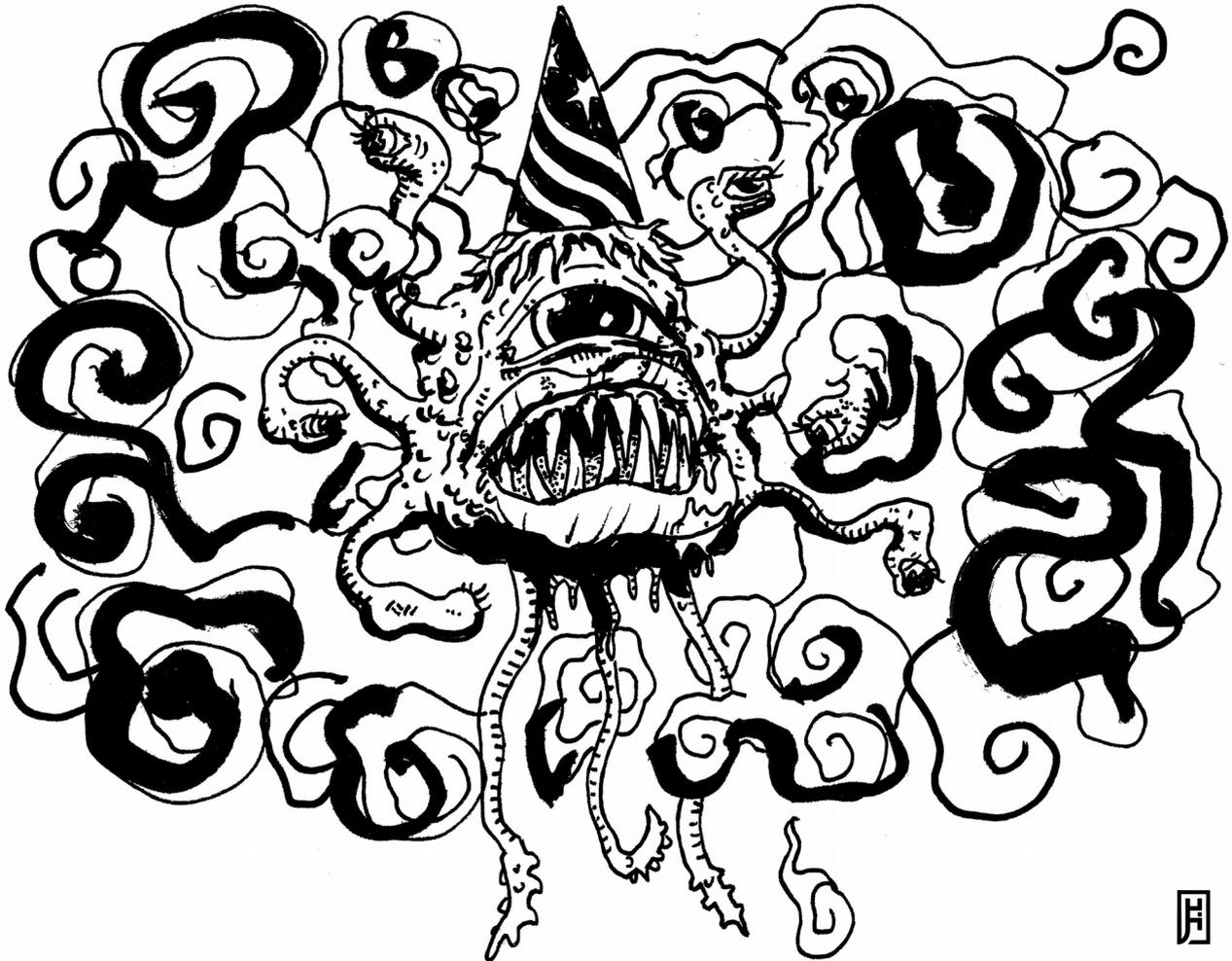


This document details the patron description of Maldremal the Ever-Seeing.



