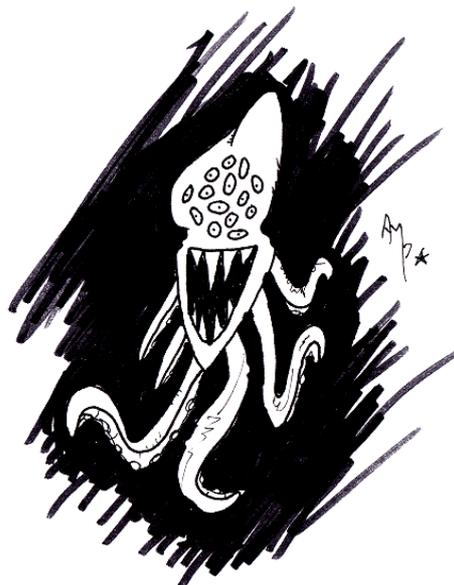


Some names are too horrid to utter with human vocal chords, and too painful to comprehend with the limited minds of men. This document lists the details for using such a creature as a patron in Dungeon Crawl Classics. They are many, and they float between dimensions, biding their time.



A THING FROM THE BETWEEN-SPACES

Worlds exist, this we know. And between them, something else. A non-space, limitless and incomprehensible. Not a dimension, but the lack of it. In that unfathomable realm, things float. And watch. And wait. Their mere existence is anathema to our sentient comprehension, and any form they deign to take is only understood through the logic of dream, or nightmare.

There are things no one should know, connections not meant for mundane brain stems. Only the maddest of mages would attempt to conjure a creature from the Between-Spaces, and only a few of them ever continue to exist long enough to tell their tales. Finally, even fewer are those who ever form a rapport with one of these beings, drawing power from their un-being.

PATRON BOND SPECIAL:

- All *Patron bond: the Between-Spaces* spellchecks are rolled on -1d on the dice chain. The rituals of the mundane are meaningless to those in between.
- Casters with previous patron bond effects upon them may renounce their previous bonds to increase the spell check when casting *Patron bond: the Between-Space*, gaining a +1d to the spell check for each bond thus broken. They have already marked themselves with astral significance with the previous bond, and the eldritch energy released from the broken pact feeds the Things from the Between-Spaces, luring them closer.

- A patron bond spell check of any type may lure in a Thing from the Between-Space instead of the targeted patron (this effect is open ended, and should be implemented at Judge's discretion; I would suggest applying it to roughly 30% of failed patron bond castings).

THE THINGS FROM THE BETWEEN-SPACES

Bonding with a Thing from the Between-Spaces means that the target becomes a conduit for unspeakable, un-dimensional energy. This causes the following effects.

- Anyone with a bond with a Thing from the Between-Spaces detects as powerfully magical, with a looming, eldritch presence upon them. This effect is visible through any successful result from *Detect magic*, and may be detected through other similar abilities (such as fortune telling, aura reading, etc.).
- Bonding with a Thing from the Between-Spaces means relinquishing control of the meat-vessel partially to their patron (what this means is up to the Judge to decide, but should be much more severe than the standard patron bond demands; I would suggest eerie sleep-walking effects, and some forced, Judge controlled actions at inopportune moments).
- Each Thing from the Between-Spaces has a nature, character and manifesting form on this plane, and communes with their charge telepathically whenever it wishes to do so. Meat-vessels tied to such beings may attempt to meditate for a connection to their patron at any time with a DC 15-CL spellcheck; failure for which indicates 1d4 ectoplasmic or existential damage to a random ability score. Judges are encouraged to come up with their own eldritch descriptions for the entities purpose, but the following table can be used to aid in coming up with one at the spot:

D4	Manifestation	Nature	Character
1	A floating, towering tangle of ectoplasmic tentacles and polyps, covered with eyes and mouths and unspeakable things.	Affable, friendly.	A manic manifestation, always pushing to see more, do more, and learn more about this plane so far beyond its own un-existence.
2	A monstrous, darkened void. Formless, endless, and gargantuan.	Bored, conversational.	A conqueror, obviously planning for the demise of this plane and campaigning for freedom from the Between-Space.
3	A mutable, alluring emotion, washing over all who perceive it with wisps of powerful desire.	Active, curious.	A gibbering, mad thing, driving its charge towards meaningless tasks and incomprehensible action.
4	A colour, indescribable and prismatic, draining the world of its burnished glory and endless gloom, eating the meaning of everything.	Stoic, severe.	A dull mind, rarely speaking, often silent.

