Sanctum Secorum

Episode #26

Changeling Earth

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #26 Companion

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Campaign Tools

Elemental Turning

A wizard can attempt to wrest control of an elemental from another wizard, seeking to turn it against its master, diminish its strength, or even banish it from this plane of existence. An elemental turning check is mechanically similar to a spell check. The turning wizard must sacrifice a single point of spellburn as an action, then rolls on the table below, adding their spell check bonus and comparing the result to the original spell check used to summon the elemental.

The caster summoning the targeted elemental usually receives a Will save to resist having their control broken. The save is made against the turning wizard's turn check. At sufficiently high results, a turning wizard may turn weaker elementals against their masters automatically with no saving throw. A failed turn check results in the turning wizard drawing the ire of the elemental.

Turn Check	Range	Psychic Backlash	16-17	18-21	22-23	24-26	27-31	32-33	34-35	36+
1-15	-		NE	NE	NE	NE	NE	NE	NE	NE
16-17	30'		WS	NE	NE	NE	NE	NE	NE	NE
18-21	30'		WS	WS	NE	NE	NE	NE	NE	NE
22-23	30'		T	WS	WS	NE	NE	NE	NE	NE
24-26	60'		T	T	WS	WS	NE	NE	NE	NE
27-31	60'	1d3 damage	T, D1d6 (no save)	T	T	WS	WS	NE	NE	NE
32-33	60'	1d4 damage	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS	NE	NE
34-35	120'	1d5 damage	B (no save)	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS	NE
36+	240'	1d6 damage	B (no save)	B (no save)	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS

NE = No Effect.

WS = The summoning caster must make a saving throw (Will vs. elemental turn check DC) or lose their concentration over the summoned elemental, freeing it to attack nearby creatures or the summoning caster until it returns to its native plane after 1d6 rounds. The summoning caster can make this Will save each round to regain control of the freed elemental.

T = The summoning caster must make a Will save or lose concentration, *and* elementals are automatically turned against the summoning caster. A turned elemental attacks the summoning caster in a rage until the caster is destroyed. The summoning caster can make a Will save each round to regain control of the freed elemental.

D = Elementals are turned, and they take the indicated damage. For example, "T, D1d6" means the turning caster can turn the elemental, and the elemental also takes 1d6 damage.

B = The turning caster banishes the summoned elemental back to its native plane.

Psychic Backlash = At high levels, the turning effect tears apart the summoning caster's mind, inflicting painful backlash from the effort to concentrate on his control of the elemental. This damage is automatically inflicted regardless of the result of any Will save.

Fiction

The Blood-Drinking Box

Part 2

Serak did as he was told. The trio followed both of them into the Manor. Serak's gaze wandered from the local décor to the woman before him whom he had regarded as a mother figure. This new person, he was unsure, she looked like Gamma. But, this new Gamma was not one who appeared to show purpose of protection alone. This Gamma wore the armor of the Mercenary League, an authority force motivated by coin with unfailing devotion to that same coin. This couldn't be real, the young man surmised.

They all walked through the large doors and Serak found his stare going from the decorated courtyard to the silver and gold inlaid walls of the foyer. A large painting of the scenic port district of Kerse sat upon the expansive western wall, while the east had three doors headed throughout the corner manor. Gamma led Serak through the first-most door near the manor entrance.

Finding themselves in a study filled with wondrous items from around Lake Encarthan and a few items Serak had never seen before, Gamma and Serak found two other figures standing at a large oaken desk. The first one noticed by Serak was a short woman whose origin lay in Tian Xia. She was a lithe figure, dressed in loose-fitting sailor attire. She smiled seeing Serak and winked, causing Serak to smile in return. The gentleman near her stood proud dressed as the unforgettable attire of a ships master. He was older, having salt and pepper hair, though his heritage was not evident.

Gamma Thendl began, "Serak," she motioned toward Captain Gault and Z, "These two are Captain Guildhelm Gault and Jinyisho Zikhotsu of the tradeship Cinmora."

