

SANCTUM SECURUM

A decorative flourish consisting of a vertical line with a spiral at the top and bottom, and a central circular motif.A decorative frame made of thick, braided rope, tied at the corners and along the edges. The rope is dark and has a textured appearance.

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Day 2017

Bonus
Companion

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Free RPG Day 2017

Bonus Companion



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Character Classes

Half Giant

"He got what he called for, a forked stroke of lightning, straight and hard down on him like a fish-gig in the hands of the Lord's top angel. It slammed down on Rafe and over and around him, and it shook itself all the way from rock to clouds. Rafe Enoch in its grip lit up and glowed, the way you'd think he'd been forge-hammered out of iron and heated red in a furnace to temper him."

-Manly Wade Wellman, 'Walk like a Mountain'

Legend has it back in the biblical days, a race of giant was spawned from the coupling of angels with chosen mortals. The offspring ruled by tyranny for years, but as with most vile creatures, the race would eventually become extinct. Though the blood thinned through the centuries, half breeds still roam the known parts of the world, direct descendants of the giants that used to roam the land.

Half giants tower over most men, ranging between 8' to 9' tall. They are capable of great feats of strength, and intimidate even the strongest opponent. Most avoid all contact with their smaller cousins, as fear and intimidation often leads to lynching by the masses. Half giants aren't inherently chaotic by nature, but often are driven to wicked acts by those that find fear and hatred with the unknown. On rare occasion, a brave example of the race will venture out, willing to risk the terrified stares and potential violence for the chance of winning friendship.

Hit Points: A half giant gains 1d16 hit points per level. For 0-level funnels use 1d8 for hp.

Weapon Training: Half giants prefer using clubs fashioned from the strongest oak found deep within the forests they normally dwell in. These clubs are unusable by normal men. Any two-handed weapon may be used one-handed, inflicting the same amount of damage listed in the weapons description.

Oaken club Damage: 1d12 Range: 10' Cost: 15 gp

Alignment: Half giants typically are chaotic due to the solitary life style they are forced to live by the societies that fear them. In rare cases a half giant may be encountered that is lawful, or even neutral.

Attack Modifier: Half giants do not receive a set attack modifier at each level. Instead they receive a deed die, much like the warrior and dwarf class. The deed die is rolled with any attack and the result is applied to both attack and damage rolls.

Mighty Deed of Strength: Half giants are capable of great feats of strength. The result of the deed die may be added to any action requiring above-average strength (lifting a tree off a comrade, smashing through a door, etc.).

Infravision: Half giants can see in the dark up to 60'.

Movement: A half giant has a base movement speed of 35'.

Endure Elements: The half giants' ancestors were known to be masters of the elements, capable of controlling flame and even summoning lightning down from the heavens. The thin blood of the half giant still provides a trace of this ability, resulting in half damage from heat, cold, and electrical based attacks.

Climbing: Half giants are expert climbers and learn at an early age the skill to scale natural rock cliffs. This results in a bonus to any skill checks made when climbing a natural formation.

Luck: Beginning at first level, the half giant's Luck modifier is added to all attack rolls in addition to climbing skill checks.

Level	Attack/ Deed Die	Crit die/ Table	Action Dice	Ref	Fort	Will	Climbing bonus
1	D3	D12/III	1d20	0	1	1	1
2	D4	D14/III	1d20	0	2	1	2
3	D5	D16/III	1d20	1	3	2	3
4	D6	D20/IV	1d20	1	4	2	4
5	D7	D24/IV	1d20+1d14	1	5	3	5
6	D8	D30/V	1d20+1d16	2	6	3	6
7	D10	D30+1/V	1d20+1d20	2	7	4	7

Gods of the Eternal Struggle

Astrol

Demon Prince, C - Protection

Astrol is a powerful being from the abyss, known for his defense and protection of other creatures that serve dark powers. Sibling to Omorphon, Astrol grants protection to monsters and evil casters who devoutly worship him (most commonly necromancers) and those who choose swear fealty to him (via *patron bond*) may be granted immunity to weapons of steel.

The cult of Astrol is made up of those who are willing to trade their souls away for safety. Sacrifices are chosen, not for purity, but their ease of capture. It is an exchange of those seen as 'careless' for the power to be protected. In actuality, Astrol cares little for those who follow him without swearing allegiance, and protects only his most favored.

Astrol's preferred weapon is a barbed whip and his symbol is the form of a stylized demon.



Eldrak of the Seven Hells

Archdevil, L – Evil, Death, Un-death, Suffering

Eldrak of the Seven Hells, Lord of Decay and Master of Un-death, is the ancient Cumberian god devoted to evil in many of its forms. In legend, Eldrak was unleashed on the world through the actions of the most ancient of wizards, Afgorkon, himself whispered to be a demigod.

Like the other Cumberian gods of old, Eldrak is capricious and his changing moods reflect his overall malevolence. The joys of this god are the suffering and death of mankind, often followed by extending their suffering through un-death. Dwelling within the Seven Halls of Cumberian mythology, Eldrak oversees the necromantic powers that give rise to the undead. All un-dead are seen as the children of Eldrak and serve him without question should he place his geas upon them.

