

This document details the patron description of Yatha, Summer Stallion.



Yatha, Summer Stallion

Description: Where the ground rumbles with thundering hooves, there is Yatha. When the sun ascends and washes the lands with its glory, that is Yatha. Why the spring brings together lovers and by the autumn they are a herd, only Yatha knows.

Yatha, Summer Stallion, is the benevolent spirit of summer. It can be felt in the first warm breeze of spring, its presence is at zenith in midsummer, and by autumn it has settled to rest. Yatha's domain includes all that is striking in the summer's bustle of large fauna: the lust that awakens, the vigor that urges the herd forward, the community that welcomes and protects its new members.

Yatha's origins are veiled in obscurity. Its followers consider written word irrelevant and claim that all there is to know about their patron can be interpreted from the glimmer of clouds, the bark of an age-old birch, the flutter of a mare's mane. Howbeit, a traveller of the outbacks may have seen Yatha galloping through wild fields - its golden-yellow skin lit by a miniature sun shining over its head, leading a herd of untamed horses to whatever destiny it has chosen. Perhaps that traveller has felt the impulse to join that reign of freedom, a fragment of Yatha's sway urging them and tucking at their muscles at each dawn - until winter's icy gale has blown it away.

Patron Bond special:

- Yatha's powers wax and wane according to the seasons. Therefore, any Patron Bond: Yatha roll suffers a -5 penalty to a +5 bonus depending on the current season (+5 at midsummer, -5 at midwinter). Note that Yatha's essence is more pronounced in the hotter climate zones, and thus, they also affect this seasonal bonus.
- The social bonds of communities are important to Yatha. Anyone performing the Patron Bond: Yatha in the presence of their closest allies gains +1 to the roll for each lawful ally present (up to +5).
- Yatha is an extremely lawful being and detests disharmony. All chaotic characters suffer a -10 penalty to Patron Bond: Yatha roll. This penalty is avoided if the character willingly shifts their alignment to lawful during the casting.
- Finally, anyone managing to cast Patron Bond: Yatha with the result 25 or more is immediately infused with the vitality of Yatha. They gain a permanent bonus of 5' to their speed. This bonus can only be gained once.

Invoke Patron – Yatha:

Check result	Effect
12-14	Yatha's realm reaches through the caster and energizes all nearby life. All living beings within 60' of the caster immediately restore d3 points of Stamina. In addition, the area illuminates as if with daylight, and warms up for rounds equal to 1d8 + CL.
15-17	Skitter, run, gallop! The caster and all allies within 60' gain 20' to their speed for rounds equal to CL.
18-20	Mount the herd! A drove of spirits acts as transportation for the caster and all allies within 10'. Those affected are lifted 3' off the ground and may immediately perform a levitating move up to 60'.
21-24	Yatha's judgment. The caster may deem one foe within line of sight as a marked enemy of Yatha. All attacks directed at the target score a critical hit on a roll of 17, 18, 19 or 20. In addition, the target suffers an additional d8 points of damage from all sources of damage. Any lawful being to kill that foe restores a point of Luck with a successful DC 10 luck roll. This effect lasts for rounds equal to 1d8 + CL.
25-27	Yatha sends a loyal subject to the caster's aid. A towering spirit stallion appears within 10' of the caster. The creature obeys the caster to the best of its abilities for 1d8 + CL rounds, then disappears. Yatha's champion: Init: +5; Atk: bite +7 melee (1d8 + 7) or kick melee +3 (3d8 + 12, special); AC: 16; HD: 8d8; MV: 60'; Act: 2d20; SP: Yatha's champion is immune to fear, sleep, poison and disease; Yatha's champion may perform the kick attack by spending all of its action dice on it; SV: Fort +8, Ref +4, Will +4; AL: L.
28-31	Overrun! A massive herd of spiritual beings gallops through the area and tramples enemies underhoof. All enemies within 60' of the caster suffer 1d20 + 10 points of damage. In addition, all affected enemies the size of an ogre or less must succeed in a DC 20 Fort save or become stunned for d3 rounds.
32+	The power of Yatha surges through the caster and transforms them and all allies into unstoppable manifestations of vigorous power. The caster and all allies within 60' gain +4 to hit, +4 to saving throws, +4 to AC, and +20' to speed. In addition, allies' charge bonuses are increased and improved, granting a total bonus of +6 to both to-hit rolls and damage rolls. The effect last for rounds equal to 1d8 + CL.

Patron Taint – Yatha:

D6 Result	Taint Effect
1	The character's behaviour takes on equine features. Their speech is constantly interrupted by involuntary neighing and snorting. If this result is rolled a second time, they like to eat grass to the point of becoming ill. If this result is rolled a third time, they move in an awkward trotting motion and suffer a -10' penalty to their speed.
2	The character is convinced that their hands and feet are actually hooves. They suffer a -1 penalty to all actions requiring manipulation of complex objects (books, crossbows, potions, etc.). This penalty accumulates with each subsequent roll of this result.
3	The character is content only when carrying things. They suffer from anxiety and short temper when not carrying heavy burdens. If this result is rolled a second time, the character becomes obsessed with being ridden by others. They are uncooperative and petty when not mounted by another person. If this result is rolled a third time, the character refuses to ride a horse, a wagon or any other similar transportation.
4	Autumn and winter make the character extremely nervous. All the following effects take place only during the autumn and winter months (adjusted by climate zones). The character suffers a permanent -1 penalty to all actions requiring intense concentration. If this result is rolled a second time, the character's sleep becomes sporadic and uneasy. Full bed rest yields them no extra benefit. If this result is rolled a third time, the character becomes a nervous mess with fidgety limbs, wandering speech, and broken thought. They are unable to move stealthily, and suffer a -4 penalty to all social and knowledge rolls.
5	The character is overcome with the idea of a strong community and they as the leader of that community. They attempt to gather as much loyal people around them as possible. In addition, they are very sensitive to any conflict within that community. If this result is rolled a second time, they assume the role of a lead mare or stallion and become bossy and averse to listening to others. If this result is rolled a third time, the character attempts to find as many mates as possible, to breed and thus add to that community.
6	True follower of Yatha! The character does not believe in the written word anymore and thus does not read nor write. If this result is rolled a second time, they refuse to wear any clothes or armor (they may wrap themselves in a blanket and carry a backpack as normal). If this result is rolled a third time, the character denounces all civilized life. From now on, they live in the wild as a hermit or in a group dedicated to Yatha, and thus revert to the Judge's control.

Patron Spells

Yatha has no known patron spells of his own, but may grant the following spells to those bonded to him: *Animal summoning*, *Charm person*, *Enlarge*, *Detect evil*, *Scorching ray*, *Strength*, *Dispel magic*, *Haste*, *Food of the gods*, *Protection from evil*, *Restore vitality*, and *Remove curse* (all spells can be found in the DCC Rulebook).

