Sanctum Secorum

Episode #04

Elric of Melniboné

Compatible With DCC RPG

Erik Sundqvist (Order #12724540)

Sanctum Secorum Podcast
Episode #04 Companion

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Character Classes

Melnibonéan

You are a selfish, not-quite-human native of Melniboné, the Dragon Isle. You are the decadent descendant of an empire that stretches back tens of thousands of years. There is only rule in Melnibonéan society – "seek pleasure however you would."

Melniboné as an empire has existed for almost as long as there has been a world for it to exist upon. But now its days of glory are quickly fading, and Melnibonéans rarely leave Imrryr, the capital city of the Dragon Isle. Once their fleets of golden battle-barges and flights of dragons terrorized the world; now they are rarely seen. Many Melnibonéans have little use for the lands and people beyond their shores, and treat those from the "Young Kingdoms" with disinterest at best.

Most Melnibonéans are equally skilled with swords and sorcery. Their heritage is long, and their emperors and lords long ago made pacts with the Lords of Chaos and the Elemental Lords alike. Though the mortal pact-makers are long dead, time means little to near-gods and the deals are often still honored.

Hit Points: A Melnibonéan gains 1d8 hit points at each level.

Weapon Training: It is typical for Melnibonéan youth to serve in the army or navy, and so they are trained in the use of the battleaxe, dagger, javelin, lance, longbow, longsword, polearm, short sword, spear, and two-handed sword.

Alignment: Due to their long history of serving the Lords of Chaos, Melnibonéans are almost never anything other than Chaotic. Very rarely an individual might rebel and become Neutral. Lawful Melnibonéans, if such things ever exist, are dealt with by their society long before they have any impact on the world.

Magic: Melnibonéans practice sorceries sustained by traffic with otherworldy entities. They are adept at summoning and controlling demons and elementals. Though an individual Melnibonéan does not live much longer than a human, they make supernatural pacts that last generations. A Melnibonéan may only deal with a particular demon a few times during his life, but that demon might have had a relationship with the sorcerer's ancestors. A Melnibonéan's spells are determined randomly like a wizard's, except for *invoke patron* and *patron bond*, as described below.

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Pawn of Chaos: Due to pacts made generations ago by the former emperors of Melniboné, all Melnibonéan characters automatically receive the spells *invoke patron* and *patron bond* at 1st level in addition to his other spells. These spells can only be used to invoke or bond with a Chaotic or Elemental patron, however. If for any reason a Melnibonéan becomes bonded to a Lawful patron, the Lords of Chaos will consider the Melnibonéan a pact-breaker and deal with him accordingly.

Dragon Whisperer: The last remaining dragons live on the Dragon Isle, and serve the Melnibonéans when they are not sleeping for years. A Melnibonéan gains a +2 bonus on any Personality rolls when interacting with dragons.

Luck: A Melnibonéan applies his Luck modifier to all spell checks to cast *patron bond* or *invoke patron*.

Languages: At 1st level, a Melnibonéan automatically knows High Melnibonéan and the Common Tongue of the Young Kingdoms. A Melnibonéan knows one additional language for every point of Intelligence modifier. Additional languages are determined randomly by using Appendix L.

Action Dice: A Melnibonéan can use action dice for attacks or spell checks as desired, with one exception: he may not cast two spells in one round. Melnibonéan sorcery is a little more time-consuming that standard wizardry, so when he reaches a level where he has more than one action die, the Melnibonéan can make two attacks each round or make one attack and cast one spell, but cannot cast two spells.