Temples to Eldrak are rare, as his worshipers most often must hide their faith. Only in the darkest and most corrupt lands is the worship of Eldrak practiced openly. Sacrifices to his temple are human, and often involve great amounts of torture prior to death. Eldrak eschews weapons and favors a life-draining touch as his chosen weapon. His symbol is that of a stylized skull.



Omorphon

Demon Prince, C – Magic, Necromancy

Omorphon is a serpent-god out of the ancient legends of the planet Yarth. It is believed that Omorphon had come to the call of the first wizards from the gulfs of demoniac space and that it brought with it dark, wicked powers by which those early necromancers worked their evil.

The human agents of Omorphon are exclusively wizards; elves are disdained by the demon prince and his followers slay them at every opportunity. Omorphon has one driving goal: to throw wide the gates of phlogiston and see the world destroyed. To this end his followers are avid and adept spell duelists.

Omorphon's symbol is that of a stylized Oroborus.



Locations

Elf Hill

Elf hills are sites of powerful faerie magic that beguile unknowing adventurers or lost travelers. Usually located within ancient woods or those forests most closely associated with tales of the fey, beings of the Middle World hold uncouth revels inside and emerge to dance on moonlit nights. In daylight, an elf hill appears as a prominent rise or mound, typically crowned with a timeless garland of beautiful flowers or roses, with streamers of mist covering its surface at both twilight and dawn.

Characters encountering an elf hill are often lured deeper into the forest by a source of strange light or merry music in the distance, glimpsed or heard through boughs that promise succor for any weariness, yet repeatedly winking out of existence just as they expect to find its source and they stumble into the next dale or glade. PCs approaching within 100' of the hill's true location after sunset see the hill open and glimpse wavering lights within, against which tall, elegant figures dance and sway to music of a skirling sweetness that enters the blood and roils the PC's head. PCs must make a DC 15 Will save against the vision and sounds of music or be affected by a fey charm, compelling them to enter. PCs can be shocked out of the charm by allies that make the save or realize the true nature of the magic.

PCs entering the elf hill spend a night of merrymaking, feeling a timeless sense of peace, and are healed of all injury, including any disease, poison, or attribute loss, but are trapped until the next dawn when the borders between worlds are at their thinnest and they can make another DC 15 Will save to exit. Time passes swiftly inside the hill, however, and for each night spent inside, a hundred years pass in the mundane world.

Roll 1d4	Elf Hill Appearance
1	Flickering torchlight glimpsed through the trees.
2	Instruments of enchanting sweetness heard in the distance.
3	A distant light that resolves into an amber-colored vale, where an untended and ravishing feast is prepared for the party.
4	A beautiful white elk with a crown of antlers runs in the distance ahead of the PCs, leading them to the site of the Hill.

Montresor Crypt

For generations, the Montresor family has been known for their greed. The Montresor house must be a manse – nay, a palace. The parties hosted must be glamorous carnival events, not mere galas. And their propensity for collecting and – dare we say, hoarding – wines? There was no rival in the land.

And the family's favored location for keeping the most premium selections? Amidst the cool, dark, still air under the ground upon which sits the Montresor palace. Down, safely beyond the primary wine cellar, another dozen feet below the floor hosting innumerable guests, is the deep musty chamber best suited for the most treasured of belongings. It comes as no surprise that the stone walls, cold and wet, originally built to house the sarcophagi of the family's ancestral line, has been repurposed to entomb stacked casks and cased drums and rows of bottles of what may be nectar of the gods...if any were allowed down here to sample but a drop.

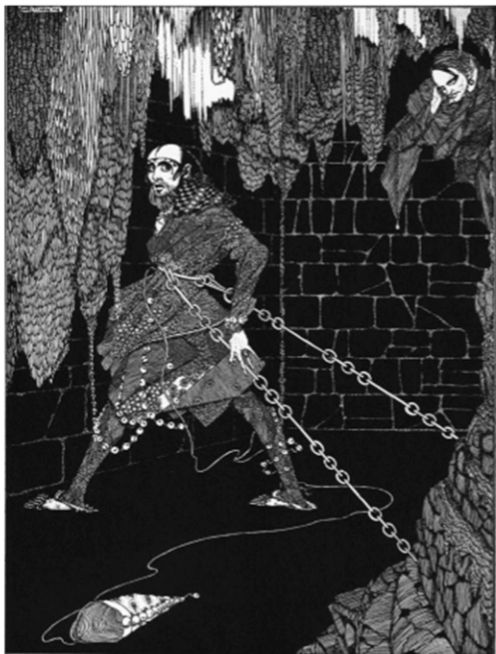
Rather than lying in rest and repose, the Montresors of yore are instead seen heaped in piles along the walls – these chilled, damp walls – with no care as to whom was once a father or brother or personage of high station in life, with no cipher of description placed within nor any sign of deserved respect. No scrap of clothing or jewelry or identifying attributes remain, save the occasional obscured creases or abrupt wrongness of a bone spotted amidst the death debris: the sign of a humerus, broken as a child and healed prior to this final place of deposit; or that of a pelvic crest, snapped by an elderly matron shortly before spending the rest of her physical existence in this dark, humid, un-sacrosanct crypt. If the deceased are exceptionally lucky, a set of carpals will be utilized to right a tilting vessel unfortunate enough to touch the earthen ground.

