

This document details the patron description for Hallartaal, the Hallowmane.



Hallartaal

Description: Hallartaal the Hallowmane, Lord-Spirit of Unicorn Glade is an ancient soul, sworn to guide, protect and lead his brethren forever. As his long life was coming to its natural conclusion, the great unicorn lord bound his knowing spirit into an eternal oak growing through a forgotten cairn-stone in the middle of a glade of golden aspens, in a far away corner of Elfland. Shortly thereafter the remaining members of his mystical breed came to pay homage to their ever-living lord, and the forest became known simply as Unicorn Glade.

Sometimes inquisitive wizards seek Hallartaal out for counsel or aid, for an ever-living unicorn spirit is a powerful and wise thing in this age of man. Contacting the Hallowmane through astral or magical means is of course preferable to the perilous trek through the mischievous nameless paths of Elfland, not to mention confronting the fierce pride of unicorns guarding Hallowmane's Oak in Unicorn Glade.

Patron Bond special¹:

- Hallartaal is a unicorn spirit, and as such is quite recalcitrant to grant his favours to members of younger races perceived as usurpers by the waning magical breed. Unicorns used to have free reign over much of Elfland and even the mundane world, but were pushed towards obsolescence and extinction by the proliferation of younger, two-legged tribes. Due to this ancient grudge, Hallartaal is much more likely to accept a petitioner who is a virgin, for at least they have not created more of their kind to take up space in the world. Non-virginal petitioners suffer a -10 penalty to any patron bond roll with Hallartaal.
- Unicorns are the embodiment of the ancient laws of the wild places, and base their actions and decisions on a code almost incomprehensible to most civilized men. They respect moral fortitude and righteousness immensely. Hallartaal accordingly prefers lawful bondsfolk, which grants lawful characters a +5 to patron bond rolls.
- Despite his vaunted past, Hallartaal is a nature spirit in essence. People with an understanding and respect towards nature and the wilderness are more pleasing to him: characters with an occupation related to wilderness may be granted a bonus ranging between +1 to +5 at Judge's discretion.

Invoke Patron – Hallartaal:

Check result	Effect
12-14	<i>Speed of the unicorn:</i> Hallartaal imbues the caster with the swiftness of his kin. The caster gains +4 to their initiative and their movement speed is set at 60' (regardless of their original speed or any penalties). The caster is able to channel the effect for rounds equal to caster level.
15-17	<i>Hallowmane's wisdom:</i> Hallartaal grants the caster the answer to a single, simple question. The Hallowmane answers the query correctly to the best of his knowledge: as a powerful magical nature spirit his knowledge is vast and his astral reach is great, but Hallartaal is not omniscient. He answers with rudimentary detail, and admits to uncertainty if such is present.
18-20	<i>Healing touch:</i> The caster is momentarily granted the healing powers of the unicorn. They may use this to heal 1d3 HD of damage or to cancel the effects of any one poison within 10'.
21-24*	<i>Spirit lance:</i> The Hallowmane channels a fragment of his spirit to pierce an enemy of the caster. The translucent form of a spirit-unicorn appears and charges a target within 60', causing 2d8+4 points of damage (Ref save for half).
25-27*	<i>Spirit charge:</i> Hallartaal sends multiple fragments of his ever-living soul to attack the enemies of the caster: 3d2 translucent spirit-unicorns appear and charge target(s) within 60' of the caster, each causing 2d8+4 points of damage (Ref save for half).

1 I tend towards the interpretation of unicorns as alien, sapient apex predators who once ruled the endless grasslands and glades of Elfland. In my campaign world they are fear-inducing magical beasts with a grudging respect towards old arrangements and treaties made with the King of Elfland. Additionally, I run unicorns as lawful, to further set them apart from most denizens of the Elfland. The patron bond specialties are written with that background in mind, with obvious nods towards more conventional unicorn lore. Judges should feel free to modify these notes to better fit their own vision of the magical creature: the rest of the article should require little to no modification regardless.

