

DUNGEON CRAWL CLASSICS[®]

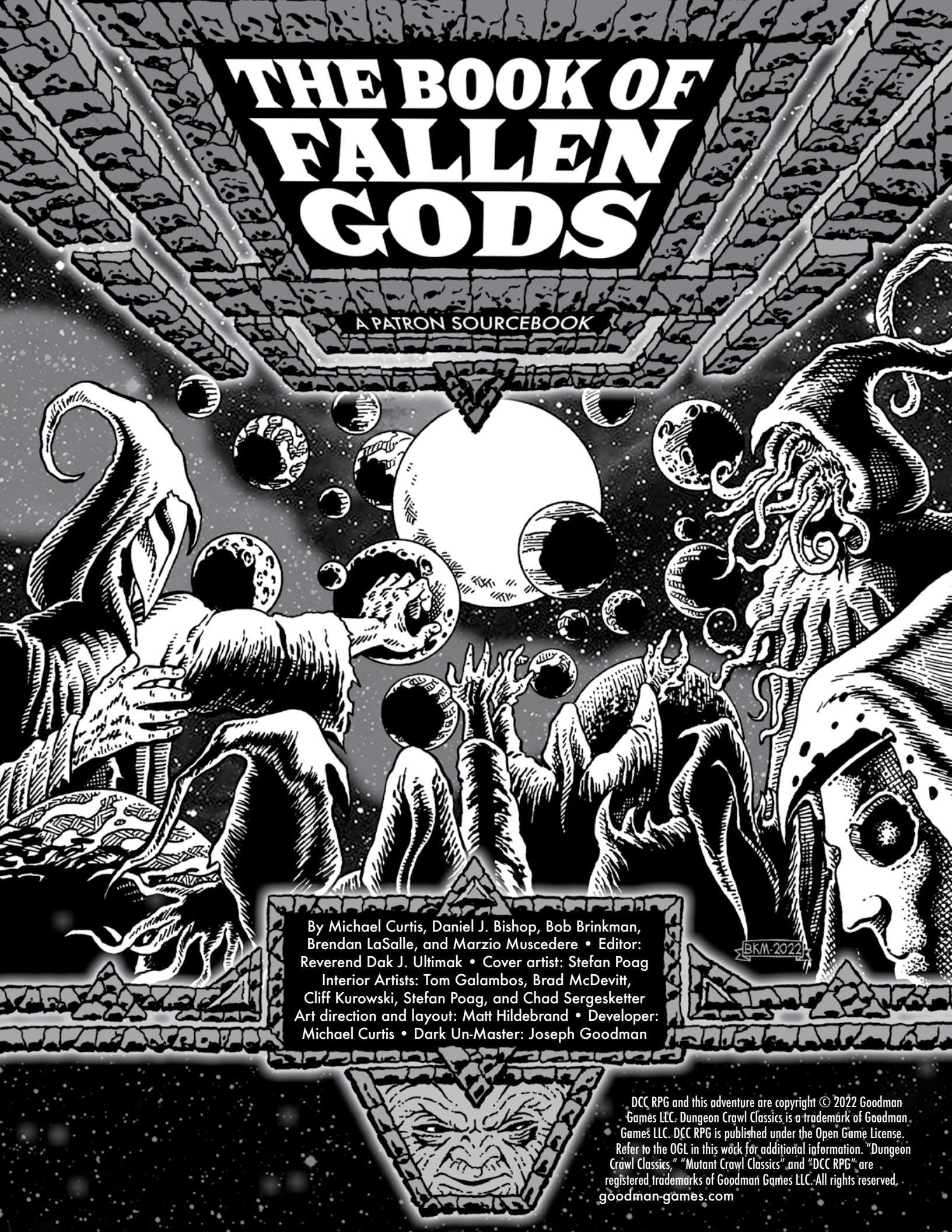
THE BOOK OF FALLEN GODS

A PATRON SOURCEBOOK BY
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THE BOOK OF FALLEN GODS

A PATRON SOURCEBOOK



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TABLE OF CONTENTS

3

INTRODUCTION
OVERVIEW

THE UN-GODS

4

CHAAR, TITAN OF ETERNAL NIGHT

8

THE IANTHINIAN

12

IVYEEL THE ENTWINNING

16

OLATHVEE

20

THE SALLOW BLIGHT

24

SHAYL, THE CELESTIAL RADIANCE

28

TUANNA AND DJAHLBAK,
THE TWINS OF INSPIRATION
AND DEVASTATION

INTRODUCTION



arved on antediluvian ruins, and recorded in parchment scrolls made from the hides of extinct beasts, are the legends of the Ones Who Were. In the days when the multiverse was new and the chaos of creation raged unchecked, powerful entities were immaculately birthed into being. For eons, these godlike entities ruled creation, molding and changing it to their whims. In this churning storm of creation, mutation, and destruction, life appeared and was snuffed out in an eye blink. The multiverse seemed doomed to a brief, chaotic life.