Level	Attack	Crit Die / Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	1	1d8/III	1d20	2	1	1	1	1
2	1	1d8/III	1d20	3	1	1	1	1
3	2	1d10/III	1d20	4	2	1	1	2
4	2	1d10/III	1d20	5	2	2	2	2
5	3	1d12/III	1d20	6	3	2	2	3
6	3	1d12/III	1d20+1d14	7	3	2	2	4
7	4	1d14/III	1d20+1d16	8	4	3	3	4
8	4	1d14/III	1d20+1d20	9	4	3	3	5
9	5	1d16/III	1d20+1d20	10	5	3	3	5
10	5	1d16/III	1d20+1d20	12	5	4	4	6

*Plus *patron bond* and *invoke patron*

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Items

Artists' Tools

Unrolling the leather satchel, a series of instruments lies secured within loops and pockets. At first glance, it could pass as an artist's attache, leaving one no reason to look askance at the set. A couple of brushes—one soft and wide, another made for fine strokes—stick out, confirming this guess. Tugging on a few of the narrow wooden handles to reveal the working ends, it could be conceived that this is, instead, a set of tools used by that set of people who work in "acquisitions" and have occasional need of tumbling a lock. If the entire set is laid out for inspection, including those pieces made of metal honed thinner than the twig of a bush, it becomes apparent that this collection has been created by the Melnibonéan craftsmen who work closely with Artists such as the Emperor's own Doctor Jest.

This is no barbarian's surgical kit. Each blade tip—even the lockpicks—are so sharply prepared, even the least educated could flay a person's skin with a single nick. When used with precision and anatomical knowledge, a limb could be quickly cleared of all musculature, creating the freshest of meals for a criminal, and the victim will not realize the loss until he sees his own naked bone.

Melnibonéan Vitality Drugs

On the isle of Melniboné grow many herbs and plants that do not grow anywhere in the Young Kingdoms. When combined the right way with minor sorceries, they can be used to create drugs that give vitality and vigor to one's physical body. When the drugs are taken, the user's Strength and Stamina are increased to 10 if they are below 10. This effect lasts for 24 hours. The drugs have no effect other than slight euphoria and hyper-alertness if the user's Strength and Stamina are already 10 or higher. The new ability scores can be used for spellburn, but the caster's original scores are burned first, so an unwise sorcerer will be in dire straits if the drugs wear off before enough points have been recovered.

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Magic Items

Dragon Crown of Melniboné

"…a helm made from some dark, greenish alloy and exquisitely moulded into the likeness of a dragon about to take wing."

Only worn by the emperors of Melniboné, the dragon crown aids in the shaping of their presence and powers as they sit upon the ruby throne. While not a potent artifact in its own right, when coupled with the sorcerous might of the Melnibonéans, even a slight magic can be powerful.

To a Chaotic character, the crown boosts the effective spell-casting level of its wearer by one. To a Neutral character who would dare don the crown, the crown permanently reduces the wearer's luck by 3 as the spirits of the Melnibonéan emperors past make their displeasure known. Should a Lawful character be foolhardy enough to place the crown on their head they must make a Will save versus DC 20 or be instantly struck dead. One should not tempt the powers of Melniboné.

The Mirror of Memory

"…a magical device whose hiding place he discovered by his sorceries. Those who look into this mirror have their memories taken. The mirror contains a million memories: the memories of all who have looked into it."

Perhaps one of the most dangerous artifacts of the ancient world, the mirror of memory steals and retains the memories of those who gaze into its silvery depths. The mirror itself is quite large, 20' x 20', and capable of being mounted (with great care) to be used as a defensive weapon for a city or town. The merest glance into the mirror engages its dread effect.

All confronted with the mirror must make a Will save versus DC 18 to avert their gaze prior to looking into the mirror. Should someone be physically forced to gaze into the mirror, there is no save. Those who look into the mirror immediately cease all movement as memories are stolen from their minds, leaving them open to "re-education." The victims have no memory of who they are, where they are, etc., but they do still retain physical skills drilled into them by practice and repetition and so class levels remain.

Breaking the mirror: Should the glass of the fragile artifact ever shatter, the memories contained within will flood outward, seeking to lodge themselves in still-living minds. All within a 1 mile radius must make a DC 15 Will save or die as their mind is overwhelmed and destroyed by the ancient and alien memories of the mirror.

Re-education: Those who have had their memories purged are like sponges, seeking new memories. Their ability to retain new information is unparalleled and their memories near-eidetic. For the next 24 hours after having had their memories wiped, the victims will remember everything, down to the slightest detail, with perfect recall. After the 24 hour period, they begin to learn things at a more normal pace and can require years of education to return to a semblance of normalcy.

