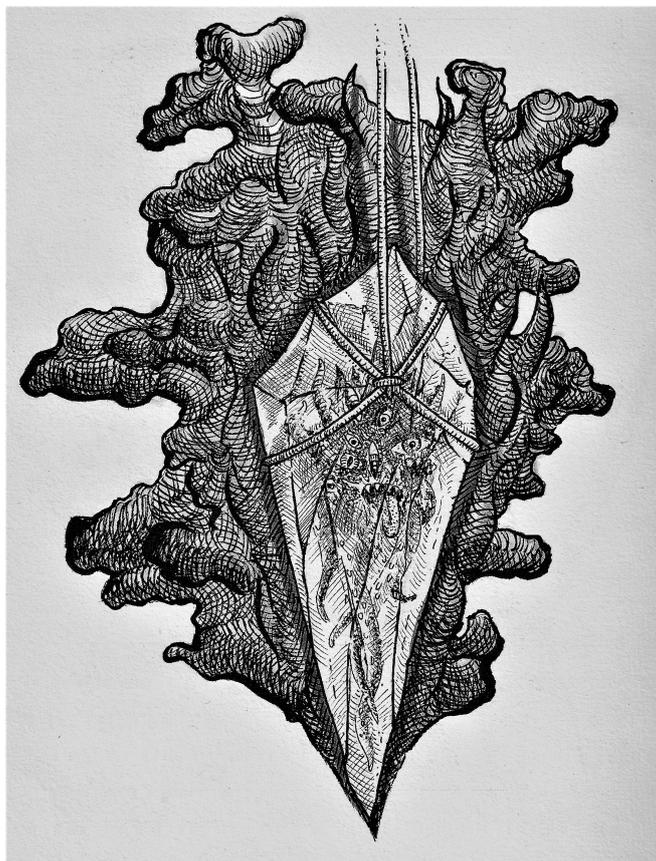


This document lists the details and rules for the Luck Crystal of the Un-being, a magical item for Dungeon Crawl Classics. It should be considered as a companion article for the patron rules for Things from the Between-Spaces (available [here](#) on KitN).



LUCK CRYSTAL OF THE UN-BEING

Description: At first glance the item appears to be a fist-sized shard of gold-flecked rose quartz, but any closer inspection by a trained mind reveals intimations of eldritch horror within it. What was originally a simple luck crystal, mined from the deep earth of a mirrorworld by a tribe of egalitarian, anarchist dwarves has since been tainted with a presence from the Between-Spaces as Donjon, the Wizard of the Wilds bound an interdimensional guardian creature into it, deep in the bowels of the vaunted Wizardarium of Calbraxis¹.

The creature bound into the stone is a Thing from the Between-Spaces: an eldritch horror of incomprehensible form, with a surprisingly conversational attitude towards the meat-vessels around it. It is known to mortals as Tistral, the Un-Being, a Power from Beyond, but this is merely an approximation of its native,

¹ This item was actually created during my Monday group's jaunt into the *Wizardarium of Calbraxis*, an acclaimed DCC module by Claytonian (available [here](#) on *DriveThruRPG*). Instead of fighting the guardian creature at area 21 of the dungeon the group suggested to bind it into a luck crystal they'd acquired previously, and after a few hairy spell checks to transfer the presence into the stone, and a suitable amount of ectoplasmic residue, this item was created. It has since become quite the defining feature of the character who possesses it (or is it the other way around?).

unpronounceable moniker. Tistral appears as a jellyfish-like mass of pink ectoplasmic tentacles, polyps, and mouths, covered with an endless number of unblinking, lambent eyes.

Tistral was bound below the earth for an aeon, guarding the abandoned treasures of a long dead wizard. Since its liberation from its original task it has mostly been content to travel this plane of reality in the pocket of its liberator, although this condition is likely only a temporary one. Ultimately, the creature wishes to return to its home in the Between-Spaces: the endless, non-euclidian abyss between material planes. When communing with its carrier, Tistral's tone is friendly and curious, but it is obvious to everyone involved that such conversational tones require great restraint from the eldritch creature, and more direct communion would threaten the health and sanity of the meat-vessels involved.

Abilities and effects: The Luck Crystal of the Un-Being has the following powers and limitations:

- **A Dedicated Owner:** The Luck Crystal of the Un-Being can only ever have one dedicated owner. Gaining control and ownership of the item requires the death of the previous owner and Tistral's willingness, which can be gained by succeeding in three consecutive Will saves during the communion event (DCs 5, 10 and 15 respectively; failure indicates d6, d8 or d10 damage to a random stat AND to HP).
- **A Bound Possession:** The current vessel was created by transferring the original guardian geas cast on Tistral to a new object and owner. The luck crystal is a suitable, although weak vessel for such an eldritch creature, which makes it fairly unstable: should anyone other than the dedicated owner of the crystal touch the item, the crystal shatters and the enchantment binding Tistral forces it to attack the responsible target with its full potency².
- **A Whispering Communion:** The Luck Crystal of the Un-Being can be used by anyone (regardless of arcane ability) to cast *Patron bond: A Thing from the Between-Spaces*. The patron details for Tistral and other un-dimensional creatures can be found on KitN (through this [link](#)). When cast like this, the spell can only be cast *on self* (possibly granting non-casters an inkling of eldritch, arcane power in the process).
- **Eldritch direction:** The crystal can be invoked once per day to add +1d6-2 to any action. The invocation itself is a free action, but if the subsequent roll results in a fumble, the user suffers patron taint (as detailed in the abovementioned article for Things from the Between-Spaces).
- **Stored Luck:** The original vessel for the eldritch being is a rare luck crystal, and retains its original abilities. The owner may intentionally shatter the crystal to replenish 1d10 points of Luck instantly; this action releases Tistral from all the enchantments binding it, which may have grave consequences (which are of course up to the Judge's discretion).
- **A Looming Presence:** Tistral is ectoplasmically present in this dimension through its bond with the crystal: the carrier of the crystal detects as powerfully magical, with Tistral's unspeakable form hovering above them. This effect is visible through any successful result from *Detect magic*, and may be detected through other similar abilities (such as fortune telling, aura reading, etc.). The carrier may attempt to meditate for a connection to Tistral at any time with a DC 15-CL spellcheck; failure for which indicates 1d4 ectoplasmic or existential damage to a random ability score. The creature may deign to offer situational, arcane aid to its carrier, usually to further its own, incomprehensible goals (any interaction is obviously open ended, and at Judge's discretion).

2 Suggested stats for the creature can be found in the module mentioned in the previous footnote, and I suggest Judges without access to the adventure use a demon of suitable power level as a reference point for Tistral's stats and powers.