Table A: Manifestations of Things from the Between-Space

INVOKE PATRON - A THING FROM THE BETWEEN-SPACES:

- **Invoke patron special:** The caster may expend their own stats / (after rolling) at increments of 1d6 to lower any rolled *Invoke patron: the Between-Space* checks; this represents the bonded wizard using their own body and senses as conduits for the strange power they've suffused themselves with.
- **NOTE:** Many of the results below leave the control of the effects to Judge's discretion. In these situations, the effects should usually be driven by an eldritch, confused desire to guarantee the meat-vessel's continued survival, but should otherwise be surprising and alien to those of this plane of comprehension.

Check result	Effect
12-13	Draining bond: Everyone and everything near the caster has their life-force drained, as the Thing strengthens their connection with this plane. All living things within 10' of the caster (including the caster themselves) suffer 1d6 points of Strength damage (plants, undead and magical beings are also affected, in these cases Judges should feel free to apply to effect how they see fit).
14-17	A glimpse of the Between-Space: The Thing from the Between-Spaces projects their will through the caster, causing all attacks made by them to cause an additional 1d5 existential damage for 1d5 turns.
18-19	Protect the meat-vessel: Strands of ectoplasmic residue burst forth from the caster's body, protecting them from harm. The caster gains a +6 bonus to AC and all saves for 1d5 turns, or as long as the Thing from the Between-Spaces sees fit.
20-23	Projected strangeness: The Thing from the Between-Spaces chooses a target within the caster's line of sight, and projects its incomprehensible existence towards them, causing 3d6 ectoplasmic damage (Will/Fort save for half; the meat-vessel may suggest targets, but the ultimate decision is up to Judge's discretion).
24-27	Forced bond: Using the caster's face as a conduit, the Thing forces a bond upon the nearest hostile target within the caster's sight. The target must roll a DC 30 Will save, or fall under the control of the Thing from the Between-Spaces (note that such targets are not under the control of the caster, but under the control of the Thing, meaning the Judge's ineffable whims). The effect persists for 1d5 rounds.
28-29	Mirrored creations: Using the caster as a template, the Thing from the Between-Spaces attempts to manifest itself as ectoplasmic, unreal shades upon this plane. The spell summons 1d3+CL copies of the caster: each has 1 HP, the same stats and equipment as the caster, and exists for 1d5 rounds. They are all controlled by the Thing from the Between-Spaces (as in, the Judge).
30-31	The mind meld: Forcing its incomprehensible power and will into this plane through the meat-vessel, the Thing attempts to control anyone within 30' of the caster (friend or foe). Targets may roll a DC 30 Will save to resist, if the save is failed the effect persists for 2d5 rounds. The spell draws power from the caster, relinquishing a part of the control to them: all controlled targets act on the caster's initiative, and the caster may decide and direct the actions of those affected. However, the sudden confusion of

	viscerally controlling multiple bodies is a powerful strain: the Judge should keep pressure on the player controlling this effect, either by requiring an increasingly difficult Will save (start from DC 5, and go up) for directing a target's action after 2+Will save actions have been taken ¹ . Any missed actions are counted as complete inaction for the target.
32+	A manifestation: The Thing from the Between-Spaces forces itself to breach into this plane, appearing as an eldritch manifestation above the caster. It attacks all targets within the caster's visible range (friend or foe) with it's presence, causing 2d6 points of incomprehensible damage to all targets.

Table B: A Thing from the Between-Spaces' Invoke Patron table

PATRON TAINT - A THING FROM THE BETWEEN SPACES:

When patron taint occurs, roll D6 on the following table.

