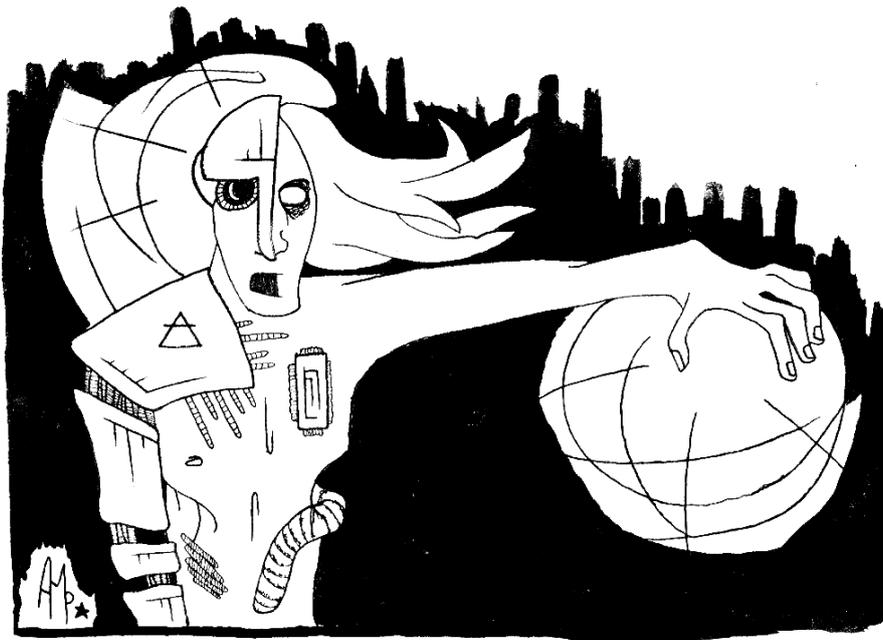This document contains the rules for using Daenthar as a patron for arcane magicians[1].

Daenthar, Progenitus of Inspiration

A legendary figure of the Age of Heroes, Daenthar was reborn through his own inspiration, and elevated to a divine status through this wondrous feat. His power stems from endless ingenuity and a driving desire for technological and arcane advancement. Those who petition him for power often do so after they've exhausted all mundane avenues to expand their skill and craftsmanship: Daenthar is a popular patron for technomancers, gadgetcasters and gizmolocks.

Patron Bond special:

- Daenthar welcomes all, but bonds easiest with those familiar with craft professions: blacksmiths, carpenters, engineers, architects and the like receive a bonus to their patron bond roll. The bonus ranges from +1 to +5, and is higher the more industrially or mechanically oriented the related occupation is.

- Daenthar appreciates rare materials and tools (note that this does not automatically relate to item value, but rather the rarity and ingenuity of the item), and using such objects in ritual construction accompanying the casting of patron bond adds a bonus of up to +5 to the patron bond roll.

- Characters bonded with Daenthar have access to an inkling of his divine inspiration at all times, and may roll checks related to mechanisms or advanced machinery at +2d.

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1   Note that Daenthar also has an organized church, details for which can be found here on KitN.

Invoke Patron – Daenthar:

Table A – Daenthar's *Invoke patron* effects	
Check result	**Effect**
12-13	Daenthar allows the caster special insight to their surroundings. For the next 1 + CL turns they automatically spot any mechanical constructions (including hidden traps and mechanical secret doors) within 30' (~10 m). Note that the effect only includes mundane structures and systems, it does not assist with discovering magical constructions. The effect is also limited to discovery, and does not assist with disarming or utilizing the discovered mechanisms.
14-17	Daenthar grants the caster inspiration to create a semi-sentient poppet out of whatever detritus is available: twigs, cloth, small stones, etc. The 1' tall (~30 cm) poppet acts out its creators commands to the best of its ability. The poppet has no combat ability and does not communicate beyond simple gestures, but the material it is made of may grant it special abilities at Judge's discretion. It remains animated for 1 hour per caster level. The caster may spend 5 points from any stat as part of the casting to make the effect permanent (this does not count as spellburn, does not increase the spell check result, and may be expended after the spell check is rolled). See Appendix A below for creature details of the poppet. **Animated poppet:** Simple detritus and clutter, formed into a rough humanoid form and given life through Daenthar's industrious inspiration. *Init* +1; *Atk* none; *AC* 14; *HD* 1d3; *MV* 15'; *Act* 1d20; *SP:* can carry up to 2 lbs. (1 kg); communicates through simple gestures; unquestioningly loyal to creator; immune to mind effects; other specialties due to construction up to Judge's discretion; *SV:* Fort +0, Ref +3, Will --. *AL:* as creator.
18-19	Daenthar lends his aid in the caster's endeavours. He animates objects of the caster's choosing to act out whatever commands the caster gives it as if it was wielded by a man of middling capability. Forges can pound metal to produce objects, tools go about their tasks unmanned and weapons fight as if held by unseen force. The caster can command the item telepathically, although the command must be simple and the item is completely incapable of independent thought. The number of animated objects is equal to the caster's CL, and the spell remains in effect for 1d5+CL rounds.
20-23	Daenthar grants the caster detailed insight into their surrounding world. For the next 3 + CL turns they automatically spot any mechanical constructions (including hidden traps and mechanical secret doors) within 30' (~10 m). Additionally, they can disarm and utilize these contraptions with a DC 10 INT check. They can additionally roll a DC 15 INT check to gain insight into any unknown technologies they encounter within this time frame. Note that the effect only includes mundane structures and systems, and does not assist with discovering effects that are magical in origin.

24-27	Daenthar's great inspiration allows the caster to breathe life into clay, or invoke any result below this one. The full completion of this casting requires a 6 hour ritual and enough clay, wood, or similar malleable material to create a small humanoid (3'/1 m tall, lithe build); rare materials or suitable craftsmanship and spells used as part of the ritual may grant the homunculus special abilities at Judge's discretion. The creation remains enchanted for 1 week per caster level, and obeys its creator unquestioningly, although it cannot communicate beyond simple gestures. The caster may spend 10 points from their stats to make the enchantment permanent (this does not count as spellburn, does not increase the spell check result, and may be expended after the spell check is rolled). **Homunculus:** A small humanoid, engineered from clay, wood or some other malleable material and enchanted through Daenthar's will. *Init* +3; *Atk* claws +1 (1d4+1); *AC* 12; *HD* 1d6+CL; *MV* 20'; *Act* 1d20; *SP:* communicates through simple gestures; unquestioningly loyal to creator; immune to mind effects; other specialties due to construction up to Judge's discretion; *SV:* Fort +2, Ref +2, Will --. *AL:* as creator.
28-29	Daenthar grants unseen hands to aid the caster. Objects of their choosing take up the caster's cause as if wielded by sentient minds similar to their own and work in unison even on complex tasks determined by the caster. The number of objects animated equals 2d5 + CL and the items are capable of completing complex tasks, and interpreting their orders on the fly for greater effect. The enchantment lasts for 1d5 + CL hours.
30-31	Daenthar lends his eyes to the caster. For the next 6 + CL turns they automatically spot mechanical constructions (including hidden traps and secret doors) within 30' (~10 m). Additionally, they can disarm and utilize these contraptions with a DC 10 INT check, and they may roll a DC 15 INT check to gain insight into any unknown technologies they encounter within this time frame. Additionally, for the duration they also automatically spot invisible things, creatures and magical effects (as result 20-23 of *Detect magic*, pg. 260 of the DCC rulebook) within the spells range.
32+	Daenthar allows the caster full access to his endless divine inspiration. The caster can either choose any lower result, or create a golem (as per result 34-35 of *Breathe life*, pg. 203 of the DCC rulebook) with the following exceptions to the original spell: the ritual takes a mere 12 hours due to divine inspiration, all material and base spellburn costs are waived as long as the caster has access to sufficient malleable raw materials upon casting, and the creation remains enchanted for 1 month per caster level. Rare materials, special craftsmanship or suitable spells used as in the casting may grant the golem special abilities at Judge's discretion; the caster may make the enchantment permanent by expending 15 points from their stats upon casting (this does not count as spellburn, does not increase the spell check result, and may be expended after the spell check is rolled). Use the suggested stats in the DCC rulebook as a base for the golem's abilities.

Patron Taint – Daenthar:

When patron taint occurs, roll D6 on the following table.

