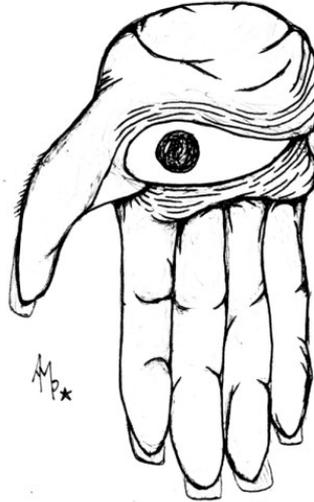


This document contains the patron details for Hidden Lord, God of Secrets. Note that Hidden Lord is an exception among the deities, and is open to arcane patronage as well as direct worship.



Hidden Lord, God of Secrets

Description: Hidden Lord, God of Secrets, the Gate of Shadow is a strange, ephemeral deity. Their cult is a public secret: it is known that they exist, and have worshipers in all social classes. What is less known is their sinister goal, and that any given face within the cult may be the deity itself.

Hidden Lord is an exception among gods in that it offers bargains, confirmation and contracts beyond those meant for adherents of the faith. The God of Secrets is willing to bargain with anyone, if enough secrets are offered in trade for their patronage.

To form a bond with the God of Secrets is to share hidden knowledge with an unknown entity, and to give into the call of the shadows.

Patron Bond special

- Characters can increase the result of any *Patron Bond: Hidden Lord* cast on them by bargaining secrets to the deity. This information must be either only known by the target of the spell, or knowledge they've gained by subterfuge, lies or deceit (Judge's discretion).
- Hidden Lord favours occupations with easy access to secrets. Confidence artists, cutpurses, jesters and the like are in their favour, and gain a +5 on the Patron Bond spell check (player's argument and Judge's discretion).
- Hidden Lord favours speech. Those bonding with them as a patron may add their Personality modifier to their spell check rolls. Additionally, they roll their perception rolls on +1d.

Invoke Patron – Hidden Lord:

Invoking Hidden Lord’s patronage has the following effects.

TABLE A: Hidden Lord’s Invoke Patron	
Check result	Effect
12-14	The God of Secrets deigns to answer a single question, albeit cryptically. Instead of an obvious solution or a clear appellation the asker receives directions to a person, location or entity where the answer may be found.
15-17	Hidden Lord assists the caster in hiding their secrets, almost as an afterthought. The caster gains a +4 to sneaking and hiding, a +2 on social checks involving lying or bluffing, and a +1 on Will saves against mind reading and similar mental effects. The effect lasts 6 turns.
18-19	<p>The Gate of Shadow lets a minor shade bleed through, to aid the caster. It is a creature of darkness, shifting from one shadow to the next.</p> <p>The shade has a movement range of a 100’ from the caster. It remains in existence for as long as it can stay in the dark, or 2d4 turns. It can feed the caster both its sight and hearing mentally, moves at 40’, and can carry objects up to 1 lbs. It never speaks or fights. It has AC 20, 1d6 HP, and is dispelled by direct, voluminous light. Any other attacks against the shade have a 50% chance of missing, and it cannot be damaged by non-magical weapons.</p>
20-23	The God of Secrets allows the caster to ask a single question. The answer is curt and non-descriptive, but to the point.
24-27	Hidden Lord lends the caster some of their power, allowing them to blend with the surrounding shadows almost seamlessly. The caster gains a +10 to their sneak and hide, leaves no tracks or traces of their passing, and gains a +5 to social checks involving intimidation. The effect lasts for 6 turns.
28-29	<p>The Gate of Shadow opens itself for the caster, letting out a fully formed shade. It can slip along shadows unnoticed, and share its sight and hearing with the caster mentally. It can move entirely independently from the caster, and lurks around for 3d4 hours.</p> <p>The shade has AC 22, 2d6 HP, can wield weapons at a +2 bonus. The shade is dispelled by direct and voluminous light, but beyond that any attacks against it have a 50% chance of missing. It can only be damaged with magic or magical weapons.</p>
30-31	The God of Secrets lends its form to the caster. For 3d4 hours they can meld with shadows at will, becoming incorporeal as they please. They can only be damaged with magical weapons, may travel from one shadow to the next within a 100’ as a movement action, and cannot be noticed without magic when incorporeal.