In this place, explorers may find unopened bottles, sticky with the dust of dank human remains. With a successful Luck check, it may even turn out to be something other than rancid vinegar. The contents of

the barrels and casks are of similar dubious quality, though the containers are sturdy and may be of value to a vintner. No other "treasure" is to be found here, though, as the Montresors' greed should lead explorers to expect.

The most valuable artifact in this under-earth chamber is to be found on the wall opposite the earthen stairwell: a disturbance in the stone wall's patterning. Shifting the piles of former Montresors – some taller than the living family members – reveals an opening into another vault, this one a scant 3' deep and just as wide, carved to be about 6' high, with absolutely no visibility without a light source. Pushing the concealed door into this room, a thin line of webbing is stretched inward. Unless an intrepid explorer discovers the strand (DC 18 Find/Disable Trap checks) before the door is separated from the wall by 6 inches, the webbing is snapped. Two heavy iron rings appear to be set into the back wall, and they shoot out to encompass the trespasser, flipping open and shut seemingly of their own accord.

If the trap is disarmed prior to entering this area barely the size of a closet, the iron rings in the back wall are inert.



Iron Rings: As a surprise round, the iron rings snap around victim's arms or throat: Two +8 melee attacks (no damage, but victim is held; DC 19 Reflex save to avoid; DC 22 Str check to break free). This attack repeats at the top of each initiative round until the rings successfully grab at least one target limb. Once they have grasped a victim: Chains on the rings, unseen until the initial attack, recoil into the wall, dragging the held victim into the vault with force for 1d6 damage (DC 18 Str check to resist the pull and take half damage).

The chains and irons are imbued with magical force. No portion will break unless sustaining 40 hit points of damage from a magic weapon. There is no visible link in the chain, no lock, nor mechanism with which to free oneself. The victim may be freed by the casting of *dispel magic* with a success of 27+; however, the victim will also be subject to any effects of the spell. Until the victim is unshackled, no actions requiring the use of hands may be attempted (including spellcasting, though praying for divine intervention is permissible and understandable).

As suspected, the entire vault has been enchanted by the spirits of the mistreated deceased Montresors – primarily that of the first matriarch of the family, once a sage with knowledge of nearly a millennium past, now spending her un-life in this forsaken tomb. Entreating with the remains of the dead is the easiest method of freeing a comrade. Victims' cries for help mean nothing to these un-dead in their situation of unrest, but able-bodied, living servants who can create (or arrange for the creation of) a proper burial chamber would be quite useful indeed. Simply speaking to the untidy piles of bones in a kind manner results in a pulsating, soft violet glow suffusing the chamber, and while not entirely communicative, explorers should get the idea that the glow is positive feedback. Spilling the wine stored in the crypt will result in all communication from the spirits ceasing for 1d3 hours. Using *Speak with the Dead* will prove most valuable, as the Montresor ancestors can, over time, direct the explorers (or hired help) as to whose bones are whose, ensuring remains are arranged correctly and completely. If PCs are willing to add demarcation with names and exalted titles, each character involved – excepting any victim(s) of the vault – may earn a minor boon from the Montresor Matriarch (as from a patron, at judge's discretion).

Magic Items

Crystal of Clarity

A faceted chunk of quartz set onto a steel pendant and chain, this necklace appears to be no more than a cheap bit of jewelry from afar. However, upon closer scrutiny, the polished surface of the quartz renders it perfectly clear. When held to one's eye, the *crystal of clarity* reveals the true visage of any beings within sight. The *crystal* can also pierce through invisibility and even magical disguises, given a DC 14 Will save from the wearer.

Because of the *crystal's* potency, it has been placed into a nondescript setting, in hopes of – ironically – disguising itself, lest the wearer be prone to misfortune. The *crystal of clarity* is worth more than a traveling band's combined magical goods, but attempting to sell it openly will surely draw unwanted attention.

When first encountered, the *crystal of clarity* has 3d30 uses remaining.

Mask of the Mad Moon Gods

"Twice a year, when the Mad Moon rises. In between, it sleeps"
-Leigh Brackett, Purple Priestess of the Mad Moon

The Mask of the Mad Moon is one of several relics crafted for maleficent rituals by a race of ancient aliens, all who worship a pantheon of, for no better word "gods"; that supposedly exist deep in every moon that orbits any planets capable of supporting life. Even in times of advanced technology, cults dedicated to the alien intelligences exist; buried deep within the norms of planetary society. They worship the moon gods by malevolent acts of sacrifice, cannibalism and self-flagellation. The rewards for these acts are rumored to be bound only by the servant's imagination.



The Mask of the Mad Moon of Mars is a mask hammered in the purest mercurial silver, found only in the dark mineral mines located in the most inhospitable regions of Mars. The silver mask is decorated so that thousands of eyes watch balefully, any and all who face the wearer of the mask.

Donning the mask grants several abilities to any priest dedicated to the Mad Moon God. Should a non-believer choose to adorn the mask, a DC 18 Will save must be passed to avoid having their souls "sucked clean", essentially leaving the poor soul with a Personality and Intelligence score of "0" effectively becoming a vegetable. Passing the Will save will instantly pluck the astral form from the physical shell of the wearer, bringing it directly face to face with the all seeing eye of the Mad Moon God. The poor soul will be shown things most minds are not meant to know, things that forever change any decent star-farer into an agent of the Mad Moon. The wearer of the mask will be released after the change, effectively becoming a willing servant of chaos. **The author suggests Judges find a suitable patron to use as a good representation of the Mad Moon God, and have the new convert occasionally act to appease the dark entity linked to the poor soul.** Falling in the service of such a "god" is not without benefits, however the character may use the spell "Invoke Patron" once per day. The agent may also cannibalize his own flesh in an act to increase the response from the Mad Moon God (spellburn).

