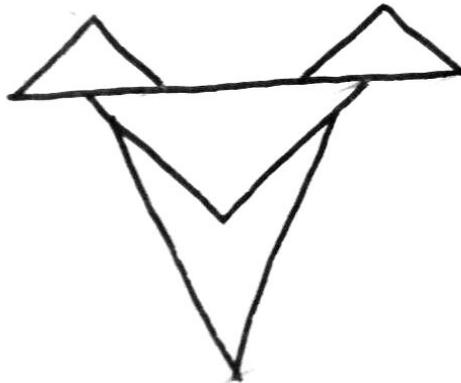


NARRIMUNTH



Narrimunth is the Spawnmother of Rats, a wily minor demon indentured to the service of Nimlurun, the god of disease. Comparably weak and powerless, she is a survivor among the greater gods of chaos, always finding a way to subsist and procreate among the ruins left by more powerful deities.

Apart for ratcatchers and some deranged castaways few humans worship her, but she is very popular among wererats and the hidden tribes of sentient vermin ruled by the Rat Kings.

To form a bond with Narrimunth is to revel in the company of her swarm, spending a week in the burrows beneath civilization. After major requests she demands fuel for her hidden domain, or aid in protecting or expanding it.

PATRON BOND SPECIAL:

- Any successful casting of *Patron Bond - Narrimunth* grants the target understanding of the language of rats. This chattering ability is lost if the bond is severed.
 - Characters with squalid backgrounds receive a +5 to their patron bond spell check result; this bonus pertains to urchins, ratcatchers, slaves and similar occupations
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INVOKE PATRON RESULT:

12-13 The caster becomes immune to disease and poison for the next 24 hours. Additionally, the filthy miasma of Narrimunth's favour clings to them for the same period, causing all their physical attacks to deal +1d3 infection damage unless a DC 5 Fort save is passed.

14-17 The caster's senses are heightened to a rat-like level: they gain infravision to 60', improved hearing (+10 to listen based perception checks and increased range) and can smell things like a dwarf. Also, the miasma of Narrimunth clings to the caster, causing all their physical attacks to deal +1d6 infection damage unless a DC 7 Fort save is passed. The effect persists for 24 hours

18-19 Narrimunth sends assistance to the caster in the form of a wererat ally (see stats below). The wererat burrows up from the ground, and will obey the caster as a henchman. The wererat henchman leaves after d6 hours, using secret paths known only to rats.

20-23 A swarm of rats erupts from the ground, attacking and entangling the caster's enemies (stats on page 424 of the DCC rulebook). The swarm disperses after 1 turn, and obeys the caster's commands only approximately.

24-27 Narrimunth sends a sentient Rat King to aid the caster (see stats below). The Rat King behaves as a 1st level wizard, has an Intelligence of 20, rat-senses and communicates supersonically with the caster. The Rat King also automatically detects secret doors (if directed) and knows the safest way out of any environment in a physical dimension. The Rat King remains for d6 hours or until it feels threatened, after which it relocates transdimensionally.

28-29 A swarm of rats erupts from the ground (stats on page 424 of the DCC rulebook) led by three wererat henchmen. The swarm disperses after the immediate scene, the wererats remain for d6 hours.

30-31 A swarm of rats erupts from the ground (stats on page 424 of the DCC rulebook) led by a Rat King (see stats below). The Rat King behaves as a 1st level wizard, has an Intelligence of 20, rat-senses and communicates supersonically with the caster. It can command the swarm to fight, burrow or complete other simple tasks. Additionally, the Rat King can command the swarm to emit a supersonic scream once, causing 2d6 sonic damage to everyone in a 50' radius unless a DC 15 Fort save is passed. The caster is immune to this effect, other party members are affected as normal. The Rat King remains for d6 hours or until threatened, after which it relocates transdimensionally. The swarm disperses after the Rat King disappears.

32+ A great swarm of a 1001 rats erupts from the ground (see stats below), swarming the caster's opponents and obeying their every command. The rats are led by three Rat Kings. The swarm can fight, burrow through walls and complete other simple tasks set by the caster. Additionally, the Rat Kings can direct the swarm to emit a supersonic burst attack, dealing 5d6 damage in a 100' radius unless a DC 20 Fort save is passed. The swarm and the Rat Kings translocate dimensionally after the

immediate scene is over, offering to take the caster and their party with them to a lair of Narrimunth's kin.

