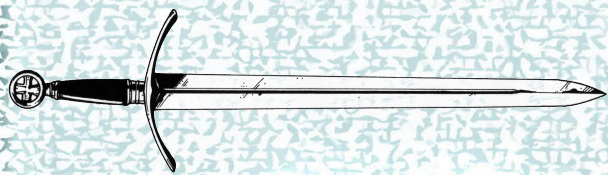
its head is completely shrouded by a piece of fine red fabric that is secured around the neck by a simple iron choker. The cloth is so thin that one can almost see the haggard face beneath it.

the Zealot never speaks and has an ominous air about it. Also its eyes cannot be clearly seen, one can feel its piercing glare.

#it never sits or lays down, it never sleeps and never eats.

HD: 1+
AC: 15 (vs melee)
16 (vs ranged)
Attack: Weapon (1d8)
Move: 120'
Moral: 10

Nightmare given form: the Zealot is an entity from a nightmare that was so intense and repeated itself so often that it still floats the Dreamlands, and may be skimmed from its surface with this summoning spell. It is a creature of *Dream-Matter* (see p.132 LotFP player core book).



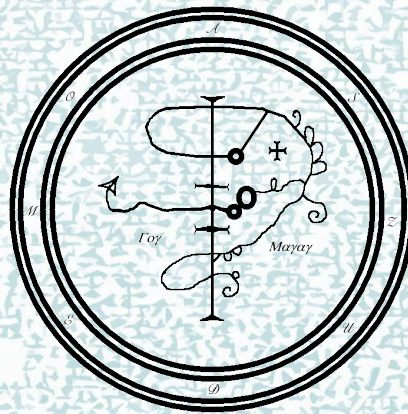
Thirst for Slaughter: whenever new characters and/or monsters are encountered, the summoner must repeat the test for Dominance again. In case of a failure, the Zealot attacks and only stops when all of the other are dead or fleeing (the Referee should roll once for each encounter instead of rolling for each individual).

Restless Pilgrim of Bloodshed: when the Zealot has not been wandering or fighting for six turns, another test for Domination is necessary. If the caster fails, the Zealot will break free and attack the caster and all who try to defend her. If the caster is not present, it will leave the place magically and enter the caster's vicinity within moments. The caster will be aware of this and cannot be surprised by the Zealot.

Escape of the Dreamer: The Zealot has been ripped from the Dreamlands. There, it was only able to see those who were asleep. In the real world, it is only able to perceive those that are awake. Those who are asleep are invisible to it.

Domination and Duration: the time that the Zealot stays in the real world and/or under the control of the summoner is measured in hours instead of rounds.

The Domination rolls is -5 if it is summoned during the day but +1 if it is summoned while somebody within 10' is asleep and dreaming (+3 if this person has fought and killed before she went to sleep).



#07 The Many-Clawed Wind

It has no form or body, for it is the wind. A wind that howls while it whips over you and rakes and cuts and tears at the flesh. A wind that spills blood and yearns for more, yearns to tear the flesh from the bone. It is invisible. It cannot be seen as the wind itself cannot be seen. One can only feel it and see what it does.

HD: 1+
AC: *
Attack: raking, cutting and tearing for 1d6 damage
Move: *
Moral: 10

The Wind: the creature cannot be summoned when there is no wind blowing, and once it is summoned the winds will howl in the caster's vicinity until the creature is no longer there, for it now is the wind. Likewise, it cannot be attacked. The wind cares not for others striking against it. *Control Weather* may be used to banish it by calming the weather, but the creature is entitled to a *Save vs Magic* against it (counts as Fighter).

The Claws: the Wind will attack a random enemy in the vicinity of the caster each round. As one cannot defend against the wind, this attack always counts as one from behind by a foe the opponent was not aware of. The entity can only be tasked to fight or to strip the flesh off a corpse or carcass till only the bare bones are left.

Domination and Duration: the duration of the Wind's service is determined by rolling d6 instead of d10, and it may never be bound into a longer/indefinite service. If it wins the domination roll, it will attack random targets in the vicinity of the caster till it is no more. If it wins by a Great Margin instead, it will turn into a small whirlwind and kill the caster by tearing armor, clothes and flesh away within mere moments. All it leaves behind are the the Magic-Users worldly possessions and skeleton.

#08 Singer of the Razing Song

The Singer of the Razing Song appears as a beautiful but chubby, androgynous humanoid with no hair, no genitalia and no arms. Its skin is soft and white like milk, its teats are a pale pink and its lips are full. When it moves, it sags under its own weight with every step before the mass wanders up again to the point in the anatomy where it should belong. Just like a full waterskin that is put to the ground, and then pulled up again. It does not speak, but smiles. And it may sing.

