

Patron and Deity Demands

Patrons and gods play a significant part in any DCC campaign. This document offers some additional rules for Judges who wish to make the bonds of patronage or worship mean more in their campaign. Most of the rules presented here offer a framework to easily increase patron presence in a campaign world, but leave a considerable amount of space for the Judge's own discretion.

NOTE: This system can be used to bring deities closer to their worshipers and clerics as well, if so desired. I allow worshipers of specific deities small bonuses based on their chosen god (see list of deities at [the Stars, they tell of Gods](#) at KitN for more details), and clerics are obviously tangled in the web of divine struggle to begin with. The rules below give reference for using this system for followers and clerics of deities as well, and for that purpose, just replace the word 'patron' with 'deity' for effect.

Patron debt: To utilize the patron demand system below, you must first track the character's patron debt score. See the below tables (Tables A and B) for details on calculating the patron debt. Note that there are two types of patron debt: *permanent* and *transient* (*Patron bond* results based on the spell, on pg. 148 of the DCC rulebook):

- **Permanent debt:** This is the base level of the character's bond to their patron or deity. Permanent patron debt does not reset upon completion of patron demands, but may decrease if the patron loses interest in the petitioner.
- **Transient debt:** Represents the weight and call the petitioner pushes upon their contract with the patron. Each casting of a patron spell, along with some other actions, increases transient patron debt, but transient debt disappears when a patron demand is completed (i.e. the character's patron debt reverts to just their permanent debt value). Note that results 0-12 of the patron demand table do not reduce transient patron debt.

Bond	Permanent Patron Debt
<i>Patron bond: 12-13</i>	+1
<i>Patron bond: 14-17</i>	+2
<i>Patron bond: 18- 19</i>	+3
<i>Patron bond: 20-23</i>	+4
<i>Patron bond: 24-27</i>	+5
<i>Patron bond: 28-29</i>	+6
<i>Patron bond: 30-31</i>	+7
<i>Patron bond: 32+</i>	+8
<i>Follower of deity</i>	+1
<i>Cleric of deity</i>	+4

Table A: Permanent patron debt

Bond	Transient Debt
<i>Each Invoke patron cast</i>	+1
<i>Each patron spell cast</i>	+1
<i>Meditating for information from patron or deity</i>	+1
<i>Each roll for deity disapproval</i>	+2
<i>Each divine intervoention roll (made or received)</i>	+10

Table B: Transient patron debt

Patron demands: Judges should feel free to make their players roll for patron demands from the below table (Table C) when they see the call for it. I would suggest that these demands be cast upon the faithful on auspicious times: some of the results below are quite demanding, and patrons and deities are usually lenient enough not to ask things from characters in the midst of combat or a delve. To roll for patron or deity demands, count up the character's current patron/deity debt, roll a d20, and consult the table below:

D20 + Debt Bonus	Effect
<i>0 or less*</i>	Silence: The patron is silent, and requests nothing. Mayhaps their attention is tied elsewhere?
<i>1*</i>	Coincidence?: Something reminds the character of their pact with the patron; its just a simple, mundane thing, but it seems to carry eerie significance.
<i>2*</i>	Just a hunch...: The character feels the presence of their patron, as if they we're the focus of an indifferent astral gaze.
<i>3*</i>	Déjà vu: A small event makes the character think that something mundane is of great significance in the future, as if their patron had revealed the event to them in a past dream.
<i>4*</i>	Synchronisities: Somehow, the character is reminded of their patron's power and domain by a series of mundane events.
<i>5*</i>	Portents: The character is reminded of their patron's presence by seemingly commonplace portents only the initiated can discern.
<i>6*</i>	Premonitions: The character has a creeping feeling that something is about to happen. The eerie foreboding is clearly connected to their pact with their patron.
<i>7*</i>	Harbingers: The patron sends their harbingers to keep an eye on the character. They avoid making contact, content to observe the character from afar, but the patron's presence is clearly felt.
<i>8*</i>	Auspices: The character experiences minor but clearly supernatural auspices; it is clear that their patron is keeping a keen eye on their actions.
<i>9*</i>	Omens: Disturbing omens perturb the character; their patron is near, and interested.
<i>10*</i>	Visions: The character experiences a powerful vision considering their patron; they are reminded of their pacts and dealings, but nothing is asked of them, yet.
<i>11*</i>	Dreams: The patron visits the character's dreams, as a looming presence disturbing their peaceful slumber. For d14 days they must roll a DC 5 Will save each morning; if the save is failed, they are tired due to their disturbed rest, and suffer a -2 to all of their actions for that day.