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Ruby Throne of Melniboné

Carved from a single, massive ruby the throne of Melniboné has supported four hundred and twenty-eight emperors, in a period spanning vast millennia. While to the casual viewer the throne may appear to be an outrageous display of wealth and power, rubies have magical properties of their own and the throne's powers have been greatly magnified for its having been the literal seat of power of the empire.

Rubies are said to increase health, wealth, energy, courage, leadership, and influence over others as well as providing protection from poison and ill-spirits. Other tales tell of rubies granting immortality, or finding true love, while others speak of the stone draining the beauty for the vainglorious. While the throne does not have all of these qualities, it does carry many of them and confers those protections to those who sit upon it.

Beauty: For every cumulative month that a person rests upon the throne there is a cumulative 1% chance that they will lose a permanent point of Personality. This chance resets and begins anew after each loss.

Courage: The effected target is immune to fear effects for 24 hours.

Energy: The effected target may ignore "Lost" results on spell checks and may still cast the spell as normal in subsequent rounds without any requisite spellburn. This boon from the throne lasts for 2d3 turns.

Leadership: The effected person is granted a result 1 higher on the Rallying Maneuver *Mighty Deed of Arms.*

Protection from poison: The throne confers additional fortification against poisons and venoms. The recipient gains a +2 bonus to Fort saves against poisons and venoms lasting for 2d5 hours.

The Sword of Earl Aubec

This five-foot blade has long since fulfilled its destiny of imposing order on the untamed stuff of Chaos and creating the lands now known as the Young Kingdoms. Though not the power it once was, it still hums with Lawful purpose in the right hands.

To a Neutral or Chaotic character, the Sword of Earl Aubec is nothing more than a sturdy longsword with gemstones in the hilt, but the Lords of Law have bestowed the blade with several abilities that will help a Lawful wielder. The sword's purpose is to impose order upon chaos, and so provides a Lawful wielder +1 to attack and damage against opponents of Chaotic alignment. The sword's legacy is that of forcing form upon formlessness, and so any time the wielder strikes a creature without form (a mist, a slime, an ooze, for example) or a shape-changer, that creature must make a Will save vs. the wielder's Personality score. If the save fails, the wielder chooses what form that creature must take for the next 24 hours.

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NPCs

The Emperor's Artist

In Melniboné, this place of casual cruelty, Artists thrive. Exceedingly learned in humanoid anatomy and physiological reactions, they are often called upon by nobility to make slaves more obeisant. Masters of the music slaves, Artists themselves, find it more timely to surgically alter a slave to sing one perfect note than to waste time training them. Sorcerers work with Artists to create the drugs administered to slaves put to the oars on a ship, thus wringing out a score of hours' worth of high performance before the bodies of the disposable labor force eventually overcompensate and perish.

The resident Artist to the Emperor is the seniormost of Melnibonéan Artists, and has the honor of receiving any captured enemies of the Throne. Any enemies of Melniboné are spies. Any spies have secrets. And any secrets will be dredged out by the Artist, as this land has had millennia in which to perfect the practice—rather, the Art—of torture. While the Artist may have a conscience, he is also pragmatic; women and children carry secrets just as men do, and the Emperor could call upon sorcerous powers beyond his own to end him should he fail in his duties. Once an Artistic "session" is complete, the remains are deemed unworthy of being served as part of the evening's feast for the nobility, and are instead delivered to certain sorcerers known for practicing necromantic Arts of their own.

The weak-minded call him an interrogator. The Emperor's men call him Inquisitor. The recipients of his Art never learn his name.

The Artistic Chambers are rarely under guard. It is possible to interrupt a "session," but it is not likely that an attempt to free the captives from the sinuous man behind the Art will succeed.

The Emperor's Artist: Init +3; Atk scalpel +8 (1d6+1 plus bleeding); AC 12; HD 7d6; MV 30'; Act 1d20+1d16; SP *bleeding stroke*, lucky, Artists' tools, crit table II (1d30); SV Fort +3, Ref +6, Will +4; AL L.

