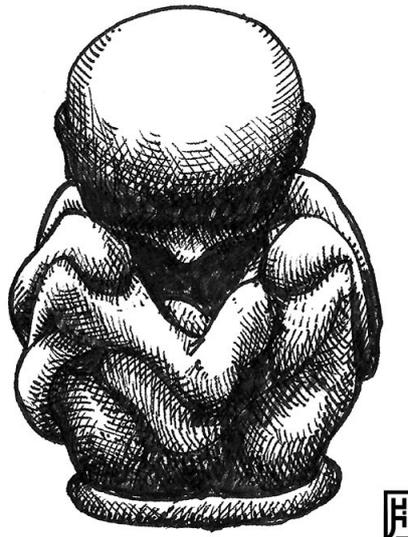


This document details the patron description of Golsimea, the Coming Change.



Golsimea

Golsimea, the Coming Change is the scorched land's promise of a fertile field. She is the chaotic bowels of the earth giving birth to a diamond and the young adventurer's broken arm teaching a valuable lesson on the path to glory.

In the beginning, Golsimea was a mere human girl, born in a poor village that worshiped a depraved demigod for survival. But quickly those around her became aware of the dormant abilities within her: despairing people found strange solace around her and broken things turned up fixed in the most peculiar ways. Eager to please their demigod and aspiring to boost its might, the villagers seized Golsimea and sacrificed her in the name of their corrupt master.

But her powers were already manifesting. By a strange twist of fate, a group of unwitting adventurers managed to grievously wound the evil demigod on its native plane and thus free Golsimea from the being's grasp.

It was too late, it seemed, as her material body had died, and her spirit was trapped on the demigod's plane. However, the death was merely a catalyst for Golsimea's true form to spring forth. Something lit up inside her: a profound insight on the creative nature of chaos. Golsimea realized that chaos was the base from which all progress stemmed, and that she would have to act as its instigator. Soon she grew to understand the full extent of her destiny - to violently flux everything around her - and thus shape it anew.

Golsimea is the spirit patron of chaotic potential. She demands that her radical ways of advancement are brought to those who request it or where they are seen as necessary by her servants. This often involves the challenging of status quo and may lead to drastic confrontations. However, Golsimea's followers are those who have needed her assistance in the past, and they know that pain and turmoil are the first signs of great things to come.

Patron Bond special:

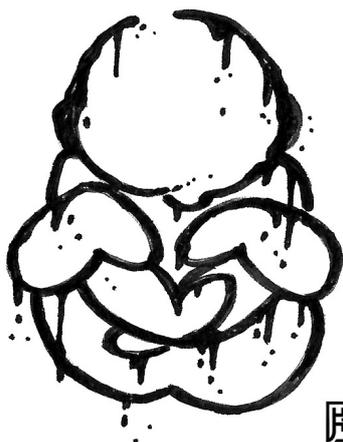
- Golsimea is a patron of change, and as such favours creatures of wild potential: human characters gain a +2 bonus on spell checks to bond with her. Additionally, those with rebellious potential in their history or background gain an additional +2 bonus.
- As a patron born of the extreme chaos of the unknown future, Golsimea dislikes those of lawful and neutral alignments. This causes a -4 penalty on spell checks to bond with her, unless the character willingly shifts their alignment to chaotic during the casting process, in which case the modifier reverts to a +4 bonus.
- Upon successfully bonding with Golsimea a character goes through a powerful, cathartic change. They may exchange the places of two of their attribute scores freely, the change is permanent and can happen only once in a lifetime.

Invoke Patron – Golsimea:

Wishes granted: Golsimea’s powers are varied and different favors serve different needs. Therefore, the caster may always burn one point from their physical attributes (STR, STA, AGI) to lower the *Invoke Patron* effect one step. For example, a caster might burn one point of Strength and one point of Agility to lower a result of 18-19 to a result of 12-13 (two steps).

Check result	Effect
12-13	<i>Golsimea bestows the servant a favor.</i> The caster is struck by anxiety and may not act for a turn. However, the caster also gains +6 to all saving throws for the next hour.
14-17	<i>Golsimea is gracious.</i> The caster is wracked by pain and suffers one point of HP damage. The caster and all allies within 30’ may pool their physical attribute modifiers for skill checks for the duration of d4 + CL rounds.
18-19	<i>This won’t do!</i> The caster is flooded with visions of Golsimea and suffers a point of Personality damage. The caster may then command an inanimate object made of wood, metal, crystal, glass, stone, or another similar substance to break. This creates a fracture at the point of the caster’s choice and automatically breaks mundane objects, damaging magical objects at Judge’s discretion. This is usually enough to break down a door, crack a suit of plate mail, burst an iron-bound chest open, break a wagon in half, or shatter a diamond. However, in the span of 24 hours the object reassembles itself in a bizarre new fashion (any gameplay effects of this are at Judge’s discretion, the overall effect is intended as cosmetic)
20-23	<i>Golsimea wyrds anew.</i> One random mundane object in the caster’s possession is ruined in a wild display of destruction (a book is set aflame, a weapon turns to dust, etc.) The caster may then repair one mundane object, which may be up to very large in size and include complex, moving parts and multiple elements. The item so repaired is functional, but somehow distorted and of strange design (again, any gameplay effects are at Judge’s discretion). The caster should roll a Luck check (aiming for equal or below): if they succeed, the new distorted object is actually a more advanced design of masterwork quality.