TABLE B: Daenthar's Patron Taint	
D6 Result	**Taint Effect**
1	**Body transformation*:** When this effect is rolled for the first time, the caster's body takes on a metal form to resemble their patron: nails and teeth turn to metal, hair starts to resemble the bristles of a steel brush, and so on. Initially the transformation is merely cosmetic, but if this effect is rolled a second time the recipient must move a point from each other stat to their Stamina, to represent their body slowly turning into metal. If the result is rolled a third time the tainted body starts to resemble a machine to an extent which hinders healing: all magical healing they receive is halved, and they cannot receive mundane healing at all.
2	**Organ transformation*:** When this effect is rolled the first time the recipient's organs start transforming into living metal, slowing down their metabolism: from now on they require only half the normal amount of food for sustenance. When the effect is rolled a second time, they've become partly machine: their bodily functions are from now on handled by a complex clockwork system, and they become immune to most diseases. If this result is rolled a third time their organs and musculature are entirely clockwork: organ damage, broken limbs and stat drain can no longer be healed through magic at all.
3	**Metal skin*:** The first time this effect is rolled the caster's skin takes on a distinctly metal sheen, roll D: (1) gold; (2) silver; (3) bronze; (4) aluminium; (5) wrought iron; (6) rust. When the effect is rolled again the effect becomes more pronounced, and may affect social interaction as the caster's skin seems to be formed from odd metal plating (-4 to relevant checks and reaction rolls). Finally, if the result is rolled a third time the caster's skin actually becomes partially metal: they gain a +4 bonus to their AC, but suffer a -4 armor check penalty to their spell casting due to the additional metal on their body.
4	**Machine friend:** When this effect is rolled for the first time the caster starts to feel a strong kinship with all animated objects and mechanical constructs: they suffer a -1d to all actions against such creatures due to empathy. When this result is rolled a second time the delusion deepens, and damaging mechanical beings, automatons or complex machines in general causes half the damage done to be suffered by the recipient as well. Finally, if the result is rolled a third time the caster suffers patron taint each time they damage or hinder an automaton's action or a machine's optimal functionality.

5	**Manic inspiration:** The recipient is taken by a powerful manic inspiration. When this is rolled for the first time, they suffer a -2 to all rolls each day they do not engage in their chosen occupation. If this is rolled a second time the penalty increases to -1d, and finally if this is rolled thrice they are entirely unable to function if they have not spent at least 1d8 hours occupied with their chosen craft.
6	**An industrial mind:** When this is rolled for the first time the character's nature changes: they start to lose social graces and become uncaring to the emotions of others (at this point the change should be roleplayed, but there is no mechanical effect). If this result is rolled a second time the character starts to seem unemotional and machine-like in their social interactions, garnering a -1d to all social rolls. Finally, if this is rolled a third time the character becomes quite sociopathic, viewing others as tools to an end. They are very clearly incapable of empathy, and should evaluate social interactions entirely based on their utilitarian value.
*: If taints 1-3 have been all rolled three times, the character becomes a *tinman*[2]. Whether they retain previous abilities or taint effects in addition to the functionalities of their new form is up to the Judge.	

Patron Spells:

Daenthar has one known patron spell of his own: *The Ghost in the Shell*. The spell follows the general principles of *Phylactery of the Soul* (pg. 341 of the DCC rulebook), with the following changes:

- Casting time is increased to 1 week, and more time may be spent in the ritual.
- The caster must create or acquire a full mechanical construct into which they bind their essence. This replaces the gem of the original spell, but need not be humanoid in configuration. The value and materials of the construct determine its functionality and usefulness (these are up to Judge's discretion; creating a functional humanoid construct of relevant quality should cost at least 1000 gp).
- The spell may be cast on a willing participant, as well as the wizard themselves.
- As a result of the spell, the target's soul inhabits the mechanical body upon their death. Replace the effects relating to inhabiting a new body in the spell description with "Upon death, the target's soul awakens within their mechanical effigy as soon as enough time has passed." To figure out the time required, reverse the time indications in the spell effects (i.e. a result of 16-17 indicates that the target awakens within their mechanical shell in 1d100 – CL years).
- Finally, after awakening in their mechanical shell treat the character as a *tin man*[2]. Whether they retain characteristics from their previous class or race is up to the Judge.

Additionally, Daenthar may grant petitioners access to the following spells (from the DCC rulebook spell lists, pg. 127 and 128): *Breathe life, Cause earthquake, Detect invisible, Detect magic, Knock, Make potion, Mending, Second sight, Shatter, Sword magic, Transmute earth,* and *Wizard staff.*

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2   Rules for tin men can be found on KitN beyond this [link](#).