D6 Result	Taint Effect
1	He slimed me!: The strange, ectoplasmic influence of their unspeakable contact begins manifesting through the meat-vessel's bodily orifices. When this result is rolled for the first time, the incumbent begins seething wisps of ectoplasm when they are emotional or agitated. If the result is rolled a second time, there is a 50% chance that their soul escapes their body every time they sleep, floating in the vicinity as a bedraggled, slimy visage. Finally, if the result is suffered a third time, the wizard's soul-matter becomes permanently jangled loose, vaguely floating around their mortal coil as a willowy, sluicing ghost.
2	A sight beyond: The caster's contact with the Between-Spaces causes them to suffer glimpses of that non-euclidian realm. From now on, the caster must roll a DC 5 Will save whenever they cast a spell, or be dazed (-4 to all actions) until the end of the following round, due to eldritch distraction. If the effect is rolled a second time the visions increase in duration and detail, causing blindness for the following round if the save is failed (-8 to all actions, move at half speed, random movement under duress). A third roll causes the effect to increase even further, causing a stunning effect (-1d to all actions, move at half speed) if the save is failed.
3	'Tis all meaningless: The association with the strange logic of the Between-Spaces causes the wizard to lose connection with the logic of the material planes. The first time this result is rolled, the caster may suffer an alignment shift (roll for random alignment, this may or may not change the caster's alignment) and the caster gains +1 to their Will save. The second time the result is rolled the caster gains a random, additional alignment (alignments may be contradictory) and an additional +1 Will save. Finally, if this result is rolled a third time, the caster loses their alignment altogether, and gains an additional +1 to their Will save.
4	Elritch formlessness: The meat-vessel's physical form begins to resemble the manifestation of their patron. The first time the result is rolled the changes are subtle, only marking the wizard as unearthly to the most perceptive or persistent observers. When rolled a second time the changes become pronounced, and the wizard is easily perceived as monstrous by their peers. If the result is is rolled a third time they become barely human copies of their patron, evoking dread and confusion upon anyone they come across (final effect at Judge's discretion, but will likely result in the character becoming an unplayable monster).

¹ Judge's open to more involved methods could simply set a timer for the caster's turn, and rule that they get the actions they can complete within that time. This is supposed to be hard, and limit the complexity of activities that can be taken.

5	<p>Anathema to all nature: The connection between the meat-vessel and the Thing from the Between-Spaces begins to leech life force and logic from this plane of reality, sucking it into the void between planes. At first this effect manifests as increased need for energy and sustenance for the incumbent increases: they must consume twice the normal amount of calories to keep themselves nourished, and must eat the equivalent of one ration after casting any spell. If the effect is rolled a second time the breach starts to become uncontrollable, leeching life and colour from the world around the caster: plants die, organic materials suffer from untimely rot, and food goes stale; and the caster's surroundings appear in dull monochromes. If the result is rolled a third time the caster becomes an ever-imploding portal of eldritch force, and their prolonged presence causes 1d6 points of damage to anyone spending a turn within 15'.</p>
6	<p>A breach Between: The meat-vessel's prolonged contact with the Between-Spaces causes the very fabric of reality to rip and tear. Every time they cast a spell the energy released has a possibility to tear a hole into this reality, roll d for effect: (1) the tear is small and inert, unless tampered with; (2) the tear is a funnel through the Between-Spaces to another plane; it can be used to travel to said plane if the travellers can somehow withstand the non-environment of the Between-Spaces; (3) the tear spawns forth the incomprehensible horrors of the Between-Spaces; (4) the tear is a sentient maw, consuming the reality of this plane; (5) the tear keeps widening, threatening the surroundings with (localized) apocalypse; (6) nothing seems to happen. When this result has been rolled once, the cumulative event chance is 1% per spell. If this result is rolled a second time, the chance increases to 5%; and the third roll increases the effect to 10%. When the effect is triggered, the chance resets until another spell is cast.</p>

Table C: A Thing from the Between-Spaces' patron taint

PATRON SPELLS - A THING FROM THE BETWEEN-SPACES:

These creatures don't really follow any logical rules of this plane of comprehension, and any understanding into their thought or nature is mostly mirrored conjecture by confused minds. Judge's should feel free to use their own discretion when deciding patron spells; bearing in mind that no two Things from the Between-Spaces are the same.