Bleeding stroke: The Artist's favored scalpels do not inflict a great deal of damage...because that would kill the subject of his current project far too quickly. Instead, the blades (2 in his tool set) have been ensorcelled to leave behind the sensation of a slow, torturous, cutting stroke. The victim feels each layer of skin, muscle, and tendon peeling away from his body long after the flesh has been removed, resulting in a -1 penalty to Will and Reflex saves for the next 1d12 rounds (should he survive that long). Victims who live through an escape attempt suffer a -1 penalty to their Personality and Stamina scores for one month per Artist's wound inflicted (reflecting the psyche and physical damage of being in the Artist's clutches).

Lucky: For purposes of combat and abilities, the Emperor's Artist functions as a 7th-level thief with a d10 Luck die, which should be applied to any missed attack rolls (the Artist has 12 Luck points to burn). If in combat, the Artist should burn Luck to increase the damage inflicted on each stroke of his new works.

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Patrons

Arioch

Lord of the Seven Darks, Lord of the Higher Hell, Knight of the Swords

Arioch is one of the more powerful Dukes of Hell. He rules by strength, guile and manipulation. His followers range from the reclusive bog-hag to entire nations such as Melniboné. Arioch relishes acts of treachery, intricate lies that cause delicious suffering, and violence offered in his name.

Invoke Patron check results:

12-13 The wickedness of the caster's deed does not merit direct intervention from the Knight of Swords. A sulfuric cloud rises from the ground covering a 30' radius. All enemies of the caster must use their action to move away from the area, or begin choking while their eyes sting from the noxious vapor. Affected must pass a DC 13 Fortitude save or become stunned for 1d3+CL rounds.

14-17 Future actions of the caster may result in an increase of power for Lord Arioch. The great demon briefly manifests in the form of some horrific beast. The manifestation vomits forth a swarm of giant flies covering a 30x30 area. The swarm attacks all enemies of the caster in the area before dispersing 1d6 rounds later. **Giant flies:** Init +2; Atk bite +4 melee against all in 30'x30' space (1d4); AC 10; hp 40; MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL C.

18-19 The demon has plans for the caster in the great scheme of Chaos. For the next encounter, any natural roll made by the caster that results in an odd number may be rerolled. The second result must be accepted. The caster also instantly knows the answer to one specific question. The demon will answer the question cryptically, as its nature is to deceive.

20-23 Arioch has chosen the caster to act as a pawn in the near future on his behalf, and the caster must be protected. A type one demon is summoned to the prime, charged with protecting the caster. The demon will stay for the duration of the encounter before being called back to Hell. (Use the random demon generator found on www.purplesorcerer.com for a quick demon.)

24-27 The caster transforms into a swarm of flies. The transformation allows the caster to engulf one target per turn. The flies burrow deep into the ear canals and whisper the lore of forbidden knowledge. The droning madness is more than any mortal mind can suffer, often causing death or insanity. Victims must pass a DC 12+CL Will save or suffer 1d5 Personality damage. Any opponent reduced to 0 Personality either dies from trying to rip his own eyes out or some other grisly fate as they try to pull the madness away. Caster retains this form for 1d8+CL rounds.

28-29 The Knight of Swords charges the caster's weapon with a dreadful energy, capable of sucking the soul from its host and stealing it away to Hell. For 1d8+CL rounds the weapon (or hand, if chosen) glows with a hellish purple light. Any foe struck by the weapon must immediately pass a DC 10+CL Will save, or have their soul stolen away to Hell. The affected is now a walking zombie, only capable of basic actions. The soul can only be rescued by means of a quest to the underworld to barter with Arioch himself.

30-31 The caster has become a favorite of the demon. A 40' x 40' area suddenly transforms into a hellish landscape. Flames randomly jet from the ground as sulfuric clouds randomly manifest. Each enemy of the caster must pass both a DC 12+CL Reflex save in addition to a DC 12+CL Fortitude save. Failing the Reflex save results in the target being engulfed in hellfire (2d12) while failing the Fortitude save results in the victim choking from fumes, causing them to lose all actions. The effect lasts for 1d10+CL rounds.