Any priest of a Mad Moon God may wear the mask and immediately gain the following abilities

- +5 to any attempt at casting spells, or rituals.
- The priest may cast the wizard spell "charm person" in order to make unwilling sacrifices more submissive to their fate.
- The mask draws from the fevered worship of those attending the forbidden ceremonies, indirectly feeding the Mad Moon God. In return, the god "spasms" sending out waves of energy back through the mask, bathing those who worship in a pale violaceous energy. This results in a temporary "euphoria" that not only touches upon the pleasure centers of the brain, but causes a surge of adrenaline. This translates into all physical, and perception based rolls improving by +2 die on the chain for one hour.

Prince Prospero's Candles

While tripods of flame and elaborate chandeliers illuminate Prince Prospero's the main ballroom, each of the small rooms along the perimeter was themed to a specific color – and of course the candles lighting the alcoves coordinated perfectly. One may be left to wonder whether the light sources were obtained to match the rooms, or if the rooms were actually decorated to the exact hue of the candles.



A man of privilege and eccentricity, Prince Prospero can surely afford such items as these, but they are, expectedly, extremely rare. It is suggested they be discovered singly if found as treasure during an adventure; they can also provide a set of quests. At judge's discretion, tapers may be purchased as a pair if the Fates wish to bestow them upon a merchant, but seldom are more than one color found in the same vicinity.

Lighting the candles is a tricky prospect, but Prince Prospero clearly has staff to take care of that sort of thing. Being present or inhaling the vapors when a candle is lit may have some interesting repercussions. The properties of the molten wax (obtainable only when the candle is aflame) are likewise mysterious. Unless noted on the following table, there is no effect from simply touching the candle when unlit, nor the cool wax base when ignited. Each candle may last for one hour (though effects are limited).

Candle Color	Candle Vapor Effects	Molten Wax Effects*
Blue	Immediately upon lighting, any creatures within 15' take 1d4 cold damage per round of proximity. Prolonged exposure (more than 4 rounds) requires a DC 15 Fort save to avoid being frozen in place. Effect lasts for 2d12 rounds.	If molten wax is applied to any subject,* it acts as a patch of glue, attaching it to the very next thing it comes into contact with. May only be broken with a DC 15 Strength check.
Purple	Safe ignition. If vapor is inhaled without interruption for 2 rounds, PC gains +1 Intelligence permanently. Effect can be used twice per candle.	May be used to create a temporary seal of <i>protection from evil</i> (spell result 14). Molten wax must be applied to the flesh of the recipient.* One use.
Green	Safe ignition. 3 rounds after lighting, all within 40' suffer -1 temporary Stamina loss. Effect occurs every time candle is lit.	Molten wax must be applied to the flesh of the recipient.* Roll 1d7: (1) 1d10 points of acid damage; (2) heal 1d3 damage; (3) heal 1d4 damage; (4) heal 1d5 damage; (5) heal 1d6 damage; (6) heal 1d7 damage; (7) 1d8 points of acid damage. One use per PC.
Orange	Upon its first lighting, all PCs present in the area receive a +1 Personality bonus. Each subsequent ignition results in a 20' <i>choking cloud</i> (see spell result 18).	When held unlit, this candle is pleasantly warm. Wax steams when poured on any subject,* but no effect.
White	Any creature attempting to light this candle suffers 2 hit points of electrical damage, but it may be lit. No vapor effects.	No effect while candle is lit. After melted and re-cooled, the entire candle may be cut into 5 pieces and carried as permanent talismans bearing a <i>blessing</i> (+1 bonus to saving throws).
Violet	Safe ignition. Inhalation for 3 uninterrupted rounds grants living creatures +1 hit point and restores 1 point of any temporary ability loss (including from spellburn). One use per PC; no penalty for repeated attempts.	Molten wax must be applied to the flesh of the recipient.* Grants the ability to <i>speak with the dead</i> . Beginning with spell result 16, may repeat as needed within 1 hour to increase the spell result (-1 hp for each additional application). Good for 6 applications (up to spell check 32).
Black	Each time this candle is lit, the creature igniting it must make a DC 14 Will save vs. <i>sleep</i> (spell result 14) or immediately succumb.	When held unlit, this candle is pleasantly warm. When molten wax is applied to a creature's flesh or hide, they must make a DC 18 Fort save or be blinded for 1d12 hours.
Scarlet	Safe ignition. When lit in a dark environment, surroundings appear completely black and indistinguishable.	When held unlit, this candle is cool to the touch. When touched while lit, it is as if trying to handle the flame itself (1d6 fire damage for each round of contact). The wax has no discernible effect.