24-27	<p><i>There is a great need for restoration.</i> The caster immediately suffers one point of Strength, Agility and Stamina damage. Then they may heal one ally within line of sight for $d16 + CL$ points, or alternately may restore $d8 + CL$ points of attribute damage to an ally within the same range. In addition all allies within 60' of the caster are cured of any ailment such as paralysis, poison, blindness, disease, etc.</p>
28-29	<p><i>Burn the fields!</i> Three flaming vortexes shoot up from locations designated by the caster. Each vortex is 5' in diameter and burns anything caught in it for $4d8 + CL$ points of damage. Flammable objects are set on fire. After this the caster is stunned for 2d4 rounds (DC 10 Fort save for half) by Golsimea's dramatic reshaping of the world.</p>
30-31	<p><i>The New Domain.</i> Golsimea enwombs the lands around the caster within her glorious yet unnerving domain. All living beings within a mile radius of the caster are bombarded by visions of their past traumas or hidden desires and fears. This experience may be traumatic in itself, or lead to a better understanding of one's deeper nature.</p> <p>The caster and all allies within the domain may pool their attribute modifiers for any skill checks they attempt for the duration of the effect. In addition, the caster's enemies are lost in the dark recesses of their minds, suffering a -10 to all rolls (creatures immune to mental effects are unaffected). These effects last for $d8 + CL$ rounds.</p>
32+	<p><i>Form of Golsimea!</i> The caster is enveloped in a shining cocoon of bright, amber light. They are invulnerable and cannot act for as long as the spell lasts. The womb-cocoon is surrounded by an ethereal bubble with a radius of 60'. All allies within that bubble are immune to all fire and cold effects, gain a +6 bonus to AC against all mundane attacks, and are healed $d4 + CL$ points each round.</p> <p>In addition, all living beings staying in the bubble for two rounds or more are slightly mutated. the mutation is always a visible manifestation of the character's past traumas or hidden desires or fears. Mutation effects should be worked out together between the Judge and the players in question: the change is mainly cosmetic, and any gameplay effects beyond profound introspection are at Judge's discretion.</p> <p>The spell lasts for $3d3 + CL$ rounds or until the caster decides to end the effect.</p>



Patron Taint – Golsimea:

Golsimea’s followers know that chaos and destruction develop into glory and enlightenment. Sometimes this principle is taken to the extreme, and the petitioners often injure and abuse themselves and others for the promise of greatness.

D6 Result	Taint Effect
1	<p>Mentally and physically broken people start to flock to the caster for help and succour. If this result is rolled a second time, the petitioner’s demands become more aggressive, and some may even try to pick the caster’s pockets or do similar mischief to take advantage of the caster.</p> <p>If the effect is rolled a third time the people coming to the caster may even be angry at the caster and blame them for their troubles, which can even lead to violence if their demands aren’t met.</p>
2	<p>The essence of Golsimea seeps into the caster. The eyes of the caster take on a permanent bewildered appearance, and they become prone to bursts of frustration at the face of even the smallest adversity. If the result is rolled a second time they start to mumble constantly about their past and the troubles they’ve had.</p> <p>If this result is rolled a third time the caster cannot help but reveal their traumas and fears and desires to all willing to listen, turning them into quite a social burden.</p>
3	<p>The caster sees into his or her own soul and is shocked and thrilled at its insecurity and tenebrosity. This sight becomes an obsession and the caster cannot focus on anything else for the next d4 rounds (they may move if goaded by an ally).</p> <p>When the caster reaches civilization, they immediately try to find the most skilled local artist to create a representative piece in whatever medium the artist is expert at. This costs at least 100 gp to commission, and the caster is ready to sell or barter any of their possessions to fund this obsession. The finished artwork is a personal treasure of the caster and he or she wants to keep it safe at almost any cost. This effect repeats every time this effect is rolled.</p>
4	<p>The caster is lost in the troubles of others. He or she becomes absent-minded and is easily sidetracked from the task at hand. They permanently suffer a -1 penalty to all checks requiring intense concentration. If this result is rolled a second time they also start to manifest a -2 penalty to all Personality rolls in social situations due to their intense expressions of sympathy.</p> <p>If this result is rolled a third time, the caster becomes obsessed with helping others. This aid often manifests in Golsimea’s chaotic and haphazard fashion and will most likely lead to even more trouble.</p>
5	<p>The caster takes on the appearance of a child! When this effect is rolled the first time the caster grows shorter, suffering a -5’ penalty to their speed. If the result is rolled a second time the caster becomes even more young, suffering a further -5’ penalty to speed and suffering a -4 penalty to all social checks requiring authority due to their childlike appearance.</p> <p>If the result is rolled a third time the caster becomes a toddler, and effectively reverts into the Judge’s control.</p>

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The caster comes to the conclusion that his or her soul is beyond hope and the only chance for salvation is to truly bring chaos about themselves. For d3 hours the caster attempts to destroy everything they own and scar themselves in the most gruesome ways possible. A DC 20 Will save may be rolled for each hour to make the caster collapse into a sobbing heap instead. This effect repeats each time it is rolled, and may lead to permanent ability damage or even death.

Patron Spells

As a young patron, Golsimea has no patron spells of her own, but may grant access to the following spells (from the DCC rulebook spell lists, pg. 127): *Flaming hands*, *Magic shield*, *Mending*, *Forget*, *Shatter*, *Emiriko's entropic maelstrom*, *Transference*, *Transmute earth* and *Mind purge*.