12*	<p>A simple deed: The patron requires the character to aid them in their ritual magics, by completing a simple action. Roll d6:</p> <ol style="list-style-type: none"> (1) They have to hide a strangely shaped rock in a baby's cradle. (2) They must greet the morning sun, naked and singing. (3) They must aid a peasant in wooing their heart's chosen. (4) They are required to encircle a local temple, during midnight, twice widdershins and once deisul. (5) They must climb to a high place, and convene with the birds. (6) They are to bury a personal bauble at a crossroads.
13	<p>A messenger is required: The patron requires the character to relay a message to another of the patron's servants or contactees. The recipient of the message is near the character's current location, and the message itself seems mundane to the character: a few words, nothing complex.</p>
14	<p>The master needs an agent: The patron has information considering a specific location or event, for which he needs mundane agents. The character is given the task to handle the situation, either by hook or by crook (this is essentially a way for Judges to introduce new adventure seeds or dungeons to the party).</p>
15	<p>A small offering: The patron requests an offering, a mere bauble; valuables equal to a cost of 1d100gp must be destroyed in the patron's name, in a secret ritual.</p>
16	<p>Nightmares: The patron reveals his terrible power in horrifying vision-dreams. For d14 days the character must roll a DC 10 Will save each morning; if they fail they've not managed to rest during the night, and suffer -4 to all actions for that day.</p>
17	<p>A ritual: The patron demands the character a specific ritual to increase and consecrate the bond between worlds. The player should describe their ritual efforts (and the Judge should deem additional bonuses to the following check based on the description), after which they must roll a DC 10 ritual roll (spell check for casters). Failure indicates consequences (see below).</p>
18	<p>A secret must be conveyed: The patron requires the character to relay a secret to someone in the mundane realms. The recipient of the message is d7 days of travel away from the character's current location. The message is a complex occult phrase, which seems to actively try to slip away from the character's memory (Judge's should force a memory check to relay message correctly, if the player is not clever enough to write it down upon receiving it).</p>
19	<p>The arcane taskmaster: The patron urgently needs a task completed in the mundane realm, and has chosen the character to be their agent (Judges should introduce new adventure seeds or dungeons through this result). They are expected to resolve the situation as soon as possible, failure to do so has consequences (see below).</p>
20	<p>A minor request: The patron requires a specific item or deed, for which the character will be in perfect position in the near future. During their next adventure or delve, the patron contacts the character, asking that they complete a specific action. The action can be part of the natural order of the adventure, but should be suitably outlandish, depending on the nature of the patron in question.</p>
21	<p>Night terrors: The patron is displeased, and sends frightful terrors to fill the character's sleeping hours. For d14 days, they must roll a DC 10 Will save each morning; if the save is failed, they are exhausted due to the nightly horrors, and suffer a -1d to all actions for that day.</p>
22	<p>Worship: The patron requires a complex ritual to prove their worth to the cause. The player should describe the ritual extensively, spending at least a week in worship (and the Judge should reward their efforts with bonuses to the following roll). At the end of the ritual, the character must succeed in a DC 15 ritual check (spell check for casters). Failure indicates consequences (see below).</p>
23	<p>Arcana needs to be transmitted: The patron embeds a major mystery into the character's psyche. This causes them d3 points of Intelligence loss until they find the</p>

