Barrowmaze

DCC Conversion

Spells

Spell Name		Mazkala's Mucilaginous Effluvium						
Level	1 Range	10'+5' per Duratio	n 1 round	Casting Time	1 Action	Save	Spell Check	
General		· ·						
Manifestation		Roll 1d4 (1)Sticky ball of tar (2) Pot of adhesive that breaks open on impact (3) Stinking mass of goo (4) Semi-animated greenish blob						
Corruption	cast (2) Caster's h "ripping" sound	Roll 1d4 (1) Caster contracts a sneezing cold (-2 to skill/spell checks for 1d24 hours each time this spell is cast (2) Caster's hands stick to paper, writing implements, and other small objects. (3) Caster makes a "ripping" sound as he or she walks, as if shoes are sticking to the floor (4) Caster attracts ants, bees wasps, and other insects attracted to sweet things.						
Misfire	Roll 1d4 (1) Caster casts the spell on self (roll spell check again ignoring failures) (2) A stinking, sticky blob erupts from the caster's mouth becoming a 5'x5' ooze (3) A swarm of stinging ants suddenly appear and attack the caster (1d4 damage per round) (4) Caster and anyone within 10' are stuck to the floor for 1d4 rounds.							
Roll	Effect							
1 2-11	· ·	Lost, failure and Worse! Roll 1d6 modified by Luck: (0 or less) corruption, misfire, patron taint (1-2) corruption 3) patron taint (or corruption if no patron) 4+) Misfire						
2-11		rtaint (or corruptio	n if no patron)	4+) Misfire				
12-13	The effluvium bind movement			•	attack. If Save	e successfu		
12-13 14-17	The effluvium bind	s to one attacker's v	weapon and ha	nd preventing			ıl, loses 10' of	
	The effluvium bind movement The blob binds the	s to one attacker's v target to the groun om the ground	weapon and ha	nd preventing			ıl, loses 10' of	
14-17	The effluvium bind movement The blob binds the round if over 30' fro	s to one attacker's v target to the ground om the ground arget may not attac	weapon and ha d, preventing n k with any wea	nd preventing			ıl, loses 10' of	
14-17 18-19	The effluvium bind movement The blob binds the round if over 30' fro As above, but the to	s to one attacker's v target to the ground om the ground arget may not attac o the targets head,	weapon and ha d, preventing n k with any wea blinding it.	nd preventing			ıl, loses 10' of	
14-17 18-19 20-23	The effluvium bind movement The blob binds the round if over 30' fro As above, but the tath the mass attaches the As above, but the tath As above, but the tath as above, but the tath th	s to one attacker's value of the ground arget may not attact to the targets head, arget is also immobarget also cannot at	weapon and ha d, preventing n k with any wea blinding it. ilized. tack.	nd preventing novement. Flyi pons.	ng targets mu	ust land an	ıl, loses 10' of	
14-17 18-19 20-23 24-27	The effluvium bind movement The blob binds the round if over 30' fro As above, but the to The mass attaches to As above, but the to	s to one attacker's value on the ground arget may not attact to the targets head, arget is also immobility and the target also cannot at all of the above effects	weapon and ha d, preventing n k with any wea blinding it. ilized. tack. ects, as well as	nd preventing novement. Flyi pons. dealing 1d6+CL	ng targets mu	ust land an	ıl, loses 10' of d/or fall for 1	

