

This document details the patron description of Skorosii, the Burning Bell.



Skorosii, the Burning Bell

the bell, the bell
it calls
the bell, the bell
its blistering roar
when the night has fangs
and the day despairs
the bell, the bell
brings warriors forth

The world is full of horrors intent on destroying the civilized realms, warping the inhabitants, and cloaking all in darkness. But there are others as well, for every action there is a reaction. And Skorosii is a reaction to behold.

Hammered out by a deranged blacksmith in an ever-blazing forge of a merciless magma plane, Skorosii was a bell like no other: its sound was thunderous, its red-tinged metal too hot to touch, and it soon became obvious that the world was to be a dangerous place for those intent on evil.

First, Skorosii resided in the blacksmith's hometown but soon its urges to protect and burn became too great, and the village was scorched to ashes. For a time, the bell was lost. However, a rumour of a powerful bulwark against evil reached a large city nearby. A group of daring adventurers found the bell and hauled it to the city. It watched over the lands from a high tower, its vigilant gaze warning the people of any danger and its booming sound summoning guardians from the plane of its birth to fight against the city's enemies.

Alas, even this was not enough to slake its thirst. It wanted to keep all safe, see all evil, destroy all enemies. With one last blast of sound it burst apart, raining flames and cinder over the city. People wailed and tried to save their precious homes. But those who were entranced by the bell's powers laughed. Now, Skorosii was something greater than a mere physical being. It was the fiery vow of vengeance of someone who has lost it all. It was the burning moat consuming the town it protects. It was the delusional gaze of an inquisitor who sees evil every which way she turns.

It was Skorosii, the Burning Bell.

Patron Bond special:

- As a spirit of fiery vengeance, Skorosii draws close to those with something to avenge or protect. Characters possessed by such a drive gain an automatic +5 to their initial patron bond check with Skorosii.
 - A protective ring of blazing fire holds special significance to Skorosii. Including such a barrier of flames as part of either a *Patron bond* or *Invoke patron* associated with Skorosii grants a bonus ranging from +1 to +5 (or more, in the case of spectacular destruction).
 - As their patron is clad in heated metal, so are the servants of Skorosii. Casters bonded with Skorosii ignore all casting penalties for wearing metal armor when casting spells related to the patron (*Patron bond*, *Invoke patron* and any patron spells granted).
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Invoke Patron – Skorosii:

Check result	Effect
12-13	Skorosii clangs softly and warns of peril. The caster gains insight on their surroundings and senses possible danger within 60'. The danger's exact location and nature remain unknown.
14-17	The bell shields. For the next turn the caster gains and all friends within 30' gain +1 to AC and +2 to all saving throws.
18-19	Born of magma. For the next turn the caster and all friends within 60' ignore 5 points of fire damage and gain +10 to all saving throws to resist fire.
20-23	Incineration! The caster's hands shoot blazing bolts up to 60' away. The bolt inflicts 3d10 + CL points of damage. The caster suffers d6 points of burn damage.

24-27	<p>Skorosii calls its cohort. A cloud of flickering fire enters the caster's plane. The cloud occupies a space of 20'x 20' and attacks all within that space. It lasts for a turn.</p> <p>Fire cohort: <i>Init:</i> +0; <i>Atk:</i> scorch +4 melee against all within it (d8 DMG plus DC 15 Ref save or be set alight for an additional d6 points of damage); <i>AC:</i> 14; <i>HP:</i> 30; <i>MV:</i> 10'; <i>Act:</i> 1d20; <i>SV:</i> Fort +0, Ref +0, Will +0; <i>AL:</i> N.</p>
28-29	<p>Domain of fire. D3 clouds of flickering fire enter the caster's plane. The clouds each occupy a space of 20' x 20' and attack all within them. They last for a turn. See above result for fire cohort attributes.</p>
30-31	<p>Domain of sound! The world shakes with the clang of Skorosii. All enemies within 60' suffer 3d10 + CL damage. The caster and all allies within 30' suffer d10 + CL damage. All deaf creatures gain a Fort save vs spell roll for half damage.</p>
32+	<p>Mine to rule. Mine to burn. The world within 100' of the caster becomes Skorosii's to rule. All within that domain suffer 3d10 damage each round from the fiery rain and sonic booms. Flammable objects automatically burst to flame unless fireproofed. The caster is wracked by ecstatic glee and has complete immunity to the raging armageddon. Allies within the domain may attempt to persuade Skorosii of their good intentions with a DC 10 Personality check each round.</p>

Patron Taint – Skorosii:

D6 Result	Taint Effect
1	The caster grows suspicious of others and paranoia starts to seep into their thoughts. The caster suffers a permanent -3 penalty to all social checks. This effect repeats every time it is rolled.
2	The searing flames of Skorosii seep into the caster's blood! Grueling pains inflict 1 point of fire damage each day. Further rolls of this result increase the damage suffered.
3	A zealous fervor to protect overcomes the caster. The feeling is fixed on a known target, determined in concert with the Judge (another adventurer, the group's home town or a familiar pet are all valid options). The protective urge may manifest in many ways, depending on the character's core nature. Determine an additional target each time this result is rolled.
4	The caster becomes obsessed with bells. They collect them, hang them in their clothes and like to ring them at the most inopportune times. If this result is rolled a second time, they maniacally attempt to obtain the biggest bells possible. They are also vocal about the supreme shape of a bell. If this result is rolled a third time, the caster becomes compulsively obsessive and loses sleep over the idea of a bell and its all-encompassing meaning in the universe.

5	The caster's spells are tainted by the destructive nature of Skorosii. All of their magical projectiles crackle and burn, inflicting an additional point of fire damage. If this result is rolled a second time all of the caster's spells are accompanied by a wild display of flames.: the caster's belongings and all flammable objects within 5' have a 50% chance of catching fire. If this result is rolled a third time all of the caster's spells have a 50% chance of producing a deafening clang, which inflicts d12 points of damage to all within 60'.
6	Instant eruption! When this result is rolled for the first time Skorosii's flames erupt from the caster in an uncontrolled wave, dealing 1d10 damage to everyone within 10' and scarring the caster's arms horribly. If this result is rolled a second time the damage is increased to 2d10 within 20' and the caster's whole body suffers the marks of Skorosii's power. Should this result be rolled a third time, the caster explodes as a ball of fiery devastation causing 3d10 damage within a radius of 30'; the caster must roll a Luck check to avoid perishing immediately the conflagration.

Patron Spells

As patron spells, Skorosii often grants its followers magic associated with fire, such as *Flaming hands*, *Fire resistance*, *Scorching ray*, *Fireball*, *Control fire*, *Resist cold or heat* or *Righteous fire*.