***Each "recipient" of molten wax takes an initial 1 hit point of damage from application, before any effects are factored.**

Monsters

Argonian Mermaids

Mermaids of Argonia, also sometimes referred to as sirens, are generally solitary and peaceful creatures. While their underlying intent is to lure others to their doom from afar, they are civil if encountered face-to-face, and attempt to strike bargains in exchange for additional souls to join the deep. It is rumored that the offspring of mermaids inherit a powerful singing voice, but so far nobody with first-hand knowledge of this has deigned to share insight on the mating process.

Finned from the waist down, Argonian mermaids tend to wear their greenish-hued hair long -- all the better to remain unseen while under the surface of the water, the tendrils flowing like kelp.

Argonian Mermaid: Init +0; Atk tail slap -1 melee (1d3); AC 12; HD 3d8; MV swim 50'; Act 1d20; SP underwater stealth, captivating song, immune to *charm person*; SV Fort +2, Ref +2, Will +5; AL C.

Underwater stealth: Mermaids get a +8 to all opposed stealth checks when they are in their element. If magical means are being employed to detect mermaids present within range, 3 points of this bonus are negated (use Will save of +5 instead).

Captivating song: All creatures within earshot (approx. 300') must make a DC 14 Will save or be dazed for the song's duration. Anyone within range who fails the Will save does not necessarily hear the mermaid's voice; rather, they begin to hear the voices of the people they most desire to encounter (see table below). These effects cause the listener to pause in the midst of their action or movement, unable to take another step for they are so entranced by the seeming presence of their loved ones. This is often to the detriment of their own safety (the crew of a ship could very well awaken *after* the vessel has crashed into a reef).

If resisted, a swirl of memories fill the PC's vision for 1 round: family, friends, lovers, fellow adventurers compete for space, as the song cannot seem to lock onto one personality who might have enough of an emotional tie.

roll 1d7 + Luck mod	Captivating Song effects
0 or less	Ah, grandmother's lullaby. Even while dazed, you sway on your feet. When the song and its effects wear off for others, you crumple to the ground, still asleep (treat as <i>sleep</i> , spell result 12).
1	Your best friend from childhood is hailing you from behind. You dropped your favorite toy. The first chance you get, you're driven to turn around and seek them out (even if it means turning your back on an enemy).
2	Your mother is calling. You should come home and wash up for supper. When you come to, you have the urge to leave your current location—by any means—lest she tell your father you've disobeyed.
3	The foe you have longed to confront is calling you, teasing, taunting. It's as if this enemy has personally restrained you, and is waving a finger, "I'm not touching you..." When released from the song's pull, you will immediately lash out at the creature nearest you in frustrated rage.
4	The voices of your past are judging you. You've disappointed them all horribly, leaving everything behind and just gallivanting off on some stupid adventure. When you come to, suffer a -1 penalty to all saves for 1 hour as the depression saturates your being.
5	The object of your heart's desire is trapped nearby, in a place you are afraid to tread. A DC 14 Will save is required immediately; if failed, you are freed from the paralyzing effects of this trance and will blindly venture in search of this person, as if sleepwalking.
6	Your dearest. But...you watched your love die. You prepared the burial ground, even took place in the ceremony. Where is her voice calling from? It's calling you to join... When the song's echoes fade away, you feel driven to return to her burial ground as soon as it can be arranged.

7	You have been away from home for <i>far</i> too long. If a DC 10 Will save is failed, the lilting tone of your <i>objet de désir</i> has your blood pumping faster. Anything you are told to do while entranced is done with gusto, as you pave the way to being finished with this place and return to the person whose mere voice arises your lust... When the song is replete, you, sadly, are not; but gain a +1 bonus to attack rolls for the rest of the day as you work out your frustrations.
8+	Your loved ones have gathered here today to praise you and all you have accomplished thus far in your journeys. Family, friends, dalliances—all are highly impressed with your bravery, and you feel your chest puffing up in pride as such inspiration is heaped upon you. When released from this song, you carry this confidence with you for another 1d6 hours, granting a +1 bonus to all attack rolls, spells cast, and saving throws.

Forcing the mermaid to cease singing by physical means is difficult, and may only be managed by dropping her hit points below half of her maximum. A *sleep* or *paralysis* spell is necessary to completely break her concentration and circular breathing techniques. Judges are encouraged to insert entertaining effects if other spells are cast to combat this trance-inducing ability.

As long as the song continues, anyone affected can only be roused by (a) magical means; or (b) when their hit points are reduced to 1, PCs may awaken by rolling under their current Luck. If successful, they should be given a saving throw to avoid certain doom in their current environment. If not awakened or endangered by the time the song has stopped, all affected creatures will remain in this trance-like state for an additional 2d4 rounds before rousing to continue the interrupted action.

Dweller in the Mist



The ghastly cosmic forces unleashed by The Death made the mingling of strange life possible, giving rise to inhuman things such as the dweller which should never have known the breath of life. The dweller in the mist is a creature of the vast marsh that borders the inland sea. Swathed in a whitish cloak and hood, the dweller navigates the waterways on a silent skiff of black wood, seeking mental life in the swamp, the aim of which is the total enslavement of mind and soul.

The dweller almost always achieves surprise in its native marsh, stalking its victims in the dree hours when the white fogs of night began to rise from the meres and dark waters. If not detected through some magical means, the dweller chooses the moment of attack and always achieves surprise. In death, the dweller dissolves into a sticky, oily substance accompanied by a foul charnel stench.