Spell Name	1				Rune	light			
Level	1	Range	Varies	Duration	Varies	Casting Time	1 action	Save	See text
General	away. The bone rune	The wizard causes a ball of light to appear on an object held, or in some cases, some distance away. The light has a variety of effects, however, the spell requires a specially prepared ivory or bone rune (Kaun) which is consumed in the casting (5 sp). The spell may be cast to create such a rune (11-20: 1 rune created, 21-28: 1+CL runes created, 29+: 1d3+CL runes created)							
Manifestation	Light is colored (1d4: white, blue, green, red) (1d4) 1) simple ball of light 2) Simple flame 3) Motes of lights that swirl around 4) Large disembodied eyes								
Corruption	(too dim t times 4) N	to use as Normal fla	illuminati ames flick	on) 3) Rando er and dance	om motes without	arch) 2) Eyes e of light escape wind in the wi flammable ob	e from the v zard's preso	vizard's closence 5) Th	othing at odd ne wizard
	Caster's c	lothes sn using reto	nolder and	catch fire o	n an odd r	everyone in a esult (1d6) 3) adius (DC 10) 4	A chemical	stink expl	odes from the
Misfire	and extin	guisn.			Γ#.				
Roll					Effe	ect			
1						(0 or less) com	ruption, mi	sfire, patro	on taint (1-2)
2-11	Lost. Faile								
12-13	The caste			al light on a	n object h	e or she carrie	s. The light	is as brig	ht as a torch
14-17	As above,	but the I	ight is as l	bright as a la	ntern and	lasts 2d4+CL	hours.		
18-19	As above,	but the I	ight can b	e directed lil	e a bulle		sts 2d6±Cl	hours	
	The caste	r summo			ce a bullis	eye lantern. La	313 200 · CL	nours.	
20-23	30' away.		_	al light that	hovers ov	eye Tantern. La er the caster's ts for 1d4+CL h	shoulder a		moved up to
20-23		The light but any l	is as brightiving thing	al light that nt as a lante	hovers ov rn and las	er the caster's	shoulder a ours.	nd can be	
	As above, ranged at As 20-23, the caste	The light but any l tacks (+2) but the light r can see.	is as brigh iving thing ght's inter	tal light that int as a lante g illuminated insity can be o	hovers ov rn and las d is limme	er the caster's ts for 1d4+CL h	shoulder a ours. t Aides ir lius) and m	nd can be detection oved to ar	(+2) and
24-27	As above, ranged at As 20-23, the caste lights brig	The light, but any litacks (+2) but the light can see, ghter than	is as brigl iving thing ght's inter Nocturnal	al light that nt as a lante g illuminated nsity can be o I creatures o	hovers ov rn and las d is limme controlled r others a	er the caster's ts for 1d4+CL h d in faint ligh (up to 100' rac	shoulder a ours. t Aides ir lius) and m ht light (un	nd can be detection oved to ar dead) mov	y distance e away from

Spell Name			Fennril':	s Exquisite S	Strangulation		-	
Level	1 Range	20' + 5' /CL	Duration	2 rd + 1/CL	Casting Time	1 action	Save	See Text
General	l	The caster summons a invisible force to strangle his or her foe. The caster must concentrate solely on the spell or the effect is broken.						
Manifestation	Roll 1d4 (1) A semi- on the victim coveri appears to be in a	ng the head (3	3) The victim	's throat is				
Corruption	Roll 1d4 (1) The ca breath after cast strong breeze (ra	ster's fingers (elongate an -2 spell che	d turn skele cks for 1d4 r	ounds) (3) Cas	ster is follow	ed by the	sound of a
Misfire	Roll 1d4 (1) Inse rounds (2) Caster (causing coughing	ects erupt from chokes uncont and distractio	the caster's rollably for n (-2 to all c	s throat cau: 1d4 rounds :hecks) (4) H	sing 1d4 dama (no actions) (3	age and -2 to B) Burst of am ken scarves e	spell che imonia in rupt from	cks for 1d3 a 10' radius
Roll		inigeraps di	ia cittangic	Effect	minobinized	101 104 104114		
1	Lost, failure and W	orsel Roll 1d6	modified b		less) corruptio	n misfire na	atron tain	nt (1-2)
2-11	Lost, Failure.	0.50. 1.011 2.00	ouiiicu b	y Eden. (O or	iess, comapais	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		(2 2)
12-13	One humanoid targ	et up to 4 HD e	experiences	a coughing	fit (-2 to all a	ctions).		
14-17	As above, but the ta					•		
18-19	As above, but the ta	arget cannot b	reath (1d4+6	CL damage p	er round).			
20-23	As 12-13, but affects	s humanoid ta	rgets up to	10 HD.				
24-27	As 14-17, but affects	s any creature	that breath	es air (up to	10 HD)			
28-29	As 18-19, but the the		lent) of any	target that	breathes air (up to 10 HD)	is crushe	d (additional
30-31	As above, but 1d3+0	CL victims are a	affected.					
32+	As 28-29, but all wit	thin a 20' radiu	us are affec	ted.		·		