28-31*	<i>Unicorn protector:</i> In a great flash of glittering light, Hallartaal sends a fierce unicorn warrior to aid the caster. Anyone seeing the flash must succeed in a DC 10 Ref save to shield their eyes or be blinded for 1 round. The unicorn obeys the caster's commands and aids them without question, but will not break alignment for any reason. It remains for turns equal to caster level. Unicorn warrior: <i>Init:</i> +4; <i>Atk:</i> horn +6 melee (1d8+5) or trample +8 (2d6+6, special); <i>AC:</i> 16; <i>HD:</i> 6d8; <i>MV:</i> 60'; <i>Act:</i> 1d20; <i>SP:</i> trample: if the unicorn can charge into combat, it may make a trample attack in addition to its normal actions; healing touch: heal 1 HD of damage or remove a poison 3/day; half damage from non-magical weapons; <i>SV:</i> Fort +6, Ref +4, Will +6; <i>AL:</i> L.
32+*	<i>Pride of unicorns:</i> With a series of incandescent rainbow blasts, a pride of 3d2 unicorns arrives to assist the caster. Anyone subject to the prismatic flash must succeed in a DC 15 Ref save to shield their eyes or be blinded for 1 round. The unicorns obey the caster's commands and aid them without question, but will not break alignment for any reason. They remain on this plane for turns equal to caster level. See previous result for unicorn details.
*: The caster may revert any result of 21 or more to any result at 20 or below.	

Patron Taint – Hallartaal:

D6 Result	Taint Effect
1	Hallartaal disapproves of the character's actions. When this result is rolled for the first time, the caster loses access to <i>Patron bond – Hallartaal</i> . If the result is rolled a second time, the caster's patron bond effect reduces by two steps on the <i>Patron bond</i> spell result table. If this effect is rolled a third time Hallartaal breaks his bond with the character entirely, rescinding all benefits and removing any related spells from the caster's memory. These effects may be removed or reverted by suitable quests and actions, at Judge's discretion.
2	The Hallowmane's presence makes the character obsessed with unicorns and their like. When this result is rolled for the first time the character develops an unhealthy obsession with unicorns, horses and other similar creatures. If rolled again the obsession focuses further on unicorns specifically: they may even undertake foolhardy adventures to find the mysterious beasts. If rolled a third time, the character's obsessive desire inevitably transplants them into Elfland, to find Hallartaal and his kindred pride.
3	The magical bond to a powerful unicorn spirit begins to warp and change the caster physically. When this result is rolled for the first time the caster's hair becomes a magical mane of vivid sparkling brightness. They gain +3 to their Personality score, and have distinct trouble disguising themselves in any situation. If rolled a second time, the caster's eyes become deep wells of inky dark, and change shape to resemble those of an equine being. This effect is disturbing to most, and reduces their Personality score by -1. Finally, if rolled a third time, the caster grows a twisting unicorn horn in the middle of their forehead. This grants them a natural attack for 1d8 damage, but reduces their Personality score by -2.

4	As the casters communion with the great unicorn spirit deepens, they develop a wistful longing for the spirit realm. When first rolled this result manifests as an obsessive fascination with spirits and their realm. When rolled a second time the caster begins to leave their body during sleep, roaming the world in astral form. They are difficult to rouse from their sleep, requiring a DC 16 check to wake up from their slumber and possibly drawing attention from other creatures of the astral space. Finally, if rolled a third time their physical body starts to escape into the spirit realm at inopportune moments: the Judge may force a DC 16 Will save to stay corporeal at any time they deem it dramatically appropriate. These bouts of astral existence never last for long, but render the character entirely incapable of interacting with the material world.
5	Hallartaals alien unicorn logic begins to take root in the caster's mind. When rolled for the first time, this effect causes a natural distrust towards and aversion to both chaotic and neutral beings, which may of course result in a significant existential crisis depending on the caster's own alignment. When rolled a second time the caster becomes unwilling to aid any chaotic characters and creatures; and if rolled a third time this effect expands to all neutral beings as well. The Judge should allow alignment shifts towards lawful if appropriate.
6	The wild lands beckon the caster with their untamed allure. When this result is rolled for the first time the character starts to experience distinct discomfort in urban spaces, causing a -1d penalty to all social rolls in such situations. If rolled again, the effect increases enough to cause a general -1d to all rolls made in urban areas. If rolled a third time the caster becomes entirely incapable of entering urban areas: they fall into a catatonic state if forced to do so.

Patron Spells

Hallartaal knows much, and often grants his bondsfolk *Color spray*, *Haste*, *Blessing*, *Holy sanctuary*, *Second sight*, *Cure paralysis*, *Lotus stare*, *Neutralize poison or disease* and *Remove curse*.