Serak was unsure why these two mattered at the moment. However, years working on the docks showed him that if something needed to be known it would. But, it was so hard to wait for that knowledge. He nodded to the two humans and his eyes turned back to Gamma.

"Serak, do you know whose dwelling this is?" Gamma asked.

Serak looked around, "Well, its rich enough, assuredly a Prophet's manor. But…," Serak paused in thought and then it occurred to him, "we're in Varan Manor."

Gamma nodded.

“Yes, your true last name is Varan, you are the son of Lune’ef Varan.”

Serak said nothing but smiled, then chuckled, and finally laugh aloud, “What?” He looked around; “This?” he waved his arms around taking a few steps to emphasis his encompassing movement. “Gamma, if that’s who you are, how can this Prophet be my father?” he laughed in disbelief. “I adopted your last name because my father…” Serak paused in thought.

“You can believe or not, this belief won’t deny the truth of it.” Gamma remarked in a matter of fact attitude. “Your father is the lord of this manor and an estate far larger than this manor. Yet, that is not why Kalistocracy has made arrangements for this meeting to come to be.”

Serak was silent again, still questioning his own ears as his mind battled with the years of deception it took to hide something like this. He doesn’t recall his father in the white robes of a Prophet, ever. He regarded Gamma’s armor; he certainly doesn’t recall any connection between Gamma and the Blackjackets.

“Your father has been gone from Kerse for ten years’ time as of this day. He has not notified the Kalistocracy of his whereabouts or that he even alive. Though this may be sad news, Serak, what has become an issue is the disposition of his estate. Under the usual progressions of Drumish law, the eldest relation stands a chance to inherit the estate.” Gamma stopped allowing Serak to understand what she was saying; Serak took a seat in one of the plush chairs of the study.

Serak faced the consequences of what had been said. It was true, his father had not returned for a long time. But, Serak had already coped with the idea that something had happened to him. He was a sailor, there are times when the sea, when The Wind and The Waves, Gozreh, claim life; it was an inevitable fact.

Gamma continued, “Serak, you are not the eldest offspring of Lune’ef Varan. You do stand to inherit the whole of the estate; however, as dictated in your fathers will and testament. However, it falls on you to notify your siblings of the loss.”

This forced Serak to pause. Siblings meant more than one. Serak was not an only child, this opened many more questions. Was that where his father was, taking care of these other children while he was growing up? Serak didn’t want to believe this was the reason. Was his father even a sailor? Was Gamma the same Gamma who raised him? Was this house really his fathers? Who was his father? Who were these ‘siblings’?

Serak asked, “Anyone have any ale?”

Gamma nudged her head to an unseen serving woman who brought forth a silver goblet. Gamma added, “No ale, wine.”

Serak nodded and drank the whole goblet in one swallow.

Captain Gault smirked with a raised eyebrow and Z sneered.

Gamma continued, “There are a few rules that must be adhered to for the proceeding of the will.”

“Of course there is,” Serak smiled, motioning to the serving woman for more wine.

Gamma pulled a silver scroll-case from the large desk, and unrolled it reading through a few of the beginning lines. “Ah, there are five segments that must be covered to accomplish the tasking of Lune’ef Varan’s will. First of these tasking is that the children of Lune’ef Varan are to bear witness to this testament. The second tasking is that should a sibling not be able to attend the reading for any reason evidence of these reasons for non-appearance need be attained.”

“Gamma, how would I be able tah’ prove that?” Serak asked.

Gamma smiled, “The third tasking limits the resources that you can be provided. This proof of attendance or lack of need be gotten by you in any means you can. Should someone provide you a way, you can use it. Your father is giving you a method of transport.” Gamma nodded to Captain Gault, “The Cinmora is from his fleet, for you to use in searching for your siblings.”

Serak looked at Gamma in disbelief, taking another drink from his wine.

“A sum of 150 gold coins will be provided to you every month, and can be accessed from the ports where your father has additional ownerships.” Gamma continued.

‘Lands?’ Serak’s mind began to reel.

