



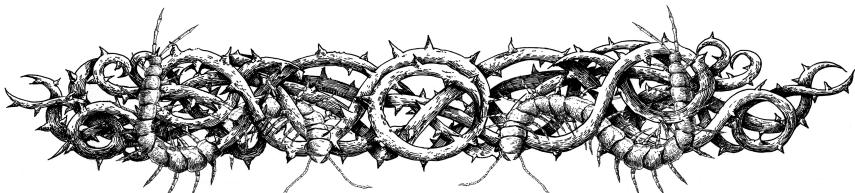
COMPATIBLE WITH
**DCC
RPG**

Herlexxist, the Debased God
and spells for evil clerics

The Tome of Debasement

Contents

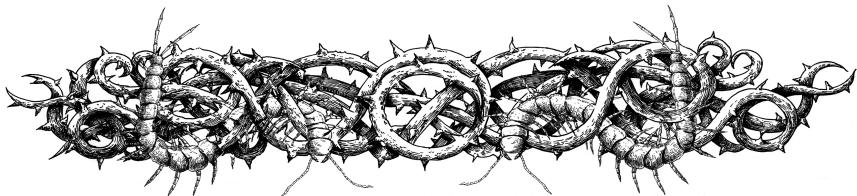
- Herlezzect, the Debased God - pg. 3
- Special Traits & Bloodletting - pg. 5
 - Titles & Disapproval - pg. 7
 - Canticles - pg. 12
 - Level 1 - Scuttle Sight - pg. 13
 - Level 3 - Hand of Corruption & Decay - pg. 14
 - Level 5 - Worm Tunnel - pg. 15
 - Spells - pg. 17
 - Level 1 - Deceiving Visage - pg. 17
 - Level 1 - Putrescent Bog - pg. 19
 - Level 1 - Rotting Stench - pg. 21
 - Level 2 - Halo of flies - pg. 23
 - Level 2 - Lash - pg. 25
 - Level 2 - Twisted Form - pg. 27
 - Level 3 - Radiant Corruption - pg. 29
 - Level 3 - Uncontrollable Urge - pg. 31
- The Eyes of Corruption (magic item) - page. 33



Welcome,

weak-willed mortals, to the Tome of Debasement! This book recognizes the unholy divinity of Herlezzect the Debased God and all the debauched power and profane wisdom they can offer. This is a forbidden tome. It is whispered of in lawful cloisters with fear and disgust. In chaotic covens, it is coveted with longing and wonder.

This collection of corrupt knowledge is designed to make your evil priests more vile and terrifying to behold. Each spell channels a demonic horror and portrays their descent into decadence and dissolution. Whether used in the glory of Herlezzect the Debased God, or used for whatever chaos priest PC or NPC in your games, these spells are not representative of lawful deities like Justicia or Gorhan the Helmed Vengeance. Oh no, these spells are strictly the province of the worshippers of chaos.



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Herlezzect

The Debased God

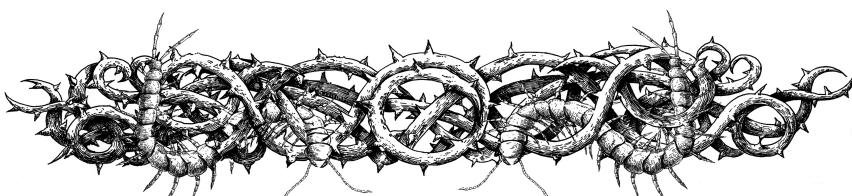
Lord of Deceit, Corruption, Death, and Decay

Amongst their faithful they are known by many names: the Inglorious Bottom Feeder, the Lord of Twisted Faces, the Sovereign of the Forgotten, and by their true-name, Herlezzect the Debased God. Herlezzect lurks in the shadows of the pantheon, forgotten and ignored by their peers. Herlezzect is not referenced in renowned sacred texts, nor are they depicted in the epic illuminations of cosmic conflicts. If they are, they are the rat in the gutter, the feral dog in the corner feeding on the dead, or the worm in the apple. They are the carrier of disease. They are the imperfection that ultimately spoils the fruit. They are corrupt in all of their forms.