Then, almost impossibly, new powers arose from the churning maelstrom of the cosmos and began to exert their will. These young gods, spawned from unknown sources, began to chip away at the chaos. Celestial bulwarks were raised and levees of order laid down to calm the whirling madness of the multiverse. The Ones Who Were struck out against the interlopers, but the newcomers were too formidable and the alliances between the Ones were too weak to present a united front. In the end, the Ones Who Were fell and the young gods brought order to the multiverse.

The Ones Who Were became known as the Un-Gods, fallen deities now forced to live like beggars in the dark corners of creation. For countless eons the Un-Gods barely survived, stripped of power and purpose. In time, however, and perhaps even with the assistance of the new gods, the Un-Gods became something else. Not quite deities, but rather cosmic forces as inevitable as life and death. The Un-Gods are no longer manifestations of raw chaos, but neither have they utterly embraced order. Instead, they are the threads from which the skein of balance is woven, eternal and irresistible universal laws made manifest.

No priests serve the Un-Gods. No hymns are sung in their praise. But there are those who would invoke their power, for both good and ill. Whether to do so is wise is another matter entirely.

OPTIONAL RULE: PATRON DICE

If a player has a character who has forged a *patron bond* with one of the Un-Gods and possesses a set of that entity's affiliated dice, available from Impact Miniatures, they can draw upon their patron's cosmic power once per game session.

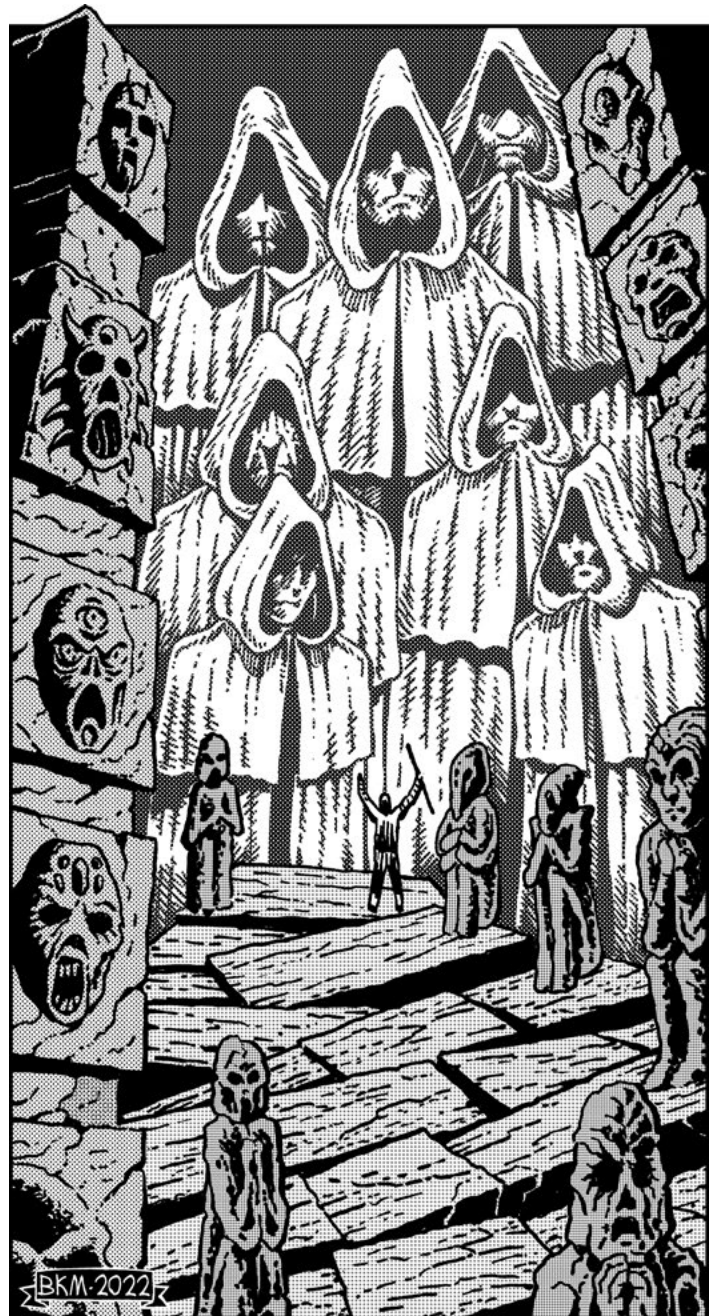
The player announces they are calling upon appropriate Un-God before making a roll and gains a +1d bonus to that roll—assuming they're rolling the correct set of dice. This comes at a potential cost, however. If the die result is a natural 1, regardless of die size, the PC immediately gains patron taint. The Un-God is not pleased with the character calling upon their power for such a trivial matter—and most matters are trivial in the ineffable minds of cosmic entities.

OVERVIEW



The Book of Fallen Gods introduces seven new supernatural entities for your *Dungeon Crawl Classics* RPG campaign. These beings were once primordial gods at the dawn of creation, but have been thrown down and diminished, losing their divine status. Despite this, their power continues to flow through the multiverse. And wherever power can be found, there are those who would align themselves with it.