Dweller in the mist: Init +2; Atk SP; AC 10; HD 4d6+4; hp 20; MV 30'; Act 2d20; SP mental parasitism; paralysis field; SV Fort +0, Ref +0, Will +8; AL N.

Mental Parasitism: The dweller uses its inherent mental powers to overwhelm its prey, holding their physical forms in place as it consumes their minds. At the start of combat, the dweller attempts to place a mental hold on all creatures in a 30' radius, numbing their senses. Creatures that are awake must make a DC 15 Will save or fall asleep for 1d4 hours and can only be roused with violent shaking. Creatures already asleep receive no save and are automatically held in an unconscious state.

Paralysis Field: When attacking, the dweller sends a wave of fell power and evil intent which overwhelms its victims like a vast and clammy net. Characters targeted by the dweller are flooded by a mingled loathing and delight at same time a must make a DC 20 Will save, those that fail are unable to act: no combat, skill, or magic use until the effect drops. Each round thereafter that the dweller chooses to maintain the hold, the victim must make a further DC 20 Will save or lose 1d3 personality as the character is seduced by the promise of unspeakable pleasures. Characters reaching 0 personality are mentally consumed by the dweller. Once held, characters can only break free of the assault if the dweller is interrupted by a physical attack or through the use of a mental ability such as psionics.

Patrons

Merlin

Known to most as a wizard of great power, spoken of in rumor and legend, Merlin is actually a wizard from a higher plane who has, in the past, frequented the lower worlds and left traces of his power. Difficult to contact, Merlin is a powerful patron is roused and can grant great boons to his supplicants or greater wrath on those who abuse his patience.

Invoke Patron check results

- 15-17 Merlin becomes distantly aware of the plea of his petitioner. The caster receives +5 to his next spell check.
- 18-19 Mildly interested in the plea of the petitioner, Merlin reaches out to bestow magical protection upon the caster, equivalent to magic bulwark with a spell check result of 18.
- 20-23 The magical energies of Merlin spill forth from the hands of the caster, surrounding him in a nimbus of crackling energies allowing him to see into the immediate future and choose a preferred outcome. For the next 1d4 actions rolled, the caster may roll twice and select the favored outcome.
- 24-27 Stirring from across the dimensional voids, Merlin extends his powers into the word of men at the behest of the supplicant wizard. Bolts of raw magical energy shriek out of the spaces between worlds and strike all foes within 100' and does damage to each equivalent to a lightning bolt with a spell check result of 22.
- 28-29 Answering the beseechments of the aspirant wizard, Merlin extends the vessel of his might. The Sword of Merlin appears in the caster's hand and will remain for one turn before disappearing back to from whence it came. During this time all spell checks made directly targeting the affected wizard are made at -2.
- 30-31 Merlin recognizes his postulant as one of great favor. The artifact of power, the Glain, appears in the caster's hand and will remain for one turn before disappearing back to from whence it came.
- 32+ Merlin extends his full awareness into the world of men and exerts his power via the frail form of his supplicants. Both the Glain and the Sword of Merlin appear in the hands of the caster and, for the next 1d4 rounds, the wizard casts all spells as +5 caster level. Housing such power comes with a great price however, and the petitioner permanently loses Stamina equal to the number of rounds in which they wielded the full might of Merlin.

Patron Taint: Merlin

Merlin is a difficult patron, slow to stir to action and quick to be impatient with the demands of beings so far beneath his notice. Those in his service must be willing to be used for unknown purposes and be wary of his displeasure. But even in failure there can be great benefits and Merlin can indeed be a benevolent patron

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

Roll	Result
1	The caster is struck by how petty and unimportant all things in this reality are. They immediately cease all actions and, for the span of one turn, stand perfectly still while deep in introspective contemplation. The caster is wholly unaware of their surroundings and may not be roused by any means during this period. Should the result be rolled a second time, the duration is extended to a full day. If the result is rolled a third, and final time, they caster loses all connection with the world of men and loses themselves in the deep recesses of their mind, never to awaken again.
2	The great age of Merlin begins to twist the form of the caster and they instantly age by 1/10th of their racial lifespan. If the result is rolled a second time, the caster immediately reaches a point halfway between their current age and the average racial maximum. If rolled a third time, the caster instantly ages to the greatest known age for their race, becoming haggard and worn, but still having 1d4 years of life remaining.

- 3 The caster is touched by Merlin's legendary ability to transform into animals, but only just. The caster may be subjected to transformations into a mundane animal of the Judge's choice for a period of 1d3 rounds, per day. The change is triggered by stress, such as combat or casting, and will take place upon a failed Luck check. If this result is rolled a second time, the duration of is lengthened to 1d5. If the result comes up a third time, the caster is subjected to transformations twice per day.
- 4 The distant and distracted manner of Merlin becomes imprinted upon the personality of the caster, reducing their personality by -1. This result may be rolled any number of times, each time reducing the caster's Personality attribute by a further -1 as the caster becomes more and more disengaged with the world around them.
- 5 Staring wildly into the void, the caster's very soul is buffeted by the winds between the worlds. The caster must take time to regain mastery of his essence by immediately entering contemplative meditation for 1d3 hours. If the result is rolled a second time, the meditation continues until the caster succeeds in a DC 20 Will save (offered every 12 hours). A third instance of this result leads to a mighty mental struggle lasting until the caster succeeds in a DC 25 Will save (offered once per week). Overcoming all three levels of the effect grants the caster special insights into the workings of this universe and grants a permanent ability to cast spells as if +1 caster level.
- 6 The caster is swept out of the realm of men and into the upper dimensions to stand before Merlin. This audience, no matter how brief it seems, takes place over the span of one full day in the universe of men. During the audience with Merlin, the caster may learn a single spell of their choosing—wizard or cleric—for the cost of a permanent reduction of -3 Personality. This result may only be gained once. Clerical spells gained via Merlin grant patron taint on all failure results.