Herlezzect can be represented by a simple horned skull, imperfect in shape and form. Depictions more exacting exist in unholy places and texts, showing the many faces of Herlezzect. These sexless, vaguely human, faces bear similarities. Their mouths vomit forth insects, maggots, coins, and waste. Sometimes, the masks feature a spilling tongue or gnashing bronze teeth. In these depictions, Herlezzect lords above the oblivious masses as they are consumed and overwhelmed. Just beyond, Herlezzect's followers revel in their follies.

Followers of the Debased God are few in number, as they usually only reveal themselves to the listless, forgotten, and truly debauched. Their places of worship are often hidden in plain sight, much like their followers. The crippled beggar passed on the street, the mundane merchant on the road, the listless scholar finding no other meaning in their piles of books. They have found reason to embrace nihilism and deceit. They accept and embrace physical and spiritual decay. All good things spoil, rot, and die - from interpersonal relationships, to fruit on the vine. They have found their truth in a perpetually dying world, and have chosen to revel in its rot.

The faithful frequently don robes of orange, brown, or grey, stained in the fluids of death and decay. They engage in solitary rituals involving meditation, harsh oils, incense, and the burning of dried dung. Minor acts of self-mutilation and flagellation feature in everyday rites, while group rituals will add sacrifice and a cacophony of bronze bells. Herlezzect is a lord of deceit that revels in the betrayal of men. Potential adherents are drawn in with philosophical discussions about the righteousness of both selfishness and greed. Placing oneself first will inevitably lead to treachery. Admission into a coven of Herlezzect will require a grand betrayal and sacrifice to demonstrate the depths of which a follower will debase themselves for their lord. They must exemplify a willingness to corrupt all that is good in their lives and accelerate its decay.



Special Traits

Weapon training

Clerics of Herlezzect may each be trained in the weapons of their own choosing.

Lay on hands

Clerics of Herlezzect heal their faithful through Bloodletting. Replace Lay on Hands with the Level 1 Spell, Bloodletting. Bloodletting does not take up a spell slot.

Bloodletting

Level: 1	Range: Touch	Duration: Instantaneous	Casting time: 1 action	Save: see below
General	The cleric carves ceremonial symbols into flesh, drawing the power of their deity through blood sacrifice.			
Manifestation	Roll 1d3: (1) light bleeds out of the cuts; (2) the body contorts with impossible spasms; (3) insects swarm out of the gashes.			
1-11	Failure. The cleric cuts into the victim or themselves doing 1d3 hp damage.			
12-13	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment they regain 2 dice+CL hp. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 2 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.			
14-17	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 3 dice+CL hp. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 3 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.			

18-19	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 4 dice+CL hp. If they are a differing alignment they must make a Fortitude Save. If they fail they regain 3 dice+CL hp. If the Save is made their body resists the patron's unholy healing power.
20-23	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d3+CL rounds. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made their body resists the patron's unholy healing power.
24-27	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d6+CL rounds. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.
28-29	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 5 dice+CL hp. They also gain +1 Str for the next 1d3+CL turns. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.
30+	The cleric cuts into the victim or themselves doing 1d3 hp damage. If the recipient is the same alignment, they regain 6 dice+CL hp. They also gain +2 Str for the next 24 hours. If they are a differing alignment, they must make a Fortitude Save. If they fail, they regain 4 dice+CL hp. If the Save is made, their body resists the patron's unholy healing power.

Note: A lawful character that benefits from Bloodletting must suffer a permanent cumulative -1 to their subsequent Willpower saves from chaotic magic as their soul embraces the taint. Those wishing to drive back the darkness growing within them must quest to absolve their corruption.