“Master Varan has additional properties, which are also portions of his estate. These properties are in Chesed, Almas, Katapesh, Azir, Korvosa, and Senghor, in addition to Varan Manor here in Kerse. In the event that you miss withdrawal of one month’s sum it will be added to the next month’s sum.” Gamma paused placing a hand on Serak’s shoulder. “Do you understand everything so far Serak?”

Serak uttered, “Um…yeah?” having no real comprehension of the details yet.

Gamma continued making eye contact with the young man, “The fourth tasking considers the list of known brothers and sisters that you have. As of the last known contact from Master Varan, you have

twelve siblings Serak." Gamma handed a small bronze scroll-case to Serak which he took, but did not open. Instead, Serak took a long drink of wine emptying the goblet. "The fifth tasking states that the timeline of this testament will not exceed one year for each sibling. At this moment, with twelve siblings, it leaves you with twelve years. If you should achieve the tasked segments of your father's will before twelve years, in accordance with the testament of Lune'ef Varan this estate shall be yours."

Serak paused in thought, attempting to drink from an empty goblet. Gamma snapped her fingers and the serving woman poured more into his goblet. Serak drank deep. Swallowing hard he nodded, "Gamma, what if I refuse?"

Gamma's voice returned to the nurturing tone of his caretaker. "Serak, you can refuse; but if you do, these things your father had strived for would fall to dissemination among the Kalistocracy. If you accept, it can one day be yours."

Serak exhaled, with the sudden occurrence of so many things, his mind was cluttered, "Gamma, can I sleep on this one."

Captain Gault and Z looked at one another quizzically.

Gamma smiled, "Serak, of course you can. You can stay here."

* * *

Gamma ordered the other Blackjackets to take position throughout Varan Manor. She offered up rooms to Captain Gault and Z, but they opted to return to the Cinmora. Serak stayed within the study, pondering all that had been laid out before him. After several hours of sitting in thought, Gamma brought in a silver platter of seasoned lamb, bread, and cheese.

"How could this all be true, Gamma?" Serak asked.

"Master Varan…" Gamma started.

"…no, that's not me." Serak interrupted.

"Yes, it is. Now you know who you are. In order to maintain the name your father built you must embrace what has been expected of you." Gamma sat in a cushioned chair across from Serak and started, "I met Lune'ef Varan when he disembarked a tradeship that had arrived from Tamran. He had stowed away, an escaped slave from deep within the Cheliax. With him he brought about thirty other humans and half-elves, all of them escaped slaves. Among them was your mother, Irmine Sinhgal. We shared several things throughout the years. I learned your father had many enemies, beyond even that of those within Cheliax."

Serak mumbled, "Why the secrets?"

Gamma continued, "When your father walked the path of Kalistrade. He brought me into the fold with him. He assumed the role of Prophet, but resisted the boundaries the order set forth. Thus, he took to sea and adventure to generate the riches he would need to fulfill his own depictions of the Prophesies. He returned for a long time to father you, I was there when you were born. Your father was attacked on the night of your birth and several died to protect him and you, including your mother. He searched the world for this attacker, fearing his search was futile he would not give up. That is why he kept the secrets, to hide you from this nameless evil." Gamma paused for Serak to consider what she said.

Serak mumbled, "Then why are there siblings?"

"Master Varan was cursed that night as well. I stole you away from the birthing room under orders from your mother. The thought is and was to swear that you had died that night to anyone and everyone who knew of your father. Lune found me the next day and told me of the curse placed upon him. Your father's offspring would die off, never knowing what Lune'ef had succeeded. He asked me to watch over you. He would return to see you grow, but he was constantly on guard for your own life. I know not his consideration for the other tenets of the Kalistocracy, but I do know for certain he had other children, hoping that one could find the truth if he should fail."

"Why me?" Serak asked quietly.

"I can give you two reasons Serak," Gamma looked the young man in the eyes, "you are the only one whose location I know for sure. You are also the only human offspring of Lune'ef Varan."

Serak raised an eyebrow at Gamma's reference and he was filled with questions of how she knew what these other 'bastards' were.