## **Maldremal, the Ever-Seeing**

Maldremal the Ever-Seeing is a monstrous eye tyrant, who's endless hunger for magic and arcane power drove him to breach into the Phlogiston Dimensions. Consequently, he was suffused with endless magical power, but also imprisoned within the endless seas of raw magical matter. Maldremal now exists in this plane beyond realities, scheming and plotting, hungering for even more magic and power. He uses his bondsfolk as agents in the material realms, exerting his will through these mortal forms.

As a scheming arcane lord, Maldremal's desires and plans are often in conflict with other mystical patrons. He holds a specific hatred towards Sezrekan, who he sees as an upstart fledgling, a mortal who has reached above and beyond his proper place in life. Maldremal is haughty and arrogant, but also ruthless and extremely intelligent - the conflicts between arcane patrons are legendary and complicated, with schemes often stretching over hundreds of years.

## Patron Bond special:

- Maldremal looks favourably on those who independently search for arcane secrets. Characters with suitable occupations (cultists, witches, hedge-mages and such) and indeed any character who can justify a previous interest in occult arcana gain a bonus on their patron bond rolls; the magnitude of the bonus ranges from +1 to +5 (Judge's discretion).
- As a haughty and prideful monster, Maldremal is diametrically opposed to Sezrekan (and possibly other elder patrons, at Judge's discretion). Those bonded to Sezrekan cannot become bonded to Maldremal and vice versa, unless they relinquish their previous bonds. Such betrayal grants a +10 bonus to the patron bond spell check to connect with the eye tyrant, but will surely incur grave magical consequences from the previous patron being.
- Maldremal holds bodily functions at a great disdain, as he is now one with the magical forces of phlogiston. Consequently, he will not accept any form of self-mutilation or similar as part of spellburn to patron bond rituals or invoke patron castings - the way of the blood is too simple and brutish for the Ever-Seeing One.

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## Invoke Patron – Maldremal:

Check result	Effect
12-13	Maldremal grants the caster a glimpse of the reality as seen from the Phlogiston Dimensions. The caster immediately becomes aware of the nearest magical powers and effects, and lists them in a booming, powerful voice. The information granted by the spell ranges from the detailed to the cryptic, with simple effects (such as most magical weapons) being explained in fairly comprehensible terms. The number of revealed magicks is equal to CL, and the spell has an effectively infinite range in the mortal plane; note that no direction or distance is included in the description.
14-17	Maldremal temporarily connects the caster's eyes to the power of the Phlogiston Dimensions. Blistering heated rays erupt from the caster's eyesockets, blasting out at their enemies. The effect lasts CL rounds, and each round the caster may look at one target to cause 1d5 + CL points of lazer damage. Note that if the caster looks at anything else during this time (attempts to read a scroll, for example) the powerful heat of the rays will burn whatever looked at as well, destroying mundane flammable materials at a glance.
18-19	Channeling his displeasure to the mortal plane, Maldremal grants the caster the power of the evil eye. They may curse anyone they look at with misfortune, causing all of the target's actions to result in accidents and chaos. For 1d5 + CL rounds, all actions the target takes result in slapstick comedy: attacks are fumbled, spells are miscast, and other activities always cause calamity in their surroundings (note that this may happen in addition to successful results, for example and attack may hit AND cause a fumble roll).

