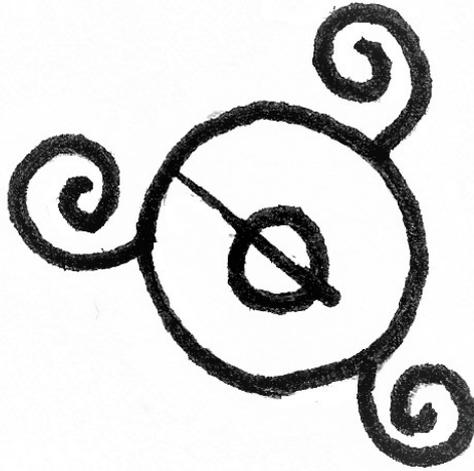


These are the patron details for Friggseth, the Seed in the Earth. The document includes patron bond details, invoke patron results, patron taint, a new patron spell (*Speak with Plants*) and a new race (*the Phytoid*).



Friggseth, the Seed in the Earth

Friggseth is an ancient presence, less a deity and more a concept known to the natural mystics and yogis of many timelines. According to the generally accepted mystical theory, Friggseth is the sentient seed of the next world to be, dormant and dreaming under and beyond the earth of this one. The followers of Friggseth commune with their patron through extended ritual burials, in which they reach toward the otherworldly Dreamer of Futures by fasting and meditation.

The gifts laid out by Friggseth to those who follow it are focused on rebuilding and rebirth, and as such are coveted by many arcane artists who disavow the services of clergymen and priests. Its favours come at a price though, as the seed of the future can only grow on the ashes of today.

Patron Bond special:

- Friggseth's alien intelligence appreciates those who don't harm plants, for its glorious future is a future of plant-intelligence. Creatures subsisting on something else, be it flesh or compost, receive a +5 to any *Patron Bond: Friggseth* cast upon them.
 - Self-burial is an important part of building a connection to Friggseth. Each day spent immobile during the patron bond ritual increases the subsequent spell check result by +2.
 - Those bonded with Friggseth roll any checks relating to plantlife on a d30, due to arcane inspiration.
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Invoke Patron:

Invoking Friggseth's aid has varied results, ranging from healing to useful visions of the future.

TABLE A: Friggseth's Invoke Patron Results	
Check result	Effect
12-13	<p>The spark of the Dreaming Seed grants healing as per a cleric's 1st level Lay On Hands. For each point healed the caster takes damage to a physical stat (Str, Sta, Agi; caster may divide damage as they wish). The range for this healing is 30', line of sight required.</p> <p>NOTE: Caster may always default a higher result to this effect.</p>
14-16	<p>The dream of Friggseth reveals details of the immediate future to the caster. They receive +2 to their AC and +5 to all Reflex saves and perception rolls for the next 1d9+CL rounds.</p>
17-19	<p>Friggseth lends a minuscule amount of its potential power to regenerate and repair living or inanimate non-magical matter. The caster may heal broken limbs or internal damage (one injury per casting) or repair smaller than man-sized objects. The spell replaces broken or lost matter with living plant matter of similar composition, hardness and purpose.</p>
20-21	<p>Friggseth grants healing as a cleric's 2nd level Lay On Hands. In trade it occupies the dreams of both the caster and the target, causing damage to a mental stat equal to the points healed (Int, Per; damage may be divided).</p> <p>NOTE: Caster may always default a higher result to this effect.</p>
22-26	<p>Through Friggseth's incomprehensible mind the caster may send warnings to their future self. During the next 24 hours, the character may re-roll 1d5 rolls, but this number is resolved and accounted for by the Judge, and never revealed to the player until the rerolls are spent and the character attempts to use the power.</p>
27-30	<p>Friggseth channels its awareness through the caster, making the plants around them dream the Dream of the Seed in the Earth. For the next 1d7 days the caster is regarded as a trusted friend by all sentient plant-creatures, and may command mundane plants to act as allies, easing their travel or obstructing others (heavy situational bonuses or penalties based on the Judge's discretion). They also receive a detailed understanding about the lay of the land around them (from a verdant, plant perspective).</p>
31-34	<p>The Seed in the Earth channels its power to the target, healing them as a cleric's 3rd level Lay On Hands. In exchange for this boon, the target will have an insurmountable urge to carry out the will of Friggseth at a later time (Judge's choice).</p> <p>NOTE: Caster may always default a higher result to this effect.</p>

35+	The Dreaming Seed grants rebirth in the image of its future. A dead target rots and shrivels, leaving behind a small pulsating seed about the size of a fist. If planted into any soil, the seed will grow into a phytoid (see below) in d4+1 weeks, with the following exceptions: the target retains its physical shape and inherent physical and mental characteristics, including class and level, but excluding senses. The target also retains its memories, although the time spent as a seed is replaced with the dreams of Friggseth, the Seed in the Earth.
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Patron Taint:

When patron taint occurs, roll D6 on the following table¹.