"In my regards, Master Varan's fortune should go to a full-blood human."

Gamma patted Serak on the shoulder as she stood and walked out of the study. "Get some sleep Serak. You will find the master's quarters on the third floor, the whole third floor." Gamma departed leaving Serak alone once again.

* * *

Resting lazily at the docks was the smooth sides of the keelboat, dubbed the Cinmora.

Captain Gault sat back in the velvet chair of his quarters, pondering the notion brought to him by the Elvee, Madis, and Frila. “So, our crew collects this ‘box’ and we bring it back to this ‘wizard’ to get our unbound imp cargo?”

“Yes Captain.” Elvee answered.

Captain Gault, “But…?”

“It…” Frila began and Elvee stared her silent. The Iobarian barbarian was tough, but Elvee was the ship’s officer and a better combatant.

“…requires blood from a lawful creature.” Elvee finished casting a cautious eye to Captain Gault.

Captain Gault exhaled and said nothing for a moment. Then, “Well I’m not giving any blood.”

Madis entered, “Um, Cap’n you aren’t exactly lawful.”

Gault looked sideways at Madis, “You hurt me, Madis.”

“Blacyn.” Frila blurted.

The dwarf, Blacyn son of Readoc, from the Five Kings Mountains, was a dull fellow but prided himself a devoted warrior for Torag. The crew was certain he was not of the average dwarven stock, as he was not one for humor…any humor. However, it was hard to find a dwarf willing be ship’s smith under the command of Captain Gault.

Captain Gault commented what the others already thought, “Blacyn won’t go along with this if he knows the truth.”

Elviodia remarked, “Why not?”

“Can you see our devout paladin willingly helping us get a small devil for coin?”

Captain Gault thought about what he was saying, “Better yet, can you see our devout paladin literally paying blood to get a devil for coin?”

Elviodia remarked, “Not if we don’t exactly tell him the truth of it.”

Captain Gault said nothing as his smile grew from ear to ear. “Okay, come the sunrise we will bring our new master onboard then get a party together. Tha’ Cinmora will be taking on cargo fer the next week. Our party has that long to get back to port.” He chuckled at this idea’s apparent genius, “Right right, get some rack time mates.”

To Be Continued

Gods of the Eternal Struggle

Orcus

Demon Emperor, C - Destruction

Of all of the demons of the Empire of the East, it is Orcus who reigns supreme. All other demons and living beings are but ash blown before his radioactive might. Chained and sleeping within the abyss, Orcus awaits the day he should be awakened by the foolhardy. Disdainful of both the living, as well as his own kind, should Orcus be unbound it will attempt to lay waste to the world before it.

The cult of Orcus is made up of a handful of wizards willing to exchange their souls for the secrets of the nuclear nightmare’s prison. Armed with spells, the doomsday followers of Orcus wait for the merest pretense of excuse to justify releasing his power upon the world.

Orcus, when free, attacks with radioactive energies rent asunder from the atomic bomb that was his birth-seed. The Supreme demon is the destroyer of worlds; it has no need for symbols.

Monsters

Demon Mount (type II demon)

The demon mount is a chimera-like demonic steed summoned by powerful wizards to traverse great distances at an extremely high rate of speed. Regardless of the type of locomotion, they appear to move entirely silently, seeming to run on wind and nothingness with driving, pounding legs, wings, or other appendages except when a roar of sound accompanies them as they rocket into the air.

Roll on the table below three times for the mount's appearance, combining the results for the amalgamation of the mount (e.g., an eagle's head on a scaled and feathered body):

Demon Mount Appearance			
d10	**Head**	**Torso**	**Locomotion**
1	Eagle	Scale	Great feathered wings
2	Spider	Feathered	Eight spider legs
3	Lizard	Worm segments	Pair of human legs
4	Eel	Turtle shell	Four lion legs
5	Goat	Human	Snake belly
6	Bat	Carapace	Bat wings
7	Lion	Dead flesh	Floating silk
8	Dragon	Fur	Spinning biomechanical gears and wheels
9	Chicken	Clammy, rubbery hide	Rocket pods
10	Wolf	Hard metal flanks	Blinking teleportation

Demon mount (type II demon): Init +4; Atk claw +10 melee (1d8+2) or bite +8 melee (1d12); AC 16; HD 6d12; MV 30' or fly 500'; Act 1d20; SP demon traits; SV Fort +6, Ref +8, Will +6; AL C.

