

This document details the patron description of Pwyk, the Huntsman of the Wild.



Pwyk

Pwyk, the Huntsman of the Wild is the satyr master hunter of the court of Elfland. He is fast and agile, but nevertheless a formidable warrior. He has traveled far and wide in Elfland and all adjoining realms. Pwyk has many friends among animals and fae, and his guidance may be very useful for magicians looking to find a familiar to bond with.

Patron Bond special:

- Pwyk appreciates martial skill in those who bond with him. Elven knights¹, rangers and characters with suitable occupation backgrounds (hunters, trappers, woodsmen, etc.) gain a +5 bonus on the *Patron bond: Pwyk* spell check roll, and a further +2 on *Invoke patron: Pwyk* spell checks. Good huntsmen are always needed.
- Those bonded with the Huntsman of the Wild gain a +4 to all skill checks involving hunting as long as they remain in the patron's service.
- Casters bonded with Pwyk may rely on his guidance when acquiring a familiar through the *Find familiar* spell (DCC rulebook pg. 141). When deciding the familiar type (DCC rulebook pg. 316) they may choose any type equal or below their spell check result.

¹ As previously described [here](#) on KitN.

Invoke Patron – Pwyk:

Check result	Effect
12-13	<i>Animal friends.</i> Caster summons 1D4 +CL common animals or packs of smaller animals (flock of small birds, a pack of ferrets, etc.). The animals will act in a beneficial manner to the caster and aid him, but are not under caster's direct control.
14-17	<i>Tracking the quarry.</i> Caster receives intuition of where his prey lies. During the next 24 hours he receives +4 bonus to tracking, searching and survival skill checks. Additionally, any natural foliage nearby acts to hide the caster, granting them +4 to stealth checks for this duration.
18-19	<i>Hunter's luck.</i> Caster is imbued with supernatural luck. For the next 1D6 + CL rounds caster can roll all skill checks, ability checks and saving throws with a bonus of +1d.
20-23	<i>The little dogs and all, Tray, Blanch, and Sweetheart – see, they bark at me.</i> Pwyk sends a pack of his hunting hounds to aid the caster. Three great hunting dogs appear and fight alongside the caster for 1D6+CL rounds. Elven hunting hound: <i>Init:</i> +3; <i>Atk:</i> bite +4 melee (1d4+1); <i>AC:</i> 14; <i>HD:</i> 2d6; <i>MV:</i> 40'; <i>Act:</i> 1d20; <i>Saves:</i> Fort +2, Ref +2, Will +1; <i>AL:</i> N.
24-27	<i>Strength of the pack.</i> At times of dire need, Pwyk will grant strength to the hunting party. Caster and his allies gain a bonus of +4 to both Strength and Agility for a duration of turns equal to caster level.
28-29	<i>Aid of the Elflands:</i> Pwyk sends 1D4+CL hunters from his retinue to the caster's aid. They remain in the caster's service for a number of hours equal to caster level. Huntsmen are elven warriors with tracking and hiding skills and nifty utility spells. Pwyk's hunter: <i>Init:</i> +4; <i>Atk:</i> longbow +6 ranged (1d8) or hunting knife +3 melee (d5); <i>AC:</i> 12; <i>HD:</i> 2d8+2; <i>MV:</i> 30'; <i>Act:</i> 1d20; <i>SP:</i> find trap +4; stealth +4; cast spells at +3: <i>Detect invisible, Featherfall, Spider climb</i> ; <i>Saves:</i> Fort +0, Ref x+2, Will +1; <i>AL:</i> C.
30+	<i>The wild hunt.</i> As distant horns boom, an opening rips into the fabric of reality between Elfland and the current plane. Dozens of crazed large wild boars rush towards the caster's enemies, trampling them to the ground. The prey of the wild hunt continue their flight and disappear in three rounds and the portal between the realms close. Caster can somewhat direct the location of appearance and general direction of the boars. The wild boars will sweep in as a 30' wide mass and run ahead for 3 rounds, covering roughly 120' of distance. Creatures in the area can try to save themselves by rolling DC 15 Ref saves. Failure will cause 5D6 of trampling damage per round of being caught in the stampede. Even large creatures must roll DC 15 Ref saves to avoid being toppled over by the horde of boars.

Patron Taint – Pwyk:

D6 Result	Taint Effect
1	<i>Animal repulsion.</i> Animals sense Pwyk’s disapproval of the caster and shy away. The caster suffers -3 to checks related to animals, this effect is cumulative on further rolls of this result.
2	<i>Feral appearance.</i> Caster’s appearance changes into a feral version of himself. Canines might become more elongated, eyes gain a bestial glint, body odor become a bestial musk. The caster suffers a -1 on personality checks involving humans but gains a +1 to rolls involving animals and fae. The effect is cumulative with further rolls of this result.
3	<i>Cloven hoofs.</i> Caster starts to leave hoofmarks when making footprints unless wearing sturdy hard-soled boots. If this result is rolled second time, hoofmarks appear even when wearing boots. If the result is rolled a third time the caster’s feet actually turn into cloven hoofs, precluding any use of footwear.
4	<i>Hunt-horns of Elfland.</i> Caster constantly hears a distant blowing horn and has trouble locating the noise. Caster has difficulty of hearing or listening carefully and receives -2 perception checks based on sound. The horns will get irritating over time. If this result is rolled a second time, the caster feels compelled to participate in a hunting expedition for a great prey, and they start experiencing disturbing dreams of the Wild Hunt. If this result is rolled a third time they disappear into the Elflands, in order to join the huntsmen of Elfland (any further misadventures are at Judge’s discretion).
5	<i>Longing for the forest.</i> The buzz of civilizations starts to overwhelm the caster. Caster must spend at least a week in feral and forested area to regain composure. Meanwhile he suffers -1 to all rolls. The effect is cumulative with further rolls of this result, increasing both the penalty and the duration of forest time required with each roll.
6	<p><i>Predator instincts.</i> Caster gains the feral senses of a predator. Caster has a +2 bonus to perception checks and initiative. If the caster is surprised or startled by a friend, he must roll against their Personality (aiming for equal or below) to avoid lashing out and attacking.</p> <p>If this result is rolled a second time, the caster’s feral urges manifest so strongly that it becomes increasingly difficult to operate in normal society. the bonuses to perception and initiative increase to +4 and the caster must roll against their Personality (aiming for equal or below) in the beginning of each week or wander off to the wilderness. If this result is rolled a third time the caster becomes entirely feral, and wanders off into the wilderness to satisfy their predatory urges (further misadventures are at Judge’s discretion).</p>

Patron Spells

Pwyk may grant his faithful the following spells: *Animal summoning*, *Warhorn of Elfland* and *Haste* (as per the spell descriptions in the DCC rulebook).