Spell Name				-	Armor of Ymei	ck			
Level	1	Range	Touch	Duration	1 turn or more	Casting Time	1 round	Save	None
	The cleric o	channels t	the power of	Ymeick to clothe	himself or an ally	in supernatura	l armor.		
General									
	Roll 1d3: (1) The arr	nor appears	to glow with an e	erie blue light. (2)	Faces of warrio	ors long dea	nd appear i	n the
Manifestation	breastplat	e (3) The a	armor crackl	es and arcs when s	struck by metal w	eapons.			
Roll					Effect				
1-11	Failure.								
12-13	The recipie	ent is surr	ounded by a	transparent force	-like armor (AC +2	2) for 1 turn.			
14-17	As above,	As above, but the protection lasts for 1+CL turns.							
18-19	As above,	but the pi	rotection inc	reases to +4.					
20-23	As above,	but the ar	mor provide	es an additional +2	to saves versus f	ire/heat and ic	e/cold.		
24-27	As above,	but the ar	mor provide	es an additional +4	to saves versus f	ire/heat and ic	e/cold.		
28-29	As above,	but the pi	rotection las	ts for 1d6+CL turn	S.				
30-31	As above,	but the su	ubject of the	spell is immune to	o fire/heat and ice	c/cold for the d	uration of t	he spell.	
32+				ts for 1d4+CL roun damage to the su		on of the spell,	a concussi	ve force ex	plodes out

Monsters

Undead

Barrowmaze is packed with undead. Rather than make a straight conversion, I present a quick and dirty system for "unique-i-fying" any undead encountered. The "classes" are: Mindless, Feral, Living, and Masters. Essentially everything is variable.

Mindless Undead

Mindless undead comprise the shambling zombies, clacking skeletons, hordes of undead "parts," and other mindless horrors from beyond the grave. The Judge is encouraged to come up with a description of the beast (or use Table 9-5 in the Core Rules), using the following stat generator as a guide:

Mindless Undead: Init: HD-2; Atk +HD melee (1d3); AC 1d6+9; HD (1d4)d12+(0-3); MV 30'; Act 1d20 (see below); SV Fort HD+, Ref HD, Will HD-3; AL C/N; Size M.

Special Abilities

Abilities	1+HD (50%)
Roll (2d8)	Ability
2	Damage Reduction (weapon type) 5
3	Fast Movement (+10)
4	Fast +4 Init
5	Immunity (damage type)
6	Weakness (damage type)
7	Slow Movement (-10)
8	Slow Always acts last
9	Weapon wielder
10	Diseased (DC = 10+HD) (80% 1 attribute: 1d4 damage; 20% 2 attributes: 1d4 damage)
11	Magical Effects (sleep, darkness, attribute drain, bolt)
12	Incorporeal (AC +1d4, blessed or magical weapons to damage)
13	Swarm (undead "parts")
14	Multiple Attacks (claws, bite, strangle, constriction, etc.)
15	Large (+1d4 HD, 1 die step damage)

16	Strong (60% +1d4 damage; 40% 1 die step damage)
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Feral Undead

Feral undead are not necessarily intelligent, but they do have a predator's cunning. Think ghoul/ghast, coffer corpses, probably up to your basic wight (though these also cross over to "Living Dead" and "Masters").

Feral Undead: Init: HD-1; Atk +HD+2 melee (1d4); AC 1d9+10; HD (1d5)d12+(0-6); MV 30'; Act 2d20 (see below); SV Fort HD+2, Ref HD+4, Will HD-1; AL C/N; Size M.

Abilities	1+HD (60%)
Roll	Ability
2	Tough (+1 HD; +2 AC)
3	Damage Reduction (weapon type) 5
4	Fast Movement (+10)
5	Fast +4 Init, 1d2+1 attacks per round
6	Immunity (damage type)
7	Weakness (damage type)
8	Slow Movement (-10)
9	Slow Always acts last, one action per round
10	Weapon wielder
11	Diseased (DC = 10+HD) (60% 1 attribute: 1d4 damage; 40% 2 attributes: 1d4 damage)
12	Magical Effects (sleep, darkness, attribute drain, bolt, affect emotions, affect mind, etc.)
13	Incorporeal (AC +4, blessed or magical weapons to damage)
14	Swarm (undead "parts")
15	Multiple Attacks (claws, bite, strangle, constriction, etc.)
16	Large (+1d4 HD, 1 die step damage)
17	Strong (40% +1d4 damage; 60% 1 die step damage)
18	Elemental (aquatic, aerial, fire, ice, etc)
19	Skilled (Tracker, Surprise, Traps)