HD: 1+
AC: 8
Attacks: *
Move: 100'
Moral: 8

The Razing Song: when it sings, it sounds like a dozen voices would. Only half of them do actually sing. The others shriek and scream in a high pitch that hurts the ears. It may attack any object in its vicinity this way, but only one at a time. At the beginning of the third round, the Referee rolls a number of dice for the object equal to the HD of the Singer. The type of the dice should reflect the durability of the item (1d4 for a glass vial, 1d20 for the wall of a castle). If any of the results is a "1", the object will shatter, break or crumble.

Voices of Agony: Attacking the Singer does not stop it from singing, but it must pass a Moral test as soon as half of its hit points are gone. If the test is failed, the song is interrupted and must be started a new. Interrupted or not, the moment the Singer is damaged while it sings, its agony and pain is expressed in the song. Everybody who hears it must *Save vs. Magical Devices* or will be stunned for 1d4 rounds.

Domination and Duration: if the Singer wins the Domination roll, it will attack the caster's belongings. If it wins by a Great Margin, it will destroy the summoner's ear drums within 3 rounds of singing as well.

#09 The Prince of Broken Secrets

The Prince of Broken Secrets is 8' tall and dressed in the fine clothes of the court: silk and brocade with trimmings of silver, a silver headband and a silver rapier. His face is like what one would see when looking into a mirror after it was broken by a straight punch: shattered pieces that not truly align to another, that are out of shape. Some of them belong to a wise and friendly smile, other to a face that frowns in anger.

Once summoned, the caster may state her cause: what secret was broken, by whom and where the offender may be found. If the Prince finds the cause to be just, he will vanish and appear where the offender is. "*You are guilty of breaking a secret, and I shall punish you!*" the Prince will declare and draw his blade.

HD: 5+
AC: 12
Attack: Rapier (1d8)
Move: 120'
Moral: 10

The Rapier of Secrets: Every time a character receives damage from the Rapier, she will lose a secret: the Referee will determine which secret and the enemy who will suddenly become aware of it.

The Prince of Broken Secrets is immune against and unaffected by all lies, illusions and phantasmal.

Punishment: the Prince will stop his attacks as soon as the offender has less than half of her hit points left. "*Surrender now and accept punishment!*" he will declare instead of his next attack. If the offender does, the Prince will invoke one of the following curses as punishment before he vanishes again. Otherwise, the fight continues.

Punishments of the Prince of Broken Secrets (d6 Curse Table)

- #1 The character will become mute.
- #2 Nobody will ever tell the character a secret again without being forced to do so.
- #3 All clothes the character wears will turn into shades of yellow (the color of falseness) after a turn.
- #4 The character will become deaf.
- #5 No Lawful character will ever have a better random reaction to the character than indifferent.
- #6 From now on, the character will forget any secret she learns after a turn.

Domination and Duration: the Domination test is rolled only after the caster stated her cause to the Prince. If that is not done immediately, the Domination test fails. It also fails when the caster accuses somebody of breaking a secret that did not or if the caster cannot name the current location of the offender (i.e. the building or place she may be found in).

The test is -3 if the caster did not provide a chair or throne for the Prince to appear on, and -5 if anybody but the caster is witness to the summoning, or has been informed about it happening.

The roll is +3 if the summoning takes place in an actual throne room or audience chamber of a noble or other worldly leader.

Sacrificing a notorious liar or swindler gives double the usual bonus.

#10 Sorcerer of the Brutal Glory

He once was a sorcerer, an adventurer and a mercenary. He sold his powers to the highest bidder, and relished in the glory of the brutal deeds he could so easily achieve with his magic. Some say that he hailed from Italy, and his accent fits.

One day, he was crushed, killed and cursed by one of his enemies. "If battle and bloodshed is what you seek, battle and bloodshed you shall have for all eternity". His soul is damned and denied eternal rest. Whoever knows how to call him may now secure his service.

When summoned, the Sorcerer of the Brutal Glory appears in a PUFF of spraying blood and as a mangled corpse in crimson wizard robes. The neck is broken, his head thereby rolls around from shoulder to chest and back, only attached to the body by muscle and skin. Broken arrows stick out from his chest, the left hand is broken so that bones of the back of the hand stick out, and some fingers are limb. The eyes are shrouded by pain and torment, but never the less the sorcerer cackles "to battle... TO BATTLE!"

HD: 5 (not more, not less)
AC: 17/19*
Movement: 60'
Moral: 10

Magic Shield*: the Sorcerer is under the effect of a permanent Shield-Spell (see p.128 LotFP Player Core Book). If it is dispelled, the Sorcerer will cast it again at the beginning of his or her next round.

Spells: the Sorcerer may use up to four spells per encounter and knows the following: *Army of One, Confusion, Haste, Shield*. The Sorcerer may use the same spell more than once. If all spells are used up, it will just stand there and cackle.

