

This document contains the relevant information for Saint Nicholas, Patron Saint of Giving and Jolly Joy.



Saint Nicholas

The Father of Giving, the Bringer of Joy, the Jolly Old Man: he is the great saint. Saint Nicholas lives in the hearts and minds of the most charitable souls, providing guidance and support to those who would aid others.

Wizards typically do not fall into this category: selfish, conniving, and plotting, these masters of the arcane arts tend to take far more than they'll ever give. However, to those who can see past their own desires a power unlike any other awaits them.

Saint Nicholas is a lawful patron focused on giving to those in need, most notably children and the elderly. Bonding with the great saint is a simple task, if done during his strongest hours, during the winter cold when the needy suffer the most.

Patron Bond special:

- In addition to the normal requirements of *Patron bond*, forming a patron relationship with Saint Nicholas requires the caster to be generous and jovial during the solstice season. *Patron bond: Saint Nicholas* can only be cast during festival days, preferably during the winter when the need is greatest.
 - Elves of a lawful alignment are at +1d for any spell check of *Patron Bond – Saint Nicholas*. There are ancient contracts between the patron and the elven race, and he views all such petitioners with particular joy.
 - Providing a great gift to a stranger during the solstice season increases any future spell check to form a contract with Saint Nicholas by +2d.
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Invoke Patron:

Check result	Effect
12-13	The Saint provides a small gift giving opportunity. The caster can choose one ally within 30' and give them the gift of alacrity, doubling their move speed for 2d6 turns. Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost.
14-17	The caster is provided the Blood of the Winter. The caster may restore one ally to full health. Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost.
18-19	The gift of surprise is provided for the benefit of the caster, as a personal favourite of the great saint. The caster may provide the gift of surprise on 1d4+CL allies. The gift makes the target invisible for the next turn or until a hostile action is taken. The recipient of the gift is still physically there and can be heard/interacted with as normal. Magical detection will pierce the veil. Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost.
20-23	The gift of armor is potent indeed. The caster may activate this gift. Once activated all of the casters allies within 100' add the caster's level to AC and all saves for 1d6+CL rounds Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost; the gift can only be opened once.
24-27	The gift of safety is set at the disposal of the caster. The caster may bestow the gift of safety on a single ally they can see. Once bestowed, the recipient will come to no harm against the next successful attack. Physical attacks are nullified; if a save is required the target automatically passes it without fail. If the attack is mental or magical in nature the effect is reflected at the original caster in full force. This gift only triggers on successful attacks and will last until triggered. Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost.
28-30	The caster can invoke the gift of knowledge; for the next hour the caster may pick when to activate it. Once activated all allies within 30' may cast any spell from the caster's spell list as if they were the caster. Even spells the caster has lost for the day may be invoked. During this time the caster is unable to cast the spells themself. This effect lasts for caster level +1 rounds. If not activated within this time the gift is lost.
31+	The Gift of time is precious and dangerous. Once activated all of the caster's allies within 100' gain an additional turn including both action die and movement on their next turn. Using this gift is a free action that may interrupt the normal turn order. If not used within 6 turns the gift is lost.

Table A: Saint Nicholas' Invoke Patron table

Patron Taint:

When patron taint occurs, roll D4 on the following table.

D4 Result	Taint Effect
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1	<i>Unencumbering weight.</i> The first time this is rolled the caster gains 20 lbs (~9 kg) instantly, gaining +2 Strength and -2 Agility in the process. The second time it is rolled they gain another 20 lbs but strangely gain +1 Agility as their movement seems too fluid and deft for their size. On a 3 rd roll the caster once more gains 20 lbs and another +1 Agility, now unhindered by their own considerable weight.
2	<i>Laughing all the way.</i> When first rolled the caster gains a deeper, heartier voice. When rolled a second time their laugh changes from it's current state to a powerful HO!, HO!, HOOO! (Judges: please, make the player do this, it's fun I promise). On a 3 rd result the caster now finds even relatively mundane coincidences to be quite humorous laughing loudly and proudly all the time.
3	<i>Addicting dough.</i> When first rolled the caster gains a taste for cookies and cookie dough. If they go one week without cookies an immense craving will set in lowering Intelligence by -3 until a cookie is consumed. On a second roll the cravings get far worse and now a cookie must be eaten daily or suffer the -3 Intelligence. On a 3 rd roll of this taint the caster must eat a cookie every 12 hours or be overwhelmed by a bestial desire to consume them. With any result, the casters Intelligence drops to a total of 3 until a cookie is consumed.
4	<i>A giving soul.</i> When first rolled the caster must give a stranger a minor gift worth no less than 1 silver piece. Until they do so they will feel a void in their soul that only giving can fill. When rolled a second time they must give an even larger gift, worth no less than 20 gold pieces to a stranger. Until they do so the caster will find casting spells very hard and suffer a -4 to all spell checks as his lack of generosity weighs on their mind. If rolled a 3 rd time the caster must spare no expense: a gift of no less than 1000 gold pieces must be granted to a total stranger. The caster has 1 week to make good on this generosity or be unable to cast spells until they do. The caster should expect no return gifts and must refuse them as well, lest they draw St. Nick's ire for giving with expectations.

Table B: St. Nicholas' patron taint

Spellburn

Should anyone spellburn for St. Nicholas, use the following table for additional effects:

D4 + Generosity bonus*	Spellburn effect
1 or less	<i>Tis the season!</i> The caster is struck with a giving mood, and must spellburn at least 6 points for this casting
2	<i>Cookies for Santa!</i> If the caster offers up at least 3 cookies, they earn a +1 bonus per point of spell burned. If no cookies are offered, spellburn as normal. (Judge's may accept eggnog, chocolate, or other items in lieu of this at their own discretion. But no fruitcake. Never fruitcake.)
3-6	<i>Ho ho hooo!</i> The Saint receives the offering gratefully; spellburn functions as normal.
7+	<i>'Tis too much!</i> The saint finds this offer of life and blood too generous and politely refuses: no spellburn possible this round.

*: Generosity bonus determined by Judge, ranging from -1 to +3, based on the character.

Table C: Saint Nicholas' spellburn