Magic Items

Items by Room

Room	Item	Special Properties	Effect
2 (Mound)	Tower Ring	Will Saves (+1)	Nightmares while wearing; Must rest 8+1d4 hours to recover spells or heal naturally)
6 (Mound)	Longsword (Fine Steel)	damage +1	non-magical; jeweled 300 gp
7 (Mound)	Witherer (dagger)	damage +1d4 vs undead	Boils (-2 Personality) when wielded for 24 or more hours
16 (Mound)	Dagger (Fine Steel)	damage +1	60 gp
17 (Mound)	Scroll of Protection (Fire)	(12-15) +2 Saves versus magical fire (16-20) immune to magical fire (21-25) repels elemental creatures of fire - 4 HD (26+) Repels elemental creatures of fire (10 HD)	Carrying this scroll attracts elemental creatures of ice
11	Masterwork Leather Armor	Armor +2; No check penalties; fumble as if no armor	Sigil of the Master Thief Balabazer attracts attention in sizable town
16	Barbed Arrows	Damage +1	Attack -1
16	Potion of Nergal's Blessing	Heals 6d4 damage	Will saves -4 to spells cast by a cleric of Nergal (6d4 days); Opposed clerics automatic disapproval
32	Greim's Fist (Mace)	Lawful; +1 Attack/Damage, Int 5, Simple Urges, Bane (undead +2/+2), Protect the Weak, Infravision (120')	In hands of: (Cherek/Greim worshipper) Full powers; (Lawful) No undead bane or infravision (Neutral) +1 attack (Chaotic) Suffer -2 to all Will saves, weapon is non-magical for all purposes
32	Hart's Bracers (silver, etched)	AC +2 / +4 vs ranged attacks	Sacrifice 100 gp per month to Queen of Thorns or non-magical
34	Brooch of the Maiden (copper locket, engraved with young woman)	Absorbs 25 points of magical elemental damage (magic missile, fire, ice, etc)	Lingering magic provides +1 to Luck attribute each day a prayer is said to the Queen of Thorns (non-cumulative)

	Pinto's Conical	AC +2: Pabbit out of the bat trick to forcetall	
35	Cap	AC +2; Rabbit out of the hat trick to forestall pursuit; 25 lbs of storage (no encumbrance)	Spell checks -4 to any fire-based spell
36	Ring of Re'Yune	AC +1; If rotting finger is kept, additional +2 to Will Saves	Spell Checks -2 to any "movement" type spell (teleport, featherfall, fly, etc). Re'Yune's finger is an evil artifact (Opposed clerics automatic disapproval; Lawful/Good holy warriors may react accordingly)
37	Lay of the Mendicants (Scroll)	If read, Will DC 16 or Blinded permanently (-2 to Healing check)	While blinded, the victim sees visions of a procession of headless monks heading to a mountain that looks like a skull.
40	Accoutrements of the Grand Holy Ghazi Abdul-Rahman Mukhtar Masoud Salah-al-Din Ahmed	Shield with a Silver Tree device (+2 AC, weighs as a light shield), Chainnmail of extremely light chain (weight/encumbrance of Leather armor; +2 to saves versus the power of any god but the One True God), Long-handled axe with a silver blade (Magical; Light, can be weilded with one hand, +2 damage with two-hands)	When the artifacts are separated, the bearer feels an overpowering urge to reunite the artifacts (Daily Will save DC 13 or seek out the other artifacts). When borne together, the bearer has an overpowering desire to enact the will of the One True God.
40	Holy Writs of Kalid Sakhr (Spellbook)	Spellbook with the following spells: Flames of the East Wind (Flaming Hands with a manifestation of a miniature flame djinni), Farouk's Guardian (Ward Portal with a manifestation of a stone Jin warding a portal), Blooms of the Desert (Color Spray with a manifestation of fresh spring flowers and wash of damp desert air), Farouk's Gentle Hand (Featherfall with the manifestation of a giant Jin's hand lowering the caster to the ground), Bolt from the Mountain (Magic Missile with the manifestation of shouted sutras and bolts of crackling force), Hakim's Overlooking (Forget), Hakim's Bypass (Knock with the manifestation of a cloud Jin passing through a portal and opening it), Vithara's Vengeful Visage	Spellbook is cursed all vermin (bugs, rats, bats, etc) target the bearer of the spellbook over all others.
41	Potion of ESP	As per 14-15 results on Spell	User is sickened for 1d3 rounds (-2 to all checks)
44	The Call of Ymeick (Scroll)	Spells: The Shining Shield (Protection from Evil), Armor of Ymeick (new spell) x 2, Warrior's Salve (Restore Vitality)	Clerics of opposed deities receive a -4 to Spell Checks to use these spells. Armor of Ymeick can only be used by worshippers of the Shining General.
44	Passages of Vision (Scroll)	Spells: Defy the Sight (Mirror Image); Far Vision (new spell)	Both spells require shards of the Mirror of Eldred before they can be copied/learned. Both can be understood and cast from the scroll without these components.
44	Arcing Sling	1/day the sling has a critical range of 17-20.	It's a slingenough said.