TABLE B : Friggseth's Patron Taint	
D6 Result	Taint Effect
1	The caster's body takes on a plant-like appearance. When rolled for the first time, their skin takes on a green hue and the colour of their hair and eyes starts to tilt towards greenery. When rolled a second time, the overall colour of their body turns to resemble that of a forest: green hair, green eyes, nails and teeth like bark. When rolled a third time their whole appearance takes on that of a plant: leafy fronds for hair, knotted wood for bone, green growths for flesh.
2	The caster's body begins to take on plant like qualities. When rolled for the first time, their muscles start resembling ripe vegetables, reducing their AC by -1. When rolled for a second time, they start requiring less food and more water (1/3 food eaten, double water needed). When rolled for a third time their bodies become plants: they stop requiring solid foods, but cannot go for extended periods of time without sunlight.
3	The caster's senses start resembling those of a plant. When this result is rolled for the first time, their eyelashes begin to grow over their eyes as the fronds of a fluttering flower, reducing all Initiative and perception checks by -5. When this result is rolled a second time, their eyes turn into globes of verdant green, and they cannot see further than 90' (30 m). When this is rolled for the third time, the caster's eyes turn into deep flowers: they lose their sense of sight, replacing it with a 90' (30m) tremor sense, and can sense changes in air pressure and scent up to 30' (10 m).
4	The caster starts to lose the fleshy ways of communication. When this result is rolled for the first time, the caster takes a -5 penalty to checks involving communicating with strangers, as they start to replace parts of their speech with plantlike gestures and pheromones. When this result is rolled a second time, the caster gains a +5 to reading the messages of the plants around them. When this result is rolled a third time, the caster can speak to mundane plants on a DC 15 Int check, and understands the languages of plant-like sentient lifeforms after a short period of study.

¹ Note that a caster acquiring all of these starts advancing in class as a *Phytoid*, see below; effects repeated by the transformation are not cumulative.

5	The caster starts to grow bark. When first rolled, this result causes the caster's skin to stiffen, making movement awkward and difficult, causing them to have a -2 to all reaction based Reflex saves. When this result is rolled for the second time, the penalty increases to a -4. When this result is rolled a third time, the caster's skin is tough enough to protect them from harm, permanently increasing their AC by d3.
6	The caster's metabolism starts to resemble that of a plant. When rolled for the first time their blood starts resembling sap, taking on a greenish hue. When rolled a second time, their Hit Die is either increased or reduced by one step, moving towards d9. When rolled for a third time, their Hit Die becomes d9 as their bodies regenerate like those of plants: organs lose significance, as long as the body as a whole survives.



Patron Spells

Friggseth offers its followers one patron spell. Commonly, the secrets of this casting are gained only after a long ritual meditation involving a voluntary burial.

Speak with Plants			
Level: 3	Range: Self	Casting time: 1 hour	Duration: Varies
General: The caster speaks with a plant and it answers their questions. The depth and informational content of the answers may vary, but the spell compels the plant to try to assist the caster to the best of their ability.			
Manifestation: Roll 1d4: (1) the plant communicates its answers in a series of allegorical moods experienced by the caster; (2) the plant sways and dances, conveying its answer in a series of movements the caster strangely understands; (3) the plant forms a hazy approximation of a humanoid out of pollen, this mirage answers the caster's questions in whispers; (4) the plant forms a temporary mouth out of its living plant matter, and answers the caster's inquiries in a deep baritone voice.			
<i>1</i>	Lost, failure and patron taint.		
<i>2-14</i>	Lost, failure.		
<i>15-17</i>	The caster may ask one question, directing it to a single plant of a significant size (such as a tree or a large bush). The conversation may only last a single round.		
<i>18-20</i>	The caster may ask two questions from a single plant of a moderate size or larger. The conversation may last two rounds.		
<i>21-22</i>	The caster may ask three questions from a plant of a moderate size or larger. The conversation may last for a maximum of two turns.		
<i>23-25</i>	The caster may ask four questions from a plant of any size. The conversation may last for a maximum of two rounds. Plant-based creatures may be addressed with this result, and will treat the caster as a friend for the duration of the spell.		
<i>26-30</i>	The caster may ask five questions from plants, addressing a 10'x10' growth as one crowd. The conversation may last up to an hour. Plant-based creatures may be addressed with this result, and will treat the caster as a friend for the duration of the spell.		
<i>31-33</i>	The caster may ask any number of questions from plants, addressing a 30'x30' growth as one crowd. The conversation may last up to an hour. Plant-based creatures may be addressed with this result, and will treat the caster as a friend for the duration of the spell.		
<i>34+</i>	For the next 24 hours, the caster may converse with any plants they meet. Plant-based creatures may be addressed with this result, and will treat the caster as a friend for the duration of the spell.		