20-23	Exerting his will into the mortal plane, Maldremal looks at a target through the caster's eyes. This causes a strange hypnosis, stunning the target and making them incapable of any action for 1d5 + CL rounds. Additionally, the victim is extremely obedient and pliable for the duration, obeying any command given by the caster unless a DC 15 Will save is passed.
24-27	Using the caster's eyes to stream out the power of the Phlogiston Dimensions, Maldremal unleashes a blast of magical energy into the mortal realm. Phlogistic lasers erupt as a 40' arc from the caster's eyes, covering a 90° wedge and fanning out in a direction chosen by them. All creatures within the arc suffer 3d5 + CL damage.
28-29	Maldremal is truly displeased by those opposing the caster. He looks into the mortal realm through the caster's eyes, cursing enemies with the evil eye. The effect has a range of 50' and covers a 90° wedge which fans out in a direction chosen by the caster. All targets within the range are cursed for 1d5 + CL rounds. All actions these targets take result in slapstick comedy: attacks are fumbled, spells are miscast, and other activities always cause calamity in their surroundings (note that this may happen in addition to successful results, for example an attack may hit AND cause a fumble roll).
30-31	The caster's eyes bulge out and widen as Maldremal forces his will into the mortal plane. All targets in within 60' in a 90° wedge fanning out in a direction chosen by the caster are hypnotized for 1d5 + CL rounds. During this time the targets are stunned and incapable to take any actions, and may additionally be coerced to obey any command given by the caster unless they succeed in a DC 15 Will save.
32+	The caster is temporarily granted the power of the Ever-Seeing One. For a duration of CL hours, they can discern secrets and hidden things within their field of vision, proclaiming the reality behind such things in a loud, unearthly, booming voice. The effect reveals magics, traps, monster details and such, with simpler things explained in mundane detail and complex secrets revealed in more cryptic tones.

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## Patron Taint – Maldremal:

D6 Result	Taint Effect
1	Maldremal decrees that the caster must relinquish their mortal form, to ascend closer to their master. The caster's body begins to disappear, starting with their extremities. When rolled multiple times, this result causes the caster's body to disintegrate in degrees, until merely one eye remains. Oddly this effect does not entirely remove the ability to function albeit appendages disappear from the mortal realm - a wizard who has lost their legs to this effect appears to levitate and walk on invisible legs, and so on. This is the Mercy of Maldremal, as the patron uses his phlogistic powers to aid those bonded to him. Should the caster somehow break their bond to the eye tyrant, the debilitating effects of such loss become reality. Detailed effects of body part loss (attribute reduction, effects on AC and so on) are left up to the Judge.

2	<p>As a side effect of the connection to their patron and the Phlogiston Dimensions, the caster begins to lose their sight in the mortal realm as they gaze beyond reality. When this effect is rolled the first time, the caster's sight range is reduced by 1/4, anything beyond that range is replaced by roiling fields of phlogiston, incomprehensible to a mortal mind.</p> <p>If rolled again the sight range is halved, and if rolled a third, final time the caster becomes effectively blind to anything beyond mere shapes and forms near them (treat as 30' blindsight).</p>
3	<p>The caster's inept handling of magical power causes them to become a conduit into the Phlogiston Dimensions. When this effect is rolled the first time the caster gains a +1 to all spell checks, as magical power constantly leaks into the mortal realm through them.</p> <p>If rolled again this effect is changed to an additional + CL bonus to all spell checks, but the caster's spell fumble range is also increased by their caster level (for example, a 5th level wizard would fumble a spell on a natural roll of 1 - 6).</p> <p>If this result is rolled a third time the caster becomes a roiling void of phlogiston. The character is irredeemably destroyed, and the further, catastrophic effects of such a dimensional rift are left to the Judge's discretion.</p>
4	<p>The single-minded monomania of their patron infects the caster as well, and they become ruthless and hungry for magical power. When this result is rolled for the first time, the caster must roll a DC 10 Will save to resist temptation and curiosity when in the presence of magical secrets or opportunities for further power. If rolled a second time the DC is increased to 15, and if rolled thrice the Will save DC is raised to 20.</p>
5	<p>As an endlessly scheming occult patron, Maldremal requires more followers in order to be able to exert his will into the mortal realms, and sometimes uses his bondsfolk as emissaries for such desires. When this taint is rolled, Maldremal withholds all of the caster's magics until they take on an apprentice (generally a 0-level follower). All apprentices are counted for this purpose, so mages bound to the eye tyrant often pre-emptively recruit suitable folk to follow them as students.</p>
6	<p>Due to the patron's connection to the roiling Phlogiston Dimensions, all of Maldremal's magics are loud, boisterous and