	recipient of the mystery in the mundane realm, and convey the information to the recipient. The recipient is located 2d14 days of travel from the character's current location. Roll d4 for the recipient's character: (1) a major wizard in the service of the patron; (2) a noble of repute in the region; (3) a notorious bandit lord; (4) a demon or spirit, exiled to the mundane from the patron's service.
24	An urgent adventure: The patron has received information considering a location or situation critical to their cause, and demands the character resolve this challenge immediately, essentially dropping everything they're involved in at the moment (this is a chance for Judges to introduce new dungeons or adventure seeds to the party). Failure to do as they are bid results in dire consequences (see below).
25	A commission must be completed: The patron requires a monument in the mundane, to better channel their power. The character is tasked with the completion of this creation, and is expected to spend their own wealth and toil to fulfill the request. Roll d4: (1) A cairn must be erected, at a crosspoint of leylines. (2) A gilded idol has to be created, and hidden in a cavern in the wilderness. (3) A grove must be ritually planted, to serve as a living conduit between the patron and the mundane world. (4) A song or a tale must be written, to glorify the patron's power.
26	A bearer of secrets: The patron must hide a portion of their power, and has chosen the character as the vessel for this inscrutable arcana. This act comes at a cost however: roll d6 to determine a random attribute, then roll d5 to determine another random attribute, then move 2d3 points from the first attribute score to the second; this effect is permanent (at least for the foreseeable future, Judge's discretion), and affects the maximum stat scores directly (i.e. the effect cannot be healed or reversed by known means). The transformation cannot drop a stat to 0. Additionally, the character's appearance changes accordingly, roll d4: (1) They are covered with glowing runes in the patron's alignment tongue. (2) A head-sized gem is embedded in their chest, replacing their heart. (3) Their appearance changes to resemble that of their patron. (4) Their body sprouts bony protrusions, forming strange symbols upon their skin.
27	Retainer of knowledge: The patron requires the character learn or gain access to a specific spell, for they have seen the future and know that it will be necessary to their cause.
28	A challenging request: The patron requires a specific item or deed, which the character will have opportunity to access in the near future. During their next adventure or delve, the patron contacts the character, demanding they complete a dangerous request. The act involves a challenge, which could prove fatal for the servant of the patron (the nature of the challenge is left to Judge's discretion; trolls, ghosts or deadly traps are all good additional challenges to throw into most any adventure).
29	A sacrifice is demanded: The patron requires a sacrifice to increase their power. Roll d5: (1) <i>Wealth:</i> gems and jewels worth at least 1d5x100 gp must be sacrificed in the patron's name. (2) <i>Life:</i> a living being needs to be hallowed or sacrificed to the patron (Judge's discretion, the specifics should vary based on patron and campaign style). (3) <i>Time:</i> the character immediately ages 1d5 years; these years are spent outside the normal flow of time, in the patron's service. (4) <i>Emotion:</i> the character stops experiencing a random emotion, the effect persists for one year. (5) <i>Body:</i> the character feels his body wither as the patron draws on their power; suffer 1d3 damage to all stats apart for Luck.

30+	<p>I have need for your talents: The patron sends the character on a personal quest of the Judge's discretion. The patron assumes that the character drops everything they are doing, and immediately starts working towards deed required from them; roll d6 for quest goal:</p> <ol style="list-style-type: none"> (1) Slay an enemy of the patron. (2) Subvert the plans of a rival patron deity. (3) Acquire an item of importance for the patron. (4) Attend a council of elder beings as the patron's representative. (5) Glean ancient, arcane information for the patron's usage. (6) Increase the patron's power and reputation by initiating a powerful being into his patronage.
<i>Marked with *</i>	These results do not reduce transient patron debt; they are but simple requirements to remain in the patron's service.

Table C: Patron demands

Time and the failings of man: Some of the results in the above table require the character to complete a task in the patron's service. If not otherwise specified in the roll result, the patron simply assumes the character to complete the task in a timely manner (in other words, acceptable task duration is up to the Judge's discretion; when in doubt, roll d3 weeks for request completion, or d7 days for urgent tasks).

In most cases, failure to complete a task simply results in the patron losing interest in the character in question: lower their patron bond effect one step on the *Patron bond* spell result table, and reset the character's transient patron debt to 0. If this isn't enough, roll for patron taint in addition to this effect. If this isn't applicable (such as in the case of divine deities and their worshipers) or even more punishment is needed for the misdeeds of petitioners, consult the below table (Table D) for additional adjudication - whether these punishments can result in the character's death is entirely up to Judge's discretion:

D8 + LCK mod	Punishment
1	Greater corruption: Roll on the Greater Corruption table (pg. 119 of the DCC rulebook) and apply the effect.
2	A malady of misfortune: The character's Luck is diminished, roll d3 points of Luck damage
3	Major corruption: Roll on the Major Corruption table (pg. 118 of the DCC rulebook) and apply the effect.
4	A scar upon the unworthy: The character loses d3 points from a random stat, apart for Luck. They receive a branding scar for their failure.
5	Minor corruption: Roll of the Minor Corruption table (pg. 116 of the DCC rulebook) and apply the effect.
6	A malady of the soul: The patron's disappointment reverberates the very soul of the character. They suffer d6 points of INT or PER damage. The damage heals as normal.
7	A malady of the body: The patron's anger is focused on the unworthy repentant. They suffer d6 points of physical damage, applied to their STR, STA or AGI.
8	Material misfortune: Misfortune follows the unlucky petitioner. They lose a valued item, or a significant portion of personal wealth (Judge's discretion).

Table D: Patron punishment