The Phytoids

Description: The phytoids are harbingers of Friggseth's future, the creatures from the world to be born from the Seed in the Earth. They are entirely made of hard plant matter, the sinews and muscles of conventional life replaced with plant mass of similar nature. Their senses are based on twisting tendrils and pores. As a phytoid in this time is simply a reflection of a future to be, they tend to take the form plant facsimiles of other creatures. As confusing as deer and hedgehogs made out of appropriated plantlife may be, the most threatening and ominous omen for Friggseth's Dreamed future are the few phytoids resembling and remembering their former humanoid forms.

NOTE that this entry pertains mainly to phytoids born from other earthly shells. A pure phytoid from the future may be very different to this description. Phytoids born from Friggseth's touch carry some traits and memories from their previous existence, and as such will always be different even in the brave new world of their progenitors Dream. ALSO NOTE that the figures given assume a roughly man sized phytoid, with a roughly humanoid shape.

Hit points: D9 per new level.

Weapon training: No new weapon training gained, but old ones are retained through the transformation. Newborn phytoids (0-level, not born with previous skill) quickly learn how to use staves, clubs, maces and slings.

Alignment: Phytoids are always lawful, and aligned towards Friggseth. Except for those from the far, far future, who can be any alignment.

Character level: Characters reincarnated as phytoids retain their old character class, level and skills thereof. From thereof they level as phytoids (see below) e.g. a third level dwarf reincarnating as a phytoid retains the abilities of a third level dwarf (apart for darkvision and the specialized sense of smell), but advances to fourth level as a phytoid, foregoing further advancement as a dwarf. Note that all previous disadvantages (such as the Wizard's aversion to armor) still apply.

Base AC: The base AC for phytoids starts at 9, as their flesh is soft and vegetable-like.

Slow to react: Phytoids suffer a permanent -4 to reaction based Reflex saves.

Strange senses: Much like mundane plants, phytoids sense things differently. Instead of sight they have a 90' (30m) tremor sense, and can sense changes in air pressure and scent up to 30' (10 m).

Plantspeech: Plants are strange creatures. As one of them, the phytoid may speak with the surrounding beings as if they had his language (it's entirely at the Judge's discretion to decide the intelligence or whatever of the plants discuss with). They also suffer a -5 to communication checks with fleshcreatures, and a +5 to reading the nature around them.

Protective bark: The phytoids are a genus optimized for survival. Each level they gain a bonus to their AC, determined by a d3. This represents their bark hardening and growing tougher, and increases their natural AC (base 10, as per general rules). If a phytoid's natural AC ever reaches 20, they grow roots at the spot and rest the rest of their lives there, awaiting Friggseth's rebirth.

Nourished by water and light: Phytoids do not eat solid food. They absorb all nutrients they need from the air, the water, and the light of the sun. Methods vary between specimens, but include leafy growths; sucking, vine-like roots; and bulbous growths to gather moisture.

Utopian Society: The future of Friggseth's Dream is a utopian one, with everyone following their most leafy abilities, based on their highest natural attribute (Str, Sta, Agi, Int, Per; Luck does not matter):

Expansionists: The phytoids with a high Strength, Stamina or Agility scores follow the warrior progression from the appropriate level, gaining skills as per the warrior progression of their level.

Sages: The phytoids with high Intelligence scores follow the wizard progression from the appropriate level, gaining skills as per the progression for their level, except that *Patron Bond: Friggseth* always takes up a new, available spell slot when possible/necessary, and the patron may ban them from learning certain spells (Judge's discretion). The Sages abhor metallic covering, much like wizards and elves.

Cultivators: The phytoids with high Personality scores become the proselytizers for Friggseth, continuing as clerics of the appropriate level in their plantlike lives, except that *Patron Bond: Friggseth* always takes up a new, available spellslot when possible/necessary, and the patron may ban them from learning certain spells (Judge's discretion). Phytoid Cultivators are always aligned towards Friggseth.