32+ Arioch sends two type II demons to aid the caster. The demons will fight or impart knowledge to

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potential dilemmas at hand. The demons will never answer questions directly, as it is their nature to deceive. The demons will return to the Abyss after 1d10+CL rounds.

Patron Taint: When patron taint is indicated for Arioch, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect he is effectively turned into a type I demon and summoned to Hell.

Roll	Result
1	The caster constantly begins to smell of sulfur. This results in -1d on all reaction rolls and a +1d to any rolls made when trying to locate the caster. Rolling this result a second time causes the casters skin to become reptilian. The scales are crimson in color and offer +3 to AC, but caster is considered to be cursed and is generally unwelcome in towns. Rolling this result a third time bestows a tail, and prominent horns grow from the caster's forehead. This grants the caster a headbutt attack (1d6). The caster must also pass a DC 10 Will save to resist deceiving friend or foe at any crucial point during an adventure.
2	The caster's toes fuse together and begin to develop into fleshy hooves. Reduce MV by -10'. Rolling this result a second time causes the caster's legs to change completely, resembling a goat. The hooves are completely formed now, granting a kick attack (1d6) and MV +15'. The caster is considered a demon by strangers, and will be attacked unless an attempt is made to hide the change. Rolling this result a third time causes the caster's fingers to grow an extra knuckle and wicked claws (1d4). In addition, all animals within line of sight of the caster will react with fear or animosity.
3	The caster begins to develop two sores on each shoulder blade and begins to develop a slight hump back. Rolling this result a second time causes small wings to burst from the wounds. The wings grant no flying ability, but add to the caster's demonic transformation. Rolling this result a third time causes the wings to double in size, granting the caster the ability to glide from heights greater than 30'.
4	Casters eyes become white orbs. The effect is unsettling to all who encounter him, resulting in -1d on all social rolls. Rolling this result a second time causes the tongue of the caster to become forked. This allows the caster to track by scent 60' (skilled roll) but also challenges the caster to tell the truth during important times. A DC 12 Will save must be passed to tell the truth whenever the Judge sees the potential for a lie. Rolling this result a third time causes the caster's ears to become long and pointy. Hearing is doubled, while the negative reaction penalty is raised to -2 die on the chain.
5	The casters very presence causes food to spoil in a 20' x 20' area. Commoners will become suspicious if the caster lingers in the area, or displays any additional taint. Rolling this result a second time will add the ability to wilt and destroy plant life in a 20' x 20' area. The effect will be tied to the caster with a successful perception check. Rolling this result a third time will cause domestic and wild animals to display "fight or flight" tendencies. In addition, small children will begin to wail while within 50' of the caster.
6	Caster attracts vermin in large numbers. Any time the caster spends more than 24 hours in a locale, swarms of bats, rats, and other related creatures will begin to appear in numbers. Should the caster spend more than seven days in the same location, a plague will begin infecting those in the area. Judges are encouraged to create something devilish. If this result is rolled a second time, foul weather seems to travel with the caster. Rain, winds, and other unfavorable conditions prevail, generally bringing damaging storms should the caster settle in the same locale for more than a few days. Rolling this result a third time will give the caster a constant charge of static electricity, causing any living thing a shock when touched (1d3). In addition, the caster develops traits similar to the vermin he attracts (red eyes, bat-like snout, etc.) causing -1d to all social rolls.

Spellburn: Arioch enjoys the suffering of his followers and is known to lend great strength to those who can endure the most painful suffering. Roll 1d4 on the table below or build off the ideas below to create

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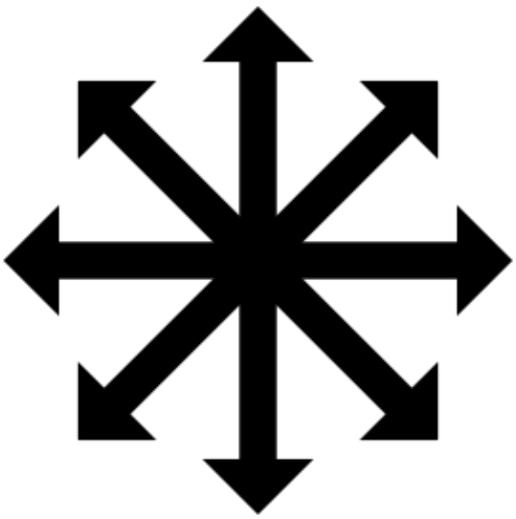
an event specific to your home campaign.

