

GOD'S TERRIBLE CHILDREN

Rules for godlings, minor deities, or warlocks. Just remember, absolute power corrupts absolutely.

Sometimes, people get desperate for power, and seek out the power of lesser and darker gods, called godlings, who are more willing to accept bargains with mortals. These acolytes, once they meet with the godling and accept the godling's seed of power, gain the ability to use **Pact Dice** to cast spells. Making a deal with a godling provides the acolyte with **3 Spells**. In order to use these spells, the acolyte must roll their **Pact Dice** (a D6) to determine the spell's effectiveness (spells use the keyword **ROLL**, the result on the **Pact Dice**, to show spell potency). The acolyte also gains some sort of likeness to their godling when making the deal and furthermore when using their magic too much, this is represented by **Countdown**. Every actolyte begins with **6 Countdown**, whenever the acolyte rolls a result on their Pact Dice equal to or above their Countdown, they decrease their Countdown by 1. Once the Countdown reaches 1, the acolyte typically turns into a horrible manifestation of their godling, is no longer considered a player character, and goes to serve the godling in their new form forever, or they die horribly. An acolyte is not necessarily doomed if they have a low countdown, for they can do specific and hard-to-accomplish deeds related to their godling's end goal to add 1 to their **Countdown**, which can never go above 6. But, an acolyte must roll their **Pact Dice** once a week to see if their transformation has made any passive progress over time. The godling can communicate to the acolyte through dreams, can scry through their eyes, and generally wants the acolyte to achieve certain things to further the godling's own weirdly cryptic goals. If you happen to be an acolyte, your best merit is likely determination, and you will make an excellent tool for your godling. Good luck.

THE HIVEMIND

The Hivemind wishes to see the rise of order and governments, simulating a hivemind with citizens as drones. It specifically wishes to see itself or one of its acolytes as the leader of this government.

(Image Below Is By [Andrew Mar](#), Thank You!)



COUNT DOWN	TRANSFORMATION TABLE
6-5	You sprout two sets of wet wings from your back. These are easy enough to hide, and can, once per day, be activated to make you fly (if you are not too encumbered, that is)
4-3	You are constantly surrounded by a buzzing cloud of bugs, you smell of honey and liquor.
2	Your skin is riddled with burrowing holes, bugs nest inside of you in comfort and wait.
1	Your eyes turn into those of a bug as you drool honey and pus. You will fly off to your godling once able to. You are considered no longer a PC, roll up a new character.

To reverse the **COUNTDOWN** by 1, you must take control of some civilized place's government. This civilized place must be at least the size of a large town, and have important people.

SWARM FORM

Your body becomes a swarm of bugs you can control. This lasts **ROLL** minutes. While in this form, you can fly, and all attacks that are not area of effect attacks made against you are considered *impaired*.

SWARM SHROUD

You point at an area and it gets clouded by a swarm of locusts and bees and other terrible bugs. This spell effects a **ROLL** times 5 foot sphere, and lasts for 10 minutes. Nobody can see through this sphere, and everybody within the sphere takes D6 damage for every round (or 10 seconds) spent in the sphere.

SWARM SPY

You unfurl a small swarm of bugs from your hands that obey your mental commands. This swarm lasts for **ROLL** hours. You can tune out of your own senses to sense through the swarm, activating their collective sight, touch, smell, and etc. The swarm can pick up items that could be ordinarily lifted up with a human hand.

CROWLEY'S GRIMOIRE

Archmage Crowley's soul is trapped in his grimoire. He wishes to take over the grimoire wielder's body and then collect a massive hoard of gold to enjoy worldly pleasures.

(Image Below Is By [Andrew Mar](#), Thank You!)



COUNT DOWN	TRANSFORMATION TABLE
6-5	Gold glimmers like a dagger's point to you, you can automatically tell the monetary value of any object.
4-3	Every morning you begin to cough up feathers and a crow. No amount of precautions can prevent this.
2	Your eyes turn into those of a crow, save vs greed when giving away money.
1	Crowley takes over, and uses a spell to transform into a giant crow to fly off into the sunset.

BIRD PERSON

Your arms become giant wings, a wingspan of about **ROLL** feet. Your unarmed attacks now do D8 damage, this lasts for **ROLL** times 10 minutes.

WINGED GRACE

An object you can see grows bird-like wings. You control the wing's movements. The wings can fly up to **ROLL** times 5 feet in the air, and last **ROLL** minutes.

CROW'S ROBBERY

ROLL targets in sight possessions of monetary value begin flying over towards you. This is very obvious, and the targets will more than likely notice this robbery attempt.

To reverse the **COUNTDOWN** by 1, you must blow at least 1000 silver on some worldly pleasure.