PATRON TAIN:

Roll 1d6 on the following table (results that contradict each other are overwritten, otherwise they are cumulative):

1 - Whenever the caster casts a spell, they become ravenous: they have to consume a portion of rations (or equivalent amount of food) as soon as they are out of danger. If no actual food is available, they will consume the nearest approximation: the corpses of their enemies, their own boots or the jailhouse wall are all valid options. If this result is rolled twice the character becomes constantly ravenous, requiring double the amount of food that a normal person would need. If this result is rolled a third time their metabolism changes, and they become able to digest anything that a rat would, drawing nourishment as normal.

2 - Whenever the caster casts a spell they are overcome with agoraphobia: they must immediately find a corner to hide in, watching their back and flanks carefully. If this result is rolled a second time each time they cast a spell they must find a place to hide in: under a table, beneath a blanket, somewhere that offers shadow and protection. If this result is rolled a third time, they are extremely agoraphobic constantly, staying next to walls and only settling into corners.

3 - Whenever the caster casts a spell, rats appear. Out of the shadows, the folds of their robes, any logical place is filled with a rat. If this result is rolled twice, the caster is constantly followed by rats watching them from the shadows and randomly appearing whenever they are present. If this result is rolled a third time, each time the caster casts a spell, they vomit forth a small swarm of rats (halve the stats on page 424 of the DCC rulebook). The swarm is not under their control, and attacks anyone in its way, dispersing in 1d4 rounds.

4 - Narrimunth sends a giant rat to spy on her charge (see stats on pg. 424 of the DCC rulebook). The rat follows the caster constantly, from a distance. It will defend itself against attacks, and if killed the rat is replaced by another one. If the result is rolled a second time the rat will occasionally rifle through the caster's things, and generally follow them closer, causing minor mischief and confusion. If the result is rolled a third time, the giant rat becomes the caster's familiar whether they want it or not, brutally killing previous familiars (generate a Guardian familiar, as per the rules on pg. 316 of the DCC rulebook, using the giant rat stats on pg. 424 as a base, rat stats trump familiar rules).

5 - Whenever the caster casts a spell their mind connects to that of a Rat King. They start chittering and behaving in a rat-like fashion, trying to clean themselves and using their tails for balance. If this result is rolled a second time the caster permanently becomes a part of a Rat King hive mind, permanently losing 1d4 Int and frequently becoming confused due to mixed messages from the hive mind. If this result is rolled a third time the caster wrests control of the Rat King collective from the weaker minds. They permanently behave like a rat, cleaning themselves with their paws and their

balance is permanently off due to a missing tail, but their Intelligence increases to 20 and they can converse with their ratly brethren psionically, gaining aid from the hive mind collective.

6 - Whenever the caster casts a spell they turn into a monstrous wererat: they physically change shape, taking on all the special characteristics of a wererat creature (see below), and additionally gaining +1 Agi Mod and +1 Sta mod. The effect persists for 1d6 turns, and the caster may take a DC 10 Will save to resist this transformation, or they can spend a point of Luck to suppress it. If this result is rolled twice the caster additionally takes on wererat characteristics each full moon, losing control of themselves to wallow in the filth with their brethren. If this result is rolled a third time the character permanently turns into a ratling: their human form is lost, and they constantly carry the rat traits as above, additionally gaining rat-senses (60' infravision, +10 to listen based perception checks and increased range and can smell things like a dwarf).

CREATURE STATS:

Wererat: Init +2; Atk 2x claws +2 (1d4) or bite +2 (1d3+2); AC 16; HD 1d10+2; MV 30'; Act 1d20+1d14; SP: predator senses, darkvision 80', speaks only rat, double damage taken from silver weapons.

Wererats are ghoulish creatures from the deepest burrows of Narrimunth's domain. They have forgone and forgotten their humanity in favor of a strange ratlike form, losing most of their cognitive capability in the process.

Rat King: Init +4; Atk SPELLS; AC 18; HD 3d4+6; MV levitate 20'; Act 1d20+6 spellcheck; SP: knows Magic Missile, Choking Cloud, Comprehend Languages, Detect Magic; speaks only rat, teleports out if threatened.

Rat Kings are the strange rulers of Narrimunth's domain. Formed out of thirteen rats entangled by their tails, the Rat Kings gain a powerful hive mind, and are blessed with powerful magics.

1001 Rats: Init +4; Atk swarming death +4 melee (4 plus disease); AC 6; HD 10d8; MV 40', 20' climb or 10' burrow; Act special; SP attack all targets within 25'x25' space, half damage from non-area attacks, disease (DC 8 Fort save or additional d5 damage), -5' movement for creatures in swarm area; SV Fort +2, Ref +2, Will -2; AL N

These massive swarms are rumored to gather when plague and misfortune take the land, spilling forth from the spaces below civilization, and eating everything on their path.