Patron Spells: Merlin

Merlin cannot be bothered to teach spells to all who beseech him for aid. There are no spells unique to Merlin. Instead he grants his followers access to advanced powers. Agents of Merlin are able to learn a single second level spell at first level, third level spell at second level, and one fourth level spell at third level.

Spellburn: Merlin

Merlin does little to aid his followers save for times of great need. Those willing to make the sacrifices needed to spellburn in Merlin's name often draw his attention and woe to those who would do so frivolously. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll	Spellburn Result
1	Merlin's attention is drawn to the caster, but the eldritch patron finds their petition lacking and he refuses to concentrate on such an unworthy task. The caster gains 2 points for every full three points of attributes burned.
2	The caster consciousness is subsumed by that of Merlin, their demeanor becoming detached and haughty as the ancient wizard puppeteers the wizard's body and voice through the requisites of the spell. The caster gains an additional +1 to their spell check (above any spellburn). As the spell ends and Merlin releases his grip, the mental and physical exhaustion manifests as stat point loss.
3	The caster calls upon the backbone of the world, drawing power from ley lines and wringing residual phlogistan from ancient mystic places to empower his spell. On a successful Int check (DC 15 + spell level), the wizard's caster level is treated as being doubled for the purposes of his spell check (at a cost of CL in temporary stamina) as his body is wracked by the arcane energies. The caster is then free to spellburn stats to further augment this casting.
4	Merlin judges the caster and finds their cause worthy, or at least beneficial to some greater machination. The caster is granted a single DC 15 Will save; on a failed save the caster crumples to his knees, weakened by the spellburn, but able to complete his spell. On a successful save—in lieu of the spellburn—the caster receives a +5 bonus to all spell checks for the remainder of the combat but may make no further attempts to spellburn during that time.

Spells

Spell	Faerie Mist (Fey Patron Spell)
Level: 1	Range: Varies Duration: 1 hour per CL Casting Time: 1 turn Save: None
General	With this spell, the caster is able to summon a fey mist to confuse their enemies, or even fill entire expanses to entrap those within in its seemingly unending extent. The caster must be aligned with a powerful creature of the Middle World and be granted the spell as a benefice for their allegiance, similar to a patron spell. To cast, the caster performs a summoning ritual to draw upon the powers of the Middle World and bring them forth into existence. The spell check is made upon completion of the ritual, and a minimum spellburn of 1 point is required to cast this spell. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.
Manifestation	Roll 1d3: (1) clouds of mist roll out from caster's fingertips; (2) coalescing snake-like tendrils rise from the ground; (3) caster's eyes roll back in his head as chill currents radiate from his body into the surrounding air.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.
2-11	Lost. Failure.
12-13	The caster summons a low haze in a 100' radius per CL that slowly gathers over the course of the casting and grants a +4 bonus to hide checks to all allies contained within it. Inside, visibility is reduced to 30' and ghostly shapes seem to flicker in and out of existence within the mist.
14-17	The caster summons a concealing mist in a 100' radius per CL that coalesces over the course of the casting. Within visibility is reduced to 25' and all sounds are dampened and ring flat. The mist grants a +4 bonus to surprise checks to the caster's allies.
18-19	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Within the mist noise does not travel or else echoes strangely from far away, and sight is limited to 20'. All targets within the mist suffer a -2 penalty to attack rolls. The caster and his allies are not affected.
20-23	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Inside the dense, grey wall sight is limited to 15' and all targets within the mist suffer a -1d penalty to attack rolls. The caster and his allies are not affected.
24-27	The caster summons a dripping greyness with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. Within the mist sight is limited to 10' and low and hideous laughter can be heard along with the sounds of leathery wings passing overhead. All targets within the mist suffer -4 to moral checks and must make a DC 12 Intelligence check each turn not to get lost from their desired path of travel. The caster and his allies are not affected.
28-29	The caster summons a dense fog-like mist with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. By concentrating, the caster can move the mist at a rate of 50' round, as it appears to roll and wash over the landscape. Within the mist sight is limited to 5' and grotesque shapes can be seen slipping and sliding on the fringe of sight, filling the air with slitherings and hissings, howls and laughs. All targets within the mist must make a DC 12 Will save each turn or flee in terror until they succeed on a Will save on subsequent turns.
30-31	The caster summons a turbid, roiling mist a mile in radius that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight and by concentrating, the caster can move the mist at a rate of 100' round, as it appears to consume the landscape as it flows over it. The mist can take the physical shape of grey-coated wolves that strike at any targets inside 1 damage each round (DC 10 Ref save to avoid).
32+	Extraordinarily powerful casters can call upon this spell in times of war or extreme danger. For the next 1d4+CL days, the caster envelopes an entire region (e.g., a whole forest, a valley, a mountain pass) in a blanket of mist that cannot be blown away or displaced by any power short of divine intervention. Any creatures entering the mist are trapped and may only leave at the will of the caster unless they make a Will save versus the DC of the spell check.