44	Cloak of Protected Sleep	While sleeping, the cloak provides the effects of Holy Sanctuary (Spell check result 18-19) to the wearer for 8 hours.	Requires a Fortitude save (DC 8) to awaken within the 8 hour period.
45	Glowing Axe (handaxe)	Glows with 15' radius on command (Invilis) for 1 turn.	Command to suppress the glow is lost to time.
47	Luckstone	While in possession of the luckstone, burned Luck regenerates at a rate of 1 per day. (Back to original Luck score when the Luckstone comes into possession)	If the luckstone is ever lost, the bearer loses 2d4 Luck permanently.
47	Mithril Brooch of Thorns	When used to secure a cloak or cape, the wearer has the Sneak Silently bonus of a halfling of the same level.	Wearer must consume double the normal rations per day to heal hit point or ability damage naturally.
47	Plated Leather	Leather jack with thin metal plates sewn into it. Masterwork armor (Check penalty -1; AC bonus +3)	
47	Fount of Law	Saves and attacks +1 for Lawful bearers. For worshippers of St. Ygg, the bearer can turn unholy creatures as a cleric 2 levels lower (clerics receive a +2 to Turn checks). Bearer must bring it to the Pit of Chaos within one month or the orb disappears back to its original resting place.	Neutral and Chaotic bearers suffer a -2 penalty to saves against creatures of Law and Good.

Runic Tablets

- I		1
Roll	Properties	Effects
2	N/A	Poisoned (DC 18 or death in 1d6 rounds)
3	N/A	Curse (Amnesia) DC 12
4	N/A	Curse (Blindness) DC 14
5	N/A	Curse (Insanity) DC 14
6	N/A	Curse (Mummy Rot) DC 15
7	N/A	Damage STR (DC 13 2d4)
8	N/A	Damage INT (DC 13 2d4)
9	N/A	Damage PER (DC 13 2d4)
10	N/A	Critically fail next Spell Check or Saving Throw
11	N/A	Glyph (1) Fire (2) Lightning (3) Ice (4) Confusion DC 14; 10 damage; Confusion 1d4 turns
12	History of Tablet of Chaos	Runic tablet remains
13	History of Pit of Chaos	Runic tablet remains
14	1st level wizard spell	N/A
15	2nd level wizard spell	N/A
16	1st level cleric spell	N/A
17	2nd level cleric spell	N/A
18	Blessing as 20-23 ally result	N/A
19	Protection from Evil as 20-23 result	N/A
20	Critical success on next Spell Check or Saving Throw	N/A
21	AC +2 (Etched with Spider)	Runic tablet remains; Fort saves -2 vs. Insects/spiders until tablet destroyed
22	Featherfall 3/day (Etched with Eagle)	Runic tablet remains; REF saves -2 vs. Traps until tablet destroyed
23	Spell Checks +2 (Etched with tree)	Runic tablet remains; STR score -1d3 until tablet destroyed

Patrons

Nergal (Minor Patron)

Once the diety of the ancient Isitanians, Nergal was slain in combat by the demon king Orcus and cast into the Sightless Depths. There he rose again as one of the many kings of the underworld, however, his power on the mortal world is muted and thin. As a patron, Nergal has some power over the dead and undead, as well as a keeper of some secret knowledge about his eternal enemy, Orcus, the Prince of the Dead. It is believed that the Dismal Pits of Ykhar Laron hold secrets to providing Nergal more power, both in the underworld and within the mortal realms. Servants of Nergal will be "urged" to investigate any lead that might increase Nergal's power over his enemies. Nergal's Patron Bond spell marks the devotee with a weeping brand in the shape of a black rooster.