Roll	Spellburn
1	The demon briefly possesses the body of the caster, literally giving him a taste of hellfire. The caster smolders as blisters develop all over his body (expressed as -1 to Stamina, Strength, and Agility).
2	Arioch wants more than the taste of what is being offered. Up to 10 points can be burned, but the caster must offer sacrifice of creatures up to the HD of points spent. (The spellburn of 10 points results in a need of 10 HD worth of creatures.)
3	The caster drops to his knees to vomit a gout of flies. The flies cause blindness to all in a 40' area for one round before dispersing.
4	The caster gains two points for every point spellburned, but he will be sent on a personal quest by Arioch. Failure to timely complete the quest results in twice the loss of points spent.



Fly's Lament (Patron Spell)

Level: 1 (Arioch) **Range:** Varies **Duration:** Varies **Casting time:** 1 round **Save:** Varies

General: The caster summons is gifted a hellish fly from the great demon Arioch. The effect of the spell varies depending upon the spell check result.

Manifestation: Roll 1d4: (1) A swarm of flies burst from the caster's mouth. The flies instantly disperse, but one of the pests is the object of the summoning, marked by a small halo of fire; (2) In an instant, the caster develops a oozing wound as a larvae squirms its way out of the puss-laden wound. The maggot drops to the ground, instantly becoming the summoned fly; (3) The caster screams as his body explodes into a black cloud of flies. The summoned fly is immediately summoned and able to act, but the caster will remain in the form of a swarm for one round before returning back to his original form; (4) Caster's head is instantly transformed into that of a giant fly. The caster is unable to cast additional spells for 1d2 rounds, but gains an acid spit that can be used as a ranged attack: Spit 10' +2 ranged (1d10 + corrosive). The corrosive nature of the attack continues doing damage on following rounds dropping by one die on the dice chain each round. Succeeding an initial DC 13 Reflex save will halve damage for each round.

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1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Caster summons a small fly with a flaming halo. The fly attacks enemies of the caster and its hellish bite causes excruciating pain. The fly remains for 1d6+CL rounds. **Fly (1):** Init +2; Atk bite +2 melee (1d6+CL); AC 16; HD 1d6; hp 3; MV fly 30'; Act 1d20; SV Fort +0, Ref +6, Will +0; AL C.
14-17	Caster summons 1d3 flies with flaming halos. The flies attack enemies of the caster with a hellish bite causing excruciating pain. The flies remain for 1d6+CL rounds. **Flies (1d3):** Init +2; Atk bite +2 melee (1d6+CL); AC 16; HD 1d6; hp 3 each; MV fly 30'; Act 1d20; SV Fort +0, Ref +6, Will +0; AL C.
18-19	Caster causes one target to begin vomiting a swarm of demonic horse flies that immediately attack him. The flies will not only attack the target, but anyone standing within 10' must also endure the painful bites. The horsefly swarm will disperse in 1d8 rounds. **Horse fly swarm:** Init +3; Atk swarming bite +3 melee (1d8+CL); AC 14; HD 3d12; hp 24; MV fly 30'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL C.
20-23	Caster may choose 1d3 targets to serve as a maggot hive of demonic flies. Target must pass an immediate Will save matching the caster's spell check to avoid the effect. Those failing immediately fall to their knees in hysterics as thousands of maggots begin to chew their way out of their host. Hosts are effectively helpless during the process and suffer thousands of chewing wounds each round (1d8+CL). The maggots will clear their host in 1d6 rounds.
24-27	Caster grows a set of demonic fly wings as a fiery halo appears over his head. The caster is able to fly 60' and now has the whisper of Arioch himself in his ear, whispering words of power granting a +8 to all spell-based rolls for 1d10 rounds.
28-29	A maggot monstrosity is summoned forth. The creature is filled with human heads trying to escape their host with gnashing teeth trying to attack anyone foolish enough to get within range of their anguished rage. **Maggot monstrosity (1):** Init +0; Atk bite +2 melee (1d8); AC 11; HD 6d6+6; hp 33; MV crawl 15'; Act 6d20; SP absorbing; SV Fort +2, Ref -2, Will +2; AL C. *Absorbing:* Any target slain by the creature will be absorbed into the mass of the body to be digested. The victim's soul will then become trapped and its face will manifest along with the other hapless victims'.
30-31	The caster and all allies are immediately lifted into the air, high from danger while a rip in the fabric of reality brings forth a gigantic fly. The fly sweep enemies of the caster with a hellish breath weapon. The fly will remain for 1d10 rounds before being called back to the Abyss. Once the gigantic fly is called back the caster and his allies will be safely dropped back to the scorched ground. **Gigantic Fly:** Init +3; Atk hellfire breath weapon, 10'-wide line, 3d6 x 10' long (damage as fly's hp or half with reflex save); AC 16; HD 6d12; hp 53; MV fly 60'; Act 1d20; SV Fort +2, Ref +3, Will +0; AL C.
32+	Arioch himself possesses the caster causing his body to levitate 5'. A crown of fire appears as the caster assumes the appearance of a handsome youth. On the same round, up to 10 opponents of the caster must make immediate Will saves with a DC of 12+CL or be bathed in hellfire. Each opponent that fails the save suffers 3d12. The effect lasts for 2 rounds before Arioch leaves the casters body. As an added bonus, the caster knows the answer to one question currently perplexing him.

