This document contains the patron details for Nekthelos, the Emperor Oracle.

Nekthelos, the Emperor Oracle

His origins shrouded in mystery, Nekthelos is reputedly the remaining specter of an ancient hyperborean emperor. His farsight allowed him to hide away a part of his astral being, thus escaping the eldritch fate suffered by the rest of his vaunted kinsmen when the Doom of Hyperborea descended upon their empire[1]. He now exists beyond the confines of this reality, and thus his counsel is often sought by augurs, oracles and soothsayers. But attempting to see the future is always dangerous, and many who pledge themselves to the service of Nekthelos find fate catching up to them sooner than they ever thought.

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Patron Bond special:

- Nekthelos is best approached with extensive ritual and courtly grace. The use of rare incense, special ritual implements, and noble phrasing grants a bonus of up to +5 to any patron bond roll.

- Nekthelos sees petitioners of noble heritage as more valuable servants than those of low birth. Titled nobles gain a bonus of up to +10 to their patron bond rolls, with their position within a courts hierarchy determining the size (i.e. +10 is reserved to the rulers of empires of their own).

- The shroud hiding Nekthelos from the Doom of Hyperborea can be forcefully pierced to ease making connection with the patron, but this taints the fate of the petitioner permanently. For each doom point a character is willing to take on (up to a maximum of three) they receive a bonus of +2 points to their patron bond result; this may be done after rolling the spell check. See below for rules for doom points.

- Finally, no servant of Nekthelos may ever bond with the Three Fates, and vice versa. Their goals are diametrically opposed, and encounters between them are likely to lead to conflict.

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1   For more content on the ancient hyperboreans and their strange antediluvian fate see this article on KitN, and Sanctum Secorum Companion #32.

Doom points & the Doom of Hyperborea:

The Doom of Hyperborea still stalks Nekthelos, and may taint those reckless to associate with him. Various effects in this document refer to *doom points* gained by servants and petitioners of Nekthelos. Doom points function as follows:

- Both the player and the Judge should track how many doom points a character has.

- The Judge may expend a doom point from a character to force *any roll they have just made into a fumble*. This should be done at the most inopportune moments possible.

Invoke Patron - Nekthelos:

NOTE that contacting Nekthelos requires reaching beyond the mystical shroud protecting the Emperor Oracle, and thus *Invoke patron - Nekthelos* requires an extensive ritual casting which *takes 6 turns* and may require incense, mystical chanting and other occult accoutrements.

Table A — Invoke Patron - Nekthelos	
Check result	**Effect**
12-13	Nekthelos grants the caster minor insight into future events. They may automatically succeed in one action requiring a roll of DC 10 or equivalent. This must happen within the next CL days or the vision fades.
14-17	Nekthelos allows the caster many glimpses of possible futures considering minor future events. The caster gains 2d3 automatic successes which can be spent on actions requiring a roll of DC 10 or equivalent, these rolls must happen within the next CL days or the effect fades.
18-19	The veil of time is pierced, granting the caster a vision about an important future event. They may automatically succeed in one action requiring a roll of DC 15 or equivalent, which must happen within the next CL days.
20-23	The caster is granted a succession of useful visions considering important and auspicious events within the next few days. They gain 2d3 automatic successes which may be spent on actions requiring a roll of DC 15 or equivalent, these actions must happen within the next CL days.
24-27	The Emperor Oracle grants the caster a glimpse of something very important. The caster may automatically succeed in one action of DC 20 or equivalent, which must be happen within the next CL days. When this happens they must roll a Luck check (aiming below or equal to their current score): if they fail they incur a doom point as the Doom of Hyperborea clings to them.

28-29	The caster gains great insight into the future, gaining 2d3 automatic successes which can be used on actions requiring a roll of DC 20 or equivalent; these must happen within the next CL days. Each time they use this augury they must roll a Luck check (aiming below or equal to their current score): if they fail they incur a doom point as the Doom of Hyperborea finds them. The caster may revert any higher result rolled to this effect.
30-34	Nekthelos' great augury allows the caster to not only see the future but affect it! The caster may cause any roll in their vicinity to become a crit, no matter who's rolling. The recipient of the success incurs a doom point. If this happens on a character or creature controlled by the Judge, the caster controls when the doom point is expended. The vision must come to fruition within the next CL days.
35+	The caster receives a powerful vision of the future: they may force 2d3 rolls in their vicinity to become crits, no matter who is rolling; the recipients of these effects receive a doom point. If this effect is targeted on a character or creature controlled by the Judge the caster controls when the doom points are expended, not the Judge. The vision must come to pass within the next CL days.

Patron Taint – Nekthelos:

When patron taint occurs, roll D4-LCK mod (note that negative modifier increases the result and positive modifier decreases it). The character gains this many doom points (see rules for doom points above).

Patron Spells – Nekthelos:

Nekthelos has no known patron spells of his own, but may grant the following as favours to his followers: *Comprehend languages*, *Consult spirit*, *Detect evil*, *Detect invisible*, *Detect magic*, *ESP*, *Read magic*, *Second sight*, *Speak with the dead*, *Transference* and *Wizard sense* (from the spell lists in the DCC rulebook, pgs. 127-128).