The seven Un-Gods in this book represent various constant forces at work in the multiverse, ranging from creation, love, destruction, decay, and manipulation. They exist solely to maintain these cosmic forces and gladly assist any who would bend their knee in service of this goal. Each entry contains an *invoke patron* table, a *patron taint* table, and a *spellburn* table. Due to size constraints, *patron spells* are not present but may appear in future DCC RPG products.



THE UN-GODS

CHAAR, TITAN OF ETERNAL NIGHT



haar, Titan of the Eternal Night, first among the Ones Who Were, was the last to be thrown down by the arrival of the young gods. Once representative of the blackness of starless existence, the arrival of matter and energy transformed them into something else, a manifestation of the inevitable exhaustion and decay of all things. Confined to their throne at the center of all things, Chaar watches as their power inexorably overwhelms all order which stands against it. No matter how strong, or reinforced, entropy overcomes all things in the end – even the power which binds them within the void.

The order which has been enforced upon the universe is anathema to Chaar, who understands that the forces of Law seek to subvert the chaos of decay, and thus their own replacement by even newer forces of Law to follow. In an attempt to reduce the imprisonment of reality within the confines of Law, Chaar's servitors (the entropic knights), travel through reality, leaving signs of the great undoing in their wake.

Invoke Patron check results:

- 1 Failure and the undoing. On the roll of a natural 1, the caster submits themselves to the whims of entropy, leaving their very being worn and eroded. Caster immediately loses 1 level (reduced to the bare minimum experience of the prior level), forfeiting all knowledge of any spells learned at their former level.
- 2-11 Failure. Unlike other spells, invoke patron may not be lost for the day. Depending on the results of the patron bond spell, the wizard may still be able to cast it.
- 12-13 The next non-living, mundane object that the caster lays their hands upon crumbles to dust.
- 14-17 Chaar intercedes on the caster's behalf, causing any ongoing effects (spells, disease, poison, etc.) negatively impacting the caster to immediately expire.
- 18-19 Eternal night envelops the caster, concealing them within its inky, primal darkness and surrounding them to a radius of 20'. No magical sight, vision, or light (including things such as *color spray*) may pierce this blackness, although it leaves the caster unaffected and able to see and function as normal. Creatures of less than 1 HD are unsettled by the unnatural darkness and immediately flee. The darkness remains for 1d3+1 rounds.
- 20-23 Chaar extends their power, gracing their supplicant with the slightest hint of their entropic might for the next turn. Damage inflicted by the caster gains a +3 bonus.
- 24-27 For the next 1d5 rounds, the caster's hands become an entropic conduit. On a successful melee attack, the caster inflicts an additional 1d6+CL damage (1d7+CL to Lawful creatures).
- 28-29 Even the might of raw phlogiston bends to the power of entropy. Spells cast within 100' of the caster suffer a -1d penalty to all rolls (spell checks, damage, duration, etc.) for 2d5 rounds.
- 30-31 An entropic wind extends outwards from the caster, inflicting 1d30 damage on all creatures within 50' of the caster. The wind continues for 1d5 rounds.
- 32+ Chaar sees their greatness reflected within the caster and uses the caster's body as a vessel through which to extend themselves. Everything within 1d5 x 10' of the caster must make a DC 25 Willpower save or immediately turn to dust, including the caster who may make an additional Luck check to survive. Such are the sacrifices one makes in the name of entropy.

PATRON TAINT: CHAAR

Those who bind themselves to Chaar risk utter dissolution at the hands of the power which they channel through themselves. When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

Roll Result

- 1 The caster's vision becomes attuned to universal decay surrounding them, causing them to see how objects would appear in a more advanced state of age. This has a disorienting impact on the caster and their ability to concentrate, reducing spell checks by -1 on all spells that require a person, place, or thing, to be visually targeted (including area of effect spells). If this result is rolled a second, the disharmony caused by the visual alterations increases to -3 to spell checks. If this result is rolled a third time the mental anguish of seeing the world literally rotting to dust before their eyes is potentially debilitating for the caster. Each morning the caster must succeed at a DC 13 Willpower save or be so distracted by the horrible images before them that they are unable to concentrate enough to perform many tasks (casting spells, taking of notes, and more at the judge's discretion). Blindness (temporary or permanent, does negate this effect (although brings with it a different set of negatives).
- 2 The caster's flesh begins to lose elasticity as they suddenly age by 25% of their expected lifespan: dwarf +75 years, elf +250 years, halfling & humans +20 years. This causes a -1 reduction to all physical abilities (Strength, Agility, Stamina). The second time this result is rolled, the caster ages a second time, suffering an additional -2 reduction in their abilities scores. The third and final time this result is rolled, the caster must succeed at a DC 18 Fortitude save or die of old age. Should they survive, they once again age and suffer an additional -3 penalty to their physical abilities (minimum 3).
- 3 The caster's fingertips carry with them the power of entropy. Holding items of cloth or parchment in their hand for 1 round causes them to utterly decay to dust. Upon a second indication of this taint, the touch of the caster for 1 turn will destroy up to 1'x1'x1' of wood. Rolling this a third and final time causes 1'x1'x1' of stone to crumble within an hour.