Catalyst of Carnage: Within 30' of the sorcerer, all damage rolls (by friend and foe alike) with a result 1 -3 are re-rolled until a higher result is achieved.

Bloodlusting Maniac: whenever a character or a monster within line of sight of the Sorcerer is killed, he will be stunned for a rounds as he cackles and shrieks.

His own hit points can never be restored. When somebody tries, no matter by which means, he will wail "no..no..nononoNONOO!" and the attempt will fail.

Only one: the Sorcerer of Brutal Glory is an individual... or what is left of it. If somebody else summons the Sorcerer while it already has been, it disappears. There is a 1% chance each time that this will happen after 2d8+3 turns.

Summoning Failure:

Not only did the Magic-User summon the Sorcerer of Brutal Glory, but also the vengeful ghosts of Italian mercenaries that he killed at some point in the past. 2d6 of them will appear 2d6x 5 feet away from the sorcerer as ghostly soldiers with mortal wounds.

They are 0 HD each (4 hit points), AC: 14, their attacks ignore armor and do 1d6 damage each. They will try to kill the Sorcerer (and disappear when this is done), but will kill anybody who gets into their way. One out of four will be armed with a crossbow (a ranged attack every other round, otherwise the same stats as above).

Domination and Duration: -10 penalty to the Domination roll if there is no battle taking place or even imminent. +3 for each mercenary that is sacrificed in the summoning.

#11 Pilgrim from the Gorged Palace

True strength and support lies within oneself. Those who know how to summon the Pilgrim from the Gorged Palace know that this is an ugly truth.

To call it forth, the Magic-User must swallow a spoiled egg at the end of the summoning. The following three rounds, the character will writhe in agony as something hatches inside of the stomach and wiggles its way up the throat: a worm with a round maw and a dark, segmented body. Once outside of the Magic-User's body, it will quickly grow till it reaches a size close to a human. It has eyes on the side of its body, but sees by magic. It has no lips or throat or voice cords, but it speaks the same languages as the Magic-User and smacks between words. It has large teeth, but they are yellow and rotting. It is the Pilgrim from the Gorged Palace, a child of the caster's foul self.

HD:	1+
AC:	6
Attack:	none to speak of
Move:	90'
Moral:	7

A mere Worm: The creature's hit points are determined with a d4 instead of a d8. It has no attacks to speak of and moves slowly, but its flesh is poisonous: if it becomes the victim of a bite attack, the attacker will suffer 1d12 points of damage (half that much on a successful *Save vs. Poison*). It never sleeps and has no need to breathe. It does not need to eat, but does so and prefers rotten human carcasses.

Wizard Worm: the Pilgrim knows all the spells the summoner knows and may prepare and cast those whose level are not above its HD. Preparing takes only rounds for it (instead of hours), and no prior period of rest is needed. It will lose a "memorized", unused spell after a turn, as it actually digests the pre-formed concept in its mind while it rots away in its memory.

Domination and Duration: the Pilgrim stays indefinitely, even after the caster's control has expired. If it wins the Domination roll, it may use a special version of the *Hold Person* spell on the caster, one that allows it to slip back into the Magic-User's belly so that the character becomes a possessed host to the Pilgrim (who has a new palace now). If this happens, the character is under the control of the worm (reads: the Referee). It wants to study more spells and to feast on rotten human corpses. The Pilgrim may be driven out by *Dispel Magic* (at which point it writhes out of the body again, but will not grow for the next 1d4 rounds and may thereby be stomped easily).

When the duration of the control ends, the Referee should make a Reaction roll. On a result of *Indifferent* or better, the Pilgrim will try to part peacefully and slither away... to study magic and to feast on rotten human corpses.



#12 The Conqueror of the Painful Hunger

Magic is always about determination and the force of will. Desperation and hunger fuel those. The Conqueror of the Painful Hunger is summoned for one thing only: survival. It appears as a stocky humanoid, with short legs and large hands. Instead of a face there is just one gaping maw with huge white teeth. It makes soft noises, like a low panting, and crawls on all four unless it is about to devour somebody or something...

HD: 1+
AC: 12
Attack: Grab and swallow
Move: 120'
Moral: 1 0

Such is its Hunger: the actual size of the Conqueror is in relation to its HD. 1 HD means it is the size of a dwarf, while those with HD 8+ are small giants. No matter what its size is, its hands will enlarge the moment it grabs somebody so that it may hold its prey, and its mouth will always widen enough to swallow it. And no matter the size difference, those that it swallows will end up swallowed without stretching the belly of the Conqueror even the tiniest bit.

Grab and Swallow: in combat, the Conqueror tries to grab an opponent with both hands as its first attack. If successful, it will not let it go unless it is hit. The victim may try to break free on his or her next turn with a successful *Force Doors* test. If the test fails, it will be swallowed whole by the Conqueror. If the Conqueror is killed and its body cut open, its recent victims will come out of it (otherwise) unscathed. If they are not rescued that way, they will be gone after one turn.