Demon mounts obey their master's commands and can be hobbled with a word whispered in the demon's ear, remaining in a location for up to 1d4+CL hours until the summoning wizard returns.

Elemental, Desert

"*Looking back, Rolf saw a gray maelstrom of wind and dust settling upon, or very near, the area where the fighting must have been. Loford must have managed to raise a desert-elemental. The Eastern troops would be powerless to advance as long as it blasted and blinded them with sand…*"
- Fred Saberhagen, *Changeling Earth*

Desert elementals are close kin to air elementals and share many of the same traits. However, desert elementals are not merely warm, living zephyrs, they are the howling manifestations of the deserts heat coupled with unrestrained winds.

The smallest desert elemental is 1,000 cubic feet (10'x10'x10') of wind and sand. Its dimensions double with every four additional Hit Dice, allowing it to grow at an alarming rate, achieving sizes of 64,000 cubic feet.

Elemental, Desert: Init +8; Atk slam +8 melee (2d6) or hurled object +8 missile fire (1d6, range 100'); AC 16; HD 8d8, 12d8, or 16d8; MV 50' (flight); Act 1d20 (or more); SP abrasive, cyclone, haboob, elemental traits; SV Fort +6, Ref +10, Will +6; AL N.

Abrasive: Each round, targets caught within the sandstorm of the desert elemental must make a Fort save vs. the elemental's HD+10 or suffer 1d3 points of damage as the skin is peeled from their flesh. Inanimate objects also suffer from the scouring power of the elemental (judge's discretion).

Cyclone: Once per day, a desert elemental can take a round to shape its winds into sand filled cyclonic winds. On the second round, after the cyclone is formed, the elemental transforms into a towering pillar of wind and sand 5' across and 50' tall. The dimensions of the cyclone double for every four additional HD. The cyclone lasts 1d4 rounds, and during that time the elemental hurls its targets high into the air (1d6 damage per 10' fallen). Targets in the path of the elemental's normal course of motion may dodge the attack with a successful Reflex save vs. the elemental's HD+4.

Haboob: If so ordered, a desert elemental may spread its winds and sands, creating a massive sandstorm. The size of the storm is 1 square mile per HD of the elemental and it sweeps across the land scouring all in its path doing 1d3 points of damage to everything within the storm. The haboob lasts for 2d5 hours after which the elemental dissipates back to its natural plane and cannot return for one year.

Elemental, Forest

"*He had come some fifty paces past the last human sentry before he got a direct look at his pathmaker: a forest elemental, almost tree-like in appearance, raised great gnarled limbs at some distance to Duncan's left. It was guiding him in turns and doublings, supposedly preventing the approach of any unfriendly power.*"
- Fred Saberhagen, *Changeling Earth*

The gentle force of life given form, the forest elemental is normally the most gentle and peaceful of all their summoned kin. Unwilling to enter combat unless strongly provoked by actions of a greatly destructive nature or forced self-preservation, the forest elemental is greatly sought after for its skill in aiding passage through woodlands.

Elemental, Forest: Init +6; Atk slam +12 melee (3d5); AC 18; HD 8d8, 12d8, or 16d8; MV 40''; Act 1d20 (or more); SP path finder, trail maker, vulnerable to fire and heat, elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

Pathmaker: When summoned, the forest elemental may reach out with its senses, determining where any threats to its master lay along a given route. The elemental must succeed at a DC 15 Will save to reach out for a distance in miles equal to the elemental's HD. The elemental can innately determine what along its route (living as well as environmental) poses a danger to its charges and will seek to alter the course appropriately where possible.

