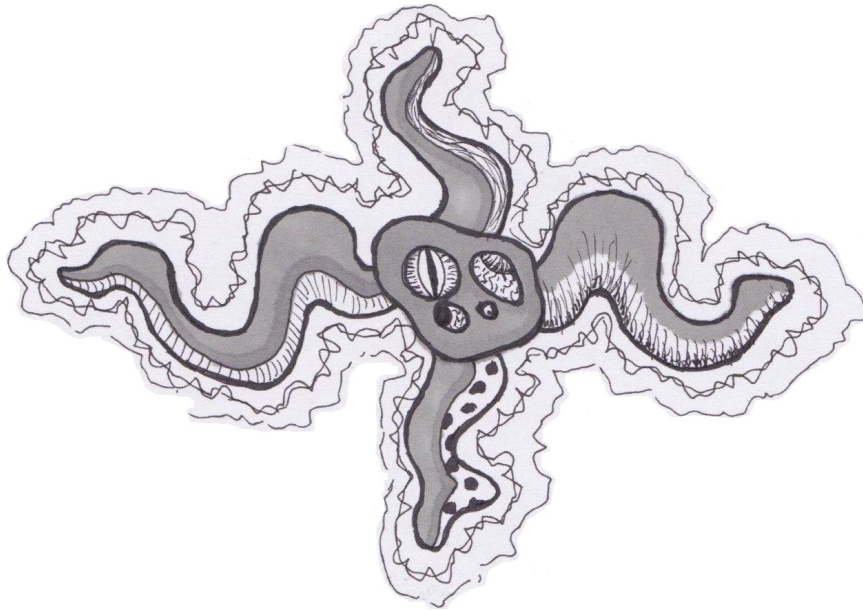


This document details the patron description of Grakkhui, the Devolving End.



Grakkhui, the Devolving End

In the dark hinterland of distant dimensions, at the very fringes of existence, swells a mass of formless flesh, twisted tentacles and eyes which do not see. This is Grakkhui, the Half-formed, the Dread Plasma, the Devolving End.

Grakkhui represents the other side of creativity and development. It is stagnation of such horrendous degree that life itself begins to regress in its presence. Grakkhui does not care for the troubles of mortals nor the petty grievances of gods, only for the glory in them becoming what they once were. Grakkhui's servants speak of an apocalypse, not in fire or some other divine judgment, but in the Great Reversion when reality itself loses its mind and deteriorates into a primordial conglomeration of mutual destruction.

Grakkhui is mostly worshipped by those burdened by the acts of their ancestors, extreme degenerates adoring their wretched condition and inbred nobles seeing their pale skins and drooping mouths as signs of a grand destiny. Others may seek Grakkhui for its powers of body manipulation, but the gifts of this depraved demigod come with a heavy price: a gruesome devolving towards a primeval shape.

Patron Bond special:

- Bonding with Grakkhui is easy for those whose blood is tainted by inbreeding or other godless acts, and those who nurture their further devolvment. Such beings gain a bonus to *Patron bond: Grakkhui* up to +5 (Judge's discretion).
- After bonding with Grakkhui, the character is irrevocably mutated in a painful process taking several hours. Their appearance becomes rough-hewn and their behaviour takes on feral features. In addition, the character may increase any physical attribute by any number of points. Each point comes at a cost of 2 points from Personality or Intelligence. The change is permanent.

Invoke Patron – Grakkhui:

Check result	Effect
12-13	<i>You were a creature of the night once.</i> The caster's eyes blacken. They gain infravision 60' and +2 to all perception checks for 1D4 + CL turns.
14-17	<i>Beasts and birds remember your true form.</i> Unless provoked, animals and other feral creatures are non-hostile towards the caster for 1D4 + CL rounds.
18-19	<i>The wild is still within you.</i> The caster's skin becomes thick and hairy and their flesh hardens. The caster gains +4 AC and +4 Fort saves for 1D4 + CL rounds.
20-23*	<i>Pain is the greatest reminder of your past.</i> All hostile beings within 30' must succeed in a DC 15 Fort save or suffer 1D8 + CL points of damage from extreme muscle pains. Friendly beings must succeed in a DC 5 Fort save or suffer CL points of damage.
24-27*	<i>You shall be a conduit of Grakkhui's will.</i> The caster unleashes Grakkhui's corrupting essence upon the enemy. Up to four targets suffer a -2 penalty to all physical actions for 1D4 + CL rounds. In addition, they must succeed in a DC 15 Fort save or suffer 2d6 + CL damage from their bodies spasming and twisting about.
28-29*	<i>You shall glimpse the glorious tomorrow.</i> Winged amoeba-like blobs emerge from the caster's mouth and attack any hostile creatures for 1D4 + CL rounds, then crumble into pulpy goo. Grotesque swarm: Init: +4; Atk: bite +6 (3d4+3); AC: 16; HD: 6d8; MV: fly 60'; Act: 2d20; SV: Fort +8, Ref +4, Will +0; AL: C.
30-31*	<i>You have brought forth the domain of Grakkhui!</i> For 1D4 + CL rounds, the caster becomes the image of Grakkhui, an immobile blob of flesh and tentacles (but otherwise able to act as normal), granting +100 hit points and immunity to all effects that would call for a Fort save. In addition, all allies within 60' of the caster gain a +4 to AC and Fort saves and +20 hit points. The bonus hit points are lost first when wounded, and damage suffered while within the area of effect transfers to the normal hit points pool only if the bonus hit points are lost first.
32*+	<i>The Great Reversion!</i> The veil of time rips open and reveals a future where the Great Reversion is commencing. The caster may burn any amount of Personality or Intelligence points. For each two points burned this way, all hostile beings within 60' of the caster must succeed in a DC 20 Fort save or lose 1d4 points of Strength, Agility and Stamina (temporarily). All allies must succeed in a DC 5 Fort save or suffer a similar fate. In addition, all beings within 60' of the caster must succeed in a DC 5 Will save or become mindless savages only intent on the destruction of others (friend or foe) for 1D4 + CL rounds.
* : Diminish, decline, deplete: Grakkhui's powers extend to the magical realm as well. All Invoke Patron results of 20 or more can be reverted to any result between 12-19.	

Patron Taint – Grakkhui:

D6 Result	Taint Effect
1	The caster's body grows grotesque features: ogling eyes, flailing tentacles, etc. If this result is rolled a second time, the caster's mouth becomes a toothless hole with a leering eye on the tip of the tongue. They communicate with yelps and growls and thus lose the ability to speak civilized languages (while strangely retaining their magical capabilities). If this result is rolled a third time, the caster mutates into a creeping mass of body parts and reverts into the Judge's control.
2	The caster regresses to their former, weaker selves. They lose d4 hit points permanently (this cannot take their hit points below 1). This effect repeats for each roll of this result.
3	The caster is obsessed by the Great Reversion. They preach to anyone willing to listen and condemns all those who are not. If this result is rolled a second time, the caster becomes haunted by visions of Grakkhui's apocalypse and is unable to sleep properly. Full bed rest yields no extra benefit to their recovery rate. If this result is rolled a third time, the caster becomes a raving lunatic who is convinced the Great Reversion is near. They suffer a -2d penalty to all social rolls.
4	The caster's teeth turn into fangs and fingers into tentacles. The caster's unarmed attack damage is increased by +1d. If this result is rolled a second time, their unarmed attack damage is increased another +1d, but they are unable to speak properly and thus suffer a -2 penalty to all social rolls and spell checks. If this result is rolled a third time, the caster's unarmed attack damage is increased a further +1d, but they lose the ability to perform precise motions with their fingers (now tentacles). This prevents them from mixing potions, handling books, and so on, but oddly does not affect their magical prowess.
5	The caster's skin drains of all color and they become sickly. The caster suffers a -2 penalty to all Fort saves. If this result is rolled a second time, they automatically fail all saves against poison, paralysis, disease, stun and bleeding. If this result is rolled a third time, the caster's body is unable to recover hit points by natural means and the recovery rate of abilities is halved.
6	Another sentience (Int 6) begins to take hold of the caster's mind and a strange lump forms in the back of their skull. The caster hears a whispering voice in their head urging them to sacrifice living beings and perform other wicked acts for Grakkhui. If this result is rolled a second time, the lump grows into the size of a fist and the sentience's Int becomes 9. The whispering voice grows into a growl and its demands become more persuasive. If this result is rolled a third time, the lump balloons into a ghastly, malformed head. Its Intelligence increases to 13 and its insistence becomes almost impossible to resist. The sentience's particular urgings are up to the Judge.

Patron Spells

Grakkhui is not especially concerned about magical wisdom and thus it has no patron spells of its own. However, it may grant its followers access to the following spells: *Enlarge*, *Looping tentacle (Ropework)*, *Nythuu's porcu pine coat*, *Ray of enfeeblement*, *Shatter*, *Strength*, *Polymorph*, *Lokerimon's unerring hunter*.