Spell	Stone Form
Level: 1	Range: Varies Duration: Varies Casting Time: 1 Action Save: Varies
General	The caster becomes attuned to stone. This imparts the ability to move, manipulate, and in some cases meld with the hard mineral. The result of the spell check will determine the effect.
Manifestation	Roll 1d4: 1) The caster's skin turns the same color as the natural rock around him. This grants +1 to AC as he "blends" in with the environment; 2) The caster crumbles into a mass of pebbles. The tiny stones each contain a small splinter of the caster's conscience and will reform the following round. If the result of the spell check would have the caster meld into stone the pebbles do so as well; 3) The caster becomes a magnet to loose stone in a 30' area. Any rock the size of a walnut or smaller will fly through the air and imbed itself into the new host's skin. The resulting barrage will cause 1d3 points of damage when the stones are removed. Leaving the stones embedded in the skin will result in a -5' MV due to the added weight. Continually casting the spell will cause an additional -5' MV with each casting; 4) All rocks fist sized or smaller will begin to levitate and orbit the caster for 1d3 rounds. The effect offers the caster a +2AC bonus against all attacks, but also hinders attacks of all types.
Corruption	Roll 1d8: 1) caster's voice becomes deep and raspy, giving him a -2 to all reaction checks; 2) Caster's eyes lose their pupils and become gray and porous. He may spellburn 3 points to see through 5' of stone, but natural vision is cut to half range permanently; 3) caster's hair falls out, including body hair; 4) Caster's skin develops a rock-like texture. This imparts a natural +2 to AC, but means clothes and gear will need repair monthly as straps and cloth wear thin from constantly rubbing against the caster; 5) Caster's hands become stone. The fingers of each hand fuse to form three crude digits. Spell checks are now made at +1, but all other physical actions are made at -2; 6) The caster's skin begins chipping and falling away, much like that of a natural rock wall. This translates to -1 Stamina each day the caster can't find magical healing. Should the caster fall to 0 Stamina he crumbles to dust ceasing to exist; 7) The caster's weight is doubled as his organs are all turned to a form of living stone. This effectively reduces MV by half, but raises hit points by 1d8; 8) Caster's body is transformed into slate. This soft rock offers poor protection and any damaging roll will move up +1d on the die chain.
Misfire	Roll 1d4: 1) Caster's hands immediately turn to stone and crumble away. They will reform in 1d4 rounds; 2) caster's tongue turns to stone. He can no longer speak, or cast spells until he spellburns 1d6 points; 3) Any loose stone is catapulted in a 30' area around the caster. Friend and foe alike suffer damage as the rocks randomly propel themselves (1d4) the effect ends after 1d6 rounds; 4) Massive stone hands erupt from the earth around the caster gripping each leg. The hands will not release the caster until each hand suffers 20 hit points. While either or both legs are held, the caster is unable to move.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.
2-11	Lost. Failure.
12-15	The skin of the caster develops a hardened core. He gains +4 to AC and slashing/piercing weapons do half damage. The spell remains in effect until the caster has suffered 15 points of damage per caster level.
16-17	The caster can instantly transform into a boulder with the same weight of the caster. While in this form the caster can hear and see through the porous texture of the boulder in a 360 degree angle. The caster can cause its form to move by rolling at half movement. The caster gains +8 to AC and only suffers half damage from slashing and piercing weapons while in this form. The spell lasts for 1d8+CL rounds.
18-19	The caster can instantly meld into any natural stone surface. While in stone form the caster cannot be harmed by physical attacks, or magical attacks requiring line of sight that cause physical damage. The caster has no need to breathe while in this form, but is also effectively deaf and blind. Movement is possible at a rate of 5' per round in any direction. The spell remains in effect for 1 turn per caster level.
20-23	Caster causes loose stones around him to propel at targets. 1d10 fist sized rocks that do 1d6 + CL damage may be aimed at one or separate targets. The caster uses his own ranged attack bonus to strike with the stones at a range of 40/60/120.
24-26	Caster causes a sinkhole to form in the earth below a chosen target. The hole has a radius of 6' and is 20' deep. A Reflex save must be passed to avoid falling into the hole with a DC matching the caster's spell check. The hole will form over after one turn. Any target still in the hole will be suffocate and die unless dug free.
27-31	Caster's form turns into watery clay. While clay, the caster is able to move by "rolling" under any space a liquid would normally be able to move under. The caster may also take on various forms by making an Intelligence check. Forms are limited to the original body mass of the caster and his imagination. The spell lasts 1 turn per CL or until the spell is released.
32+	The caster becomes living stone. While in stone form the caster's skin gains +10 AC and is resistant to all non-magical weapons (half damage). Caster also becomes "aware" of the sentient spirits of all stone around him in a 40' area. He gains the ability to communicate telepathically with the spirits in the stone, asking basic questions. The spirits are primitive in nature, but will try to be helpful. The spell lasts for 1d10+CL rounds.

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