Trailmaker: The elemental may physically move plant life from one place to another, simply sliding it to one side with a brush of its large arms. Via this method the elemental may allow for the passage of large groups, or even armies. Once the area is clear, the elemental may return the growth to its point of origin, completely obscuring any signs of passage. All attempts to track movements so disguised are rolled at a penalty of -2d.

Spells

Spell	**Door of Orcus**
Level	5 (Wizard/Cleric)
Range	30’
Duration	Varies
Casting Time	1 turn
Save	None
General	This high-powered spell creates a doorway through which the powerful Demon-Emperor Orcus may return to the mortal plane. The caster assumes the role of *“a workman lubricating a lock,”* visualizing the dismantling of *“an intricate tremendous lock that [holds] a massive door, a door securely sealed and barred, whose key had been put so far away that it had been forgotten.”* Because of its (un)holy nature, this spell may be learned by clerics as well as wizards/elves; clerics will suffer deity disapproval at 3d4 on any failure, and are also subject to corruption/misfire effects. Before Orcus may be welcomed, however, another life must be exchanged. *“Its energies [are] needed as solvents and lubricants, to melt the seals and oil the hinges of the dungeon door through which Orcus must eventually pass.”* This sacrifice must be properly prepared and restrained with careful discipline: the victim, preferably a mortal in the prime of their life, must be healthy and not outwardly harmed. There must be *“nothing so direct as a knife. Subtle and bloodless must be the draining of this victim’s life.”* Cruelly, the victim must also be conscious, so as to understand the proceedings. *“The essential oil of despair must be added to those of fear and pain.”* The body will become the new host of Orcus (or a servile lesser demon). If the victim has not been slain upon the demon’s departure, he will remember the experience. This spell may be attempted once a day until the ultimate success is achieved. At lower results, with more delicate figurative lockpicking, the door does not open fully and lesser demons are sent through in Orcus’ stead. Judges are encouraged to refer to pp. 401-404 in the DCC RPG core rulebook for examples or to generate original stats to fit the setting.
Manifestation	A transparent overlay of a heavy banded oak door appears before the sacrificial victim, bulging at the seams as the Demon-Emperor awaits his chance to escape his temporal cell. The lock on this door is manipulated as described below.
Corruption	Roll 1d4: (1) all knowledge of Orcus - including this spell – is purged from the caster’s mind for 2d4 days; (2) caster begins exuding slick black oil from the bottoms of his feet, leaving an obvious trail as he walks and necessitating a DC 12 Reflex save whenever casting while on a sheer surface; (3) caster loses access to all summoning spells (including *Door of Orcus*) for 1 week. Attempts to cast other summoning spells during this period automatically result in a misfire; (4) caster lives in fear believing Orcus is waiting beyond every closed door, furious at not having been freed. Each time a closed door is encountered, caster must pass a DC 20 Will save to remain functional; if failed, treat as if caster is a victim of the *scare* spell at result 20-21.
Misfire	Roll 1d4: (1) caster mistakenly sends the essence of his own life into the lock’s mechanisms and succeeds in freeing Orcus at the cost of his own life. DC 25 Will save or caster’s body is possessed by the Demon-Emperor (permanent -2 to all stats if saved); (2) the incantation is wrong and the sacrifice begins bleeding from his pores. A hostile type IV demon is summoned into the victim’s body and immediately attacks anyone in the vicinity; (3) caster is unable to access his arcane aptitude for the next 1d3 days (all spells are cast at -2 during this period), but the intent to figuratively pick this lock transfers itself onto the caster’s psyche, resulting in his permanently gaining the Pick Lock skill (skill bonus equal to CL); (4) the sacrificial victim’s body becomes host to the soul of a demon other than Orcus, acting as a phylactery. The victim has no conscious of the presence and may act normally. At judge’s discretion, the identity of the demon may or may not be known by the caster. If the victim is subsequently killed, the soul will seek a new host body (see *Phylactery of the Soul*, DCC RPG p. 341).