	Invoke Patron Check Results
12-13	Nergal's power is barely enough to push through the Veil. The caster receives one insight that provides a +2 to one d20 roll for the next 1d4 rounds.
14-17	The caster feels a rush of otherworldly power. For the next 1d4+CL rounds, the caster may control one undead creature of 4 HD or less. The undead creature receives a Will saving throw DC=Spell Check.
18-19	Black fire erupts from the caster's hands scorching a single opponent for 1d6+CL damage and causing a 10' radius cloud of choking smoke. Those caught in the cloud must make a Fortitude save DC = Spell Check or suffer -1 to all rolls for 1d4 rounds. The cloud dissipates after 1 round. Undead creatures are not harmed by the flames.
20-23	Gold-tinged black fire erupts from the caster in a 20' line. Anyone caught in its path are scorched for 1d6+CL damage and must make a Will save (DC=Spell Check) or flee in terror for 2d4+CL rounds. Undead creatures touched by the flames are not damaged, but undead of 6 HD or less must make a Will save or fall under the control of the caster for 1d4 turns.
24-27	Results higher than 23 provide no additional benefits until Nergal's worldly powers are increased.
	Patron Taint (1d4)
1	The caster must display his or her grisly triumphs. The first time this result is rolled, the caster must prepare a "token" from a defeated enemy. This may be a finger, eye, ear, or the like, but the caster must spend 1d3 hours+CL blessing the token and thereafter it must be visibly worn at all times. The second time this result is rolled, the caster must repeat the process with a token from a cleric of a Lawful or opposed god that he or she defeats, prepare the token as described previously, and visibly wear the token at all times. Worshippers of the deity offended will recognize the artifact with a successful INT check (DC=CL of the wizard). The third time this result is rolled, the caster must take a token from every enemy he or she personally defeats, prepare it as described, and visibly wear it at all times.

2	The caster's affinity for the dead becomes creepy. The first time this result is rolled, once a month, the caster must spend at least 24 hours in the presence of the dead or undead. This could be in a graveyard or crypt or other place, but the dead must be visible. The second time this result is rolled, the caster must permanently reside in a place hallowed for the dead, for every day not spent in the presence of the dead for at least an hour, the caster takes a cumulative -1 to Spell Checks. The third time this result is rolled, the caster receives a single undead "valet" that remains in his presence at all times. The valet can perform simple tasks, but cannot fight or even defend itself (AC 10, HD 1, Mv 30'). The valet is obviously undead, though the caster can disguise that fact, as desired. If killed, turned or destroyed, the caster receives a new valet in 1d6 days.
3	The caster's desire for converts to the cause of Nergal is overpowering. The first time this result is rolled, the caster must convert (Patron Bond) one sentient creature to the cause of Nergal each month. For every month that a conversion is not successfully performed, the caster receives a cumulative -2 to all Spell Checks and cannot use Nergal's Invoke Patron. The second time this result is rolled, the caster must convert a sentient creature that is diametrically opposed to Nergal or Nergal's aims, at least one per year. Until this conversion is successful, the caster takes a -4 to Invoke Patron (Nergal) checks. Each time this is subsequently rolled, the caster must convert another sentient creature that is diametrically opposed to Nergal and Nergal's aims.
4	The caster takes on aspects of the dead. The first time this result is rolled, the caster constantly stinks of the grave (rotting flesh, embalming chemicals, grave dust, etc). The second time this result is rolled, the caster's face begins to rot like that of a corpse. The process takes some time, but increases each time a spell is cast. At the discretion of the Judge, the caster's head may eventually rot completely to the skull, mummify, or simply continually rot like that of a zombie. Other than social penalties, it is at the discretion of the Judge if there are other effects. The third time this result is rolled, the caster is considered undead for the purposes of clerical turning and other spells that affect only undead.
Patron Spells	Due to the weakness of Nergal on the mortal world, it grants no spells to its patrons.
	Spellburn (1d4)
1	Nergal's power drains the caster, represented by crackling black flames that result in physical ability loss.
2	The caster is assaulted by a horde demonic black roosters resulting in ability loss.
3	The caster channels the undead energies of his or her patron which wilt and rot the skin. The ability loss only heals naturally, and the caster appears as a mummified walking corpse.
4	The caster peers into the Sightless Depths, which burn the caster's brain. He or she takes Personality damage equal to all physical damage spellburned. Personality points are healed only through natural means.