32+	<p>Hidden Lord's eldritch nature is made manifest as reality rips apart and the caster becomes a rift to the Beyond. Horrid, viscous tentacles of darkness grasp everyone within a 50' radius from the caster, dealing 3d8 crushing damage.</p> <p>Everyone taking at least 12 points of damage from the tentacles is dragged towards the sudden void: if they fail a DC 15 Fort save they are dragged into the Beyond the following round. The caster immediately suffers Patron Taint, and cannot take any actions as their physical presence momentarily deforms for two rounds.</p>
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Patron Taint – Hidden Lord

Use the following table for Hidden Lord's patron taint.

TABLE B: Hidden Lord's Patron Taint	
D6	Effect
1	<p>Hidden Lord leaves a trace of its power on the recipient. Their face changes subtly each time they rest: eyes are farther apart, chin is wider, and so on. The people who know them intimately easily notice the change, other pay no attention to the difference.</p> <p>When this result is rolled a second time the recipients face changes configuration completely every time they rest, and even those close to them are surprised by the change: the recipient has completely different facial features every morning.</p> <p>When this is rolled a third time the character loses all facial features: their visage is a mask of skin with no features to those watching or touching it, although they can feel their face as normal. Mirrors always show the recipient's original features, but only to themselves.</p>
2	<p>The recipient is hard to remember: people keep forgetting who they are and why they're around.</p> <p>When this is rolled a second time people start confusing the character with other people.</p> <p>Finally, if this result is rolled a third time, even the recipient's friends start forgetting who they are in the blink of an eye.</p>
3	<p>Strangely, the character's secrets start bleeding through: people seem to know them, and recognize the character for odd, but real reasons. If this is rolled a second time the effect spreads to all those around the recipient: people seem to be aware of the strangest secrets and facts of all those affected.</p> <p>Finally, if this is rolled a third time, people around the recipient seem to be aware of the darkest secrets of the recipient and those around them (and some of the information may be entirely fictional).</p>

4	<p>From now on, the recipient's memory is skewed: if they ask the Judge for old information or roll to remember previous events, there is a 50% chance of their memory being faulty in subtle ways.</p> <p>If this result is rolled a second time, they begin to perceive the Beyond whenever they cast a spell, seeing reality as a shifting veil shielding them from the darkness.</p> <p>If this is rolled a third time, each time the recipient casts a spell they not only look into the Beyond, but see the God of Secrets looking back: they must roll a DC 20 Will save or fall under the Judge's control for one round, furthering Hidden Lord's unreal agenda for that time (when in doubt, roll 1d3: (1) catatonia, (2) psychosis, (3) pure aggression).</p>
5	<p>The recipient must learn a new secret every month, otherwise suffering a -d1 to all rolls for one day after.</p> <p>If this is rolled a second time, they must learn a new secret every week; if again a third, every day; they suffer the penalty for a day after each failed cycle.</p>
6	<p>The recipient starts to perceive the subtle secrets around them, or thinks that they do so. When interacting with others they hear whispers in subtle situations, see smiles and gestures that have meanings that they cannot discern.</p> <p>If this is rolled a second time the recipient grows vestigial eyes on their palms, and the previous effect increases. The palm-eyes sometimes flood the recipients mind with strange, see-through observations, and confusing interpretations of what they perceive.</p> <p>Finally, if this effect is rolled a third time the eyes on the recipients palms become bulbous, lidless and semi-sentient. The caster can no longer wield heavy or manual objects (such as weapons) in their hands, and must always position themselves so that the palm-eyes can survey the environment around them. Covering the palm-eyes becomes compulsively impossible. The previous perception perverting effects cease, as the eldritch mutations feed their information directly to the God of Secrets.</p>

Patron Spells

Whilst Hidden Lord does not offer any specific Patron Spells, inquisitive and obedient magicians may be granted access to any and all *Detect* spells, along with *Consult Spirit*, *Speak with the Dead*, and any other spells easing perception or communication.

Cleric spells granted in this manner use the regular spell check tables, with the following additions:

- Any roll resulting in a failed spell causes the spell to be lost.
- Any natural 1 rolled while casting a spell received as a patron spell from Hidden Lord results in patron taint.