1	Lost, failure, and worse! Deity disapproval if cleric, and roll 1d6 modified by Luck: (0 or less) corruption + patron taint; (1-4) corruption; (5) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost. Failure. Deity disapproval. Spell cannot be attempted again for 1 month or until the next equinox, whichever is sooner.
12-17	Failure. Deity disapproval. Spell cannot be attempted again for 1 week.
18-20	Black oil oozes from under the bottom of the door. A lesser demon (type I) is spirited into the sacrificial body and will remain for 1d4×CL rounds (or until slain). Servile to Orcus, the demon is bound to speak to the caster, asking and answering direct questions on behalf of Orcus. It is not hostile, and will remain neutral for its time on this plane, but will retaliate if attacked.
21-24	The hinges have been oiled. A servant of Orcus is transported into the sacrifice's form and will remain for 2d6×CL rounds or until slain. The lesser demon (type I) is bound to speak to the caster, asking and answering direct questions on behalf of Orcus, and will protect the caster at request once freed from physical restraint. If not attacked or given a directive to guard, it will conduct reconnaissance of the area before it vanishes back to the prison of the Otherworld.
25-29	The sealing pin has been cleared from the lock. A type II demon is embodied within the victim's body for 1d3×CL turns or until slain. It begins by questioning the caster to ensure steps are being taken to receive Orcus, or to prepare his great armies. Its servitude to and protection of the caster is complete during its time, though it will retaliate if attacked by any character or creature.
30-33	Hinges and crossbars protest as the door bulges. The sacrificial form is now host to a hostile type III demon for 2d10×CL rounds or until slain. The demon immediately attempts to break all physical bonds and attacks anyone in the area, including the caster. Its angry speech – guttural despite the sacrifice's intact form – can be made out to be recrimination for not doing it right, and Orcus is displeased to be kept waiting. With a DC 18 Will save or Turn Unholy check, the caster may exert control over this demon and keep it at bay for the remainder of its time on this plane.
34-37	The crossbars splinter and the door fragments. The sacrifice is inhabited by the spirit of Orcus for 1 week or until the body is attacked. During this turn, the caster may conduct conversations with the spirit, obtain teachings of other planes, or learn one spell (judge's discretion). In addition, on a successful casting of *patron bond* during this time, Orcus will make himself available to any willing characters who wish him as a patron (casting time is reduced to 1 hour per character involved). If the host body is attacked at any time, the caster must make a DC 14 Will save or be rendered unconscious from the force the spirit's planar departure.
38+	The lock is smashed by an invisible force and the door is disintegrated. Orcus is permanently and finally freed from the mystical bonds that tied him to the prison of the Otherworld. With his unfathomable power he immediately breaks any physical bonds, and resumes his reign over the mortal plane – as if never having been imprisoned by a machine created by mere mortals. Though trapped in a human form for the first 1d5 rounds, it is a mere 3 rounds before the Demon-Emperor begins to work his terrible magics through the new body. At judge discretion, the caster may decide to lead the mortal army of Orcus at this time.