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Spells

Mists of Yyrkoon

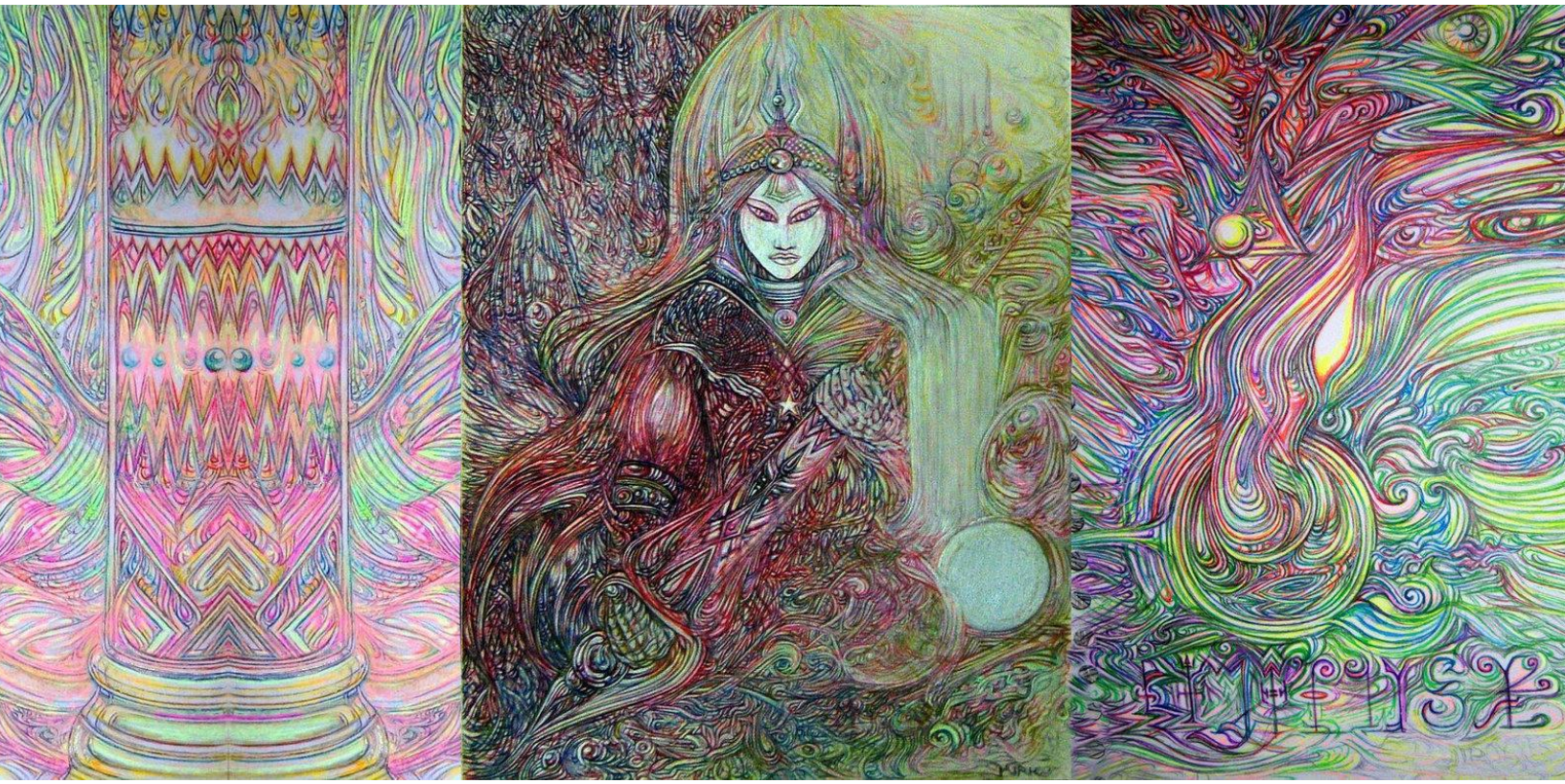
Level: 2 **Range:** Varies **Duration:** 1 turn per CL **Casting time:** 1 round **Save:** NA