To Conquer the Hunger: by eating a piece of flesh of somebody (1d4 points of both damage and permanent CON loss) the Conqueror may also eat his or her hunger and need for food. Any character that allows the Conqueror to feed from it will neither experience hunger nor starvation for a number of days equal to 1d6 per HD of the Conqueror.

Domination and Duration: there is a -10 penalty to the Domination roll if no sacrifice is provided (which the Conqueror will swallow after it appeared), but receives a +3 if the Magic-User is currently starving and/or +2 if she is a cannibal.



#13 Prophet of the Infernal Faith

To summon the Prophet, a bonfire must be erected and any sacrifices must be burned in it. When the summoning ends, a fat-lipped mouth, larger than life, will appear in the flames and speak to the caster with a bellowing voice. "Ask your questions, mortal!". Unless, the Domination roll is failed. Then, the mouth will just howl and call the caster's name while the bonfire becomes a whirlwind of flames that detaches itself from whatever fuels it, to lash out against the caster.

HD: 1+
AC: 19
Attack: 1d8* (fire damage)
Move: 90'
Moral: 10

Infernal Answers: The Prophet of the Infernal Faith will serve the caster by answering a number of yes-or-no questions equal to its HD. The Referee will answer these questions (to his best ability). If the question is too complex or too ambiguous to be answered with yes or no, the response will be "This decision is yet to be made by fate!".

Forbidden Wisdom: instead of asking questions, the summoner may ask the Prophet to teach a new spell with a level up to half of the Prophet's HD. The spell will then become known to the Magic-User immediately.

Infernal Flames: water will not quench the flames the Prophet is made of, nor does it mean harm to him. Holy water in turn will do 1d8 points of damage per potion and against such attacks, its AC is 8.

Domination and Duration: there is a -5 penalty to the Domination roll if no sacrifice is provided, but a +5 bonus if a priest, Cleric or virgin is sacrificed.

#14 Sibling of the Raging Darkness

The summoner rips from the Realm of Shadows a patch of substantial, writhing, semi-sentient darkness. The thing is tormented and infuriated by the presence of the merest glimpse of light, and thereby lashes out like a wounded animal. It writhes and forms pseudopods and tentacles. It rolls and coils to engulf everything else.

HD: 5+
AC: 12
Attack: 1d4 attacks for 1d6 damage
Move: 100'
Moral: 12

Half-substantial Darkness: as it is not truly solid, the Sibling only receives half damage from non-magical sources. On the other hand, the Sibling may not be summoned in or enter bright daylight (and will be banished if it becomes exposed to it).

Engulfed: on an attack roll result of 19 or 20, the Sibling has engulfed its target. The victim experiences this as suddenly being caught in pitch-black nothingness. At the beginning of the next round, the character may leave the nothingness with a successful *Save vs Paralyze*, and will then step out of the Sibling. Otherwise the character stays trapped inside and may check again at the beginning of every round. Characters that failed five times are beyond rescue.

Snuff the Light: the Sibling may direct its attacks against light sources in its vicinity, which it will hit automatically. The Referee will roll a die for each light source that it is attacked, the size of the die is based on the light source (1d4 for a torch, 1d8 for a bonfire, higher dice for magical light sources). On a result of 1 or 3, the light source is snuffed.

#15 Slayer of the Agonizing Dream

At the end of the summoning ritual, which includes the intake of hallucinogenic drugs, the caster will fall asleep and enter the Dreamlands. There will be decided if the Slayer will do the casters bidding, or if it will turn against him or her.

HD: 3+
AC: 12
Attack: 1 (1d8 damage)
Move: 150'
Moral: 10

Dreams are never the same: the appearance of the Slayer is determined randomly, as per the *Summon* spell, and one random power is determined for it as well.

The Agonizing Dream: the Slayer will never enter the real world but face its target in one of its own nightmares: the surrounding will either be akin to the last nightmare the victim had or the scene of the last mortal battle she was part of. As the Slayer enters, all the other entities in the dream fade away, like ash that is scattered by the wind.

Fighting in a Dream: the victim will have access to all weapons and gear it had access to while falling asleep, as well as all spells it had *readied the day before*. If it beats the Slayer, it will just wake up covered in sweat and there will be no wounds. It will be like this was just a dream. If the victim dies in the dream, it dies of a heart attack in the real world.

Domination and Duration: the Slayer may only be called upon when the caster is asleep, and the victim must be asleep at the same time. Otherwise, another Domination roll is in order. When a Domination roll is failed, the Slayer will turn onto the summoner instead.

The summoner must stay asleep for the duration of the Slayer's existence. When it wakes up, the Slayer is gone. While asleep, the summoner will toss and turn as in a nightmare.

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