Spell	Summon Elemental
Level	3
Range	20'
Duration	Varies (usually requires concentration)
Casting Time	1 turn
Save	Will vs. spell check
General	This spell allows powerful wizards to summon the primal elements from the roiling elemental planes of fire, earth, water, and air, reconstituting the same elements to do the caster's bidding in the form of elementals. The spell usually requires some material component of the type of elemental to be summoned and requires at least 1 point of spellburn. A summoned or conjured elemental must be controlled by a wizard in order for its actions to be directed, requiring the controlling wizard to spend at least one action concentrating on maintaining his control over the elemental. If his concentration is broken, he may lose control of the elemental. Free-willed elementals attack in a rage, targeting the creatures that have dealt them damage or controlled them. There is a base 50% chance it attacks the caster, otherwise it attacks another nearby creature. After 1d6 rounds they return to their original plane if they are able to do so. If a wizard dies without breaking the spell, the summoned elemental is trapped in the current plane and cannot return, but is also without a master. If the wizard does not have a material component, he summons a random elemental associated with the element of (roll 1d12): (1) earth; (2) air; (3) fire; (4) water; (5) ash; (6) lava; (7) ice; (8) mist; (9) dust; (10) steam; (11) mud; (12) something even more exotic (e.g., gold, silver, cyclone, dew, stone, etc.). The summoned elemental has half the hit die indicated in the indicated spell check result.
Manifestation	Roll 1d4: (1) primal elemental material erupts from a nearby source (a great welling of oceanic depths, veins of rare minerals are exposed, colossal tornadoes, volcanic pits, etc.) into existence, then molds into the elemental summoned; (2) particles drift and rise from the elemental source and slowly coalesce; (3) the elemental shape forms within the element source becoming more solid over the course of the summoning (e.g., the air thickens, the ground forms a clay-like being, etc.); (4) a rift appears to the elemental plane from which steps the elemental.
Corruption	Roll 1d8: (1) caster takes on the appearance of the elemental he attempted to summon; (2) caster's body takes on aspects of the elemental he attempted to summon (e.g., developing a constant fever for fire-based elementals, reduced movement for earth-based elementals, etc.); (3) caster temporarily loses 1d4 points of Stamina as the elemental struggles violently to being summoned from its home plane; (4) caster becomes sensitive in the presence of elements of the type of elemental he attempted to summon; (5) minor; (6) major; (7-8) greater.
1	Lost. Failure.
2-11	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) no effect.
12-15	Failure, but spell is not lost.
16-17	The wizard summons an elemental effect of the type of element selected (water spray, fire bolt, stone missile, etc.) that can be directed at a single target within 30'. The elemental bolt will cause 1d8+CL damage.
18-21	The caster summons an elemental of 8 HD that remains for 1d4+CL rounds. The elemental receives a Will save to resist control; otherwise it obeys the caster's commands as long as the caster continues to concentrate. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.

22-23	The caster summons an elemental of 8 HD that remains for 1d4+CL rounds. The elemental receives a -4 Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
24-26	The caster summons an elemental of 8 HD that remains for 1d4+CL turns. The elemental is automatically under the caster's control and obeys his commands as long as the caster concentrates. If the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
27-31	The caster summons an elemental of 12 HD that remains for 1d4+CL rounds. The elemental receives a Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or if the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
32-33	The caster summons an elemental of 16 HD that remains for 1d4+CL rounds. The elemental receives a -4 Will save to resist control; otherwise it obeys the caster's commands as long as the caster concentrates. If the elemental succeeds on the Will save or the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
34-35	The caster summons an elemental of 16 HD that remains for 1d4+CL rounds. The elemental is automatically under the caster's control and obeys his commands as long as the caster concentrates. If the caster's concentration is broken, the elemental returns from whence it came after 1d6 rounds.
36+	The caster summons an elemental prince from the elemental plane that remains for 1d4+CL rounds. The elemental prince has 20 HD and will attack the caster's enemies as long as the caster maintains his concentration. If the caster's concentration is broken, the elemental prince returns from whence it came, transporting the caster back with it to serve as a pet in its court.

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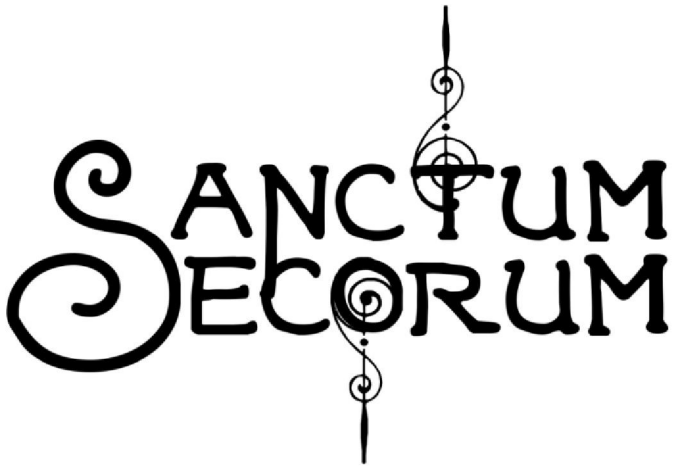

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