General: Caster invokes a mysterious mist.

Manifestation: Roll 1d3: (1) minor demons appear high in the air, pulling clouds from the sky to serve as spell material; (2) caster emits ghostly mists from every pore and opening on their body; (3) a sudden burst of steaming hot rainfall covers the ground, and all in the area of affect. Target and all living creatures suffer 1 point of burn damage as the rain falls, thus causing mist to rise from the ground.

Corruption: Roll 1d6: (1-3) minor; (4-5) major; (6) greater corruption.

Misfire: Roll 1d4: (1) The caster temporarily becomes a mist-like being. He is unable to affect the mundane world in any way, but also becomes immune to non-magical attacks. He gains MV flight 15'; (2) Caster is attacked by the mists he has just tried to summon. A DC 12 Will save must be passed to avoid being drowned by a humanoid mist trying to force its way into the caster's lungs (1d6 Stamina damage). The effect persists for 1d4 rounds. A Will save must be made each round to avoid damage; (3) Caster has offended a major demon in the underworld and is marked by the winds of chaos. During the next combat encounter all melee and spell attacks against the caster are made at +1 die in the chain; (4) Caster turns into a mist anytime he rolls an odd number while performing any physical action. This effect lasts for 1d7 seven days. Once mist form is assumed, the effect will last for one hour, after which caster will return to his physical form.



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1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	A 20' x 20' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others have their vision reduced to 10'. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.
16-19	A 40' x 40' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others have their vision reduced to 5'. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.
20-21	A 100' x 100' area fills with mist. The mist can be cast within line of sight. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d4 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 15'.
22-25	A 1000' x 1000' area fills with mist. The mist can be cast within 100 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d6 from acid damage each round the spell is in effect (Fortitude save vs. casters result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 30'.
26-29	An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d8 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 30'.
30-31	An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d8 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). Caster can assume mist form at will, traveling through the area of effect giving him MV flight 60'. While in mist form the caster cannot take physical action, nor can he be harmed by non-magical attacks. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 60'.
32+	An area of one square mile fills with mist. The mist can be cast within 200 yards. The mist allows the caster and allies to see clearly while within, but all others are effectively blind. The mist also becomes corrosive by nature. All enemies of the caster suffer 1d10 acid damage each round the spell is in effect (Fortitude save vs. spell check result for half damage). Caster and his allies may assume mist form at will, traveling through the area of effect by flight 60'. While in mist form the caster and allies cannot take physical action, nor can they be harmed by non-magical attacks. The mist can be willed to move as long as the caster uses one action per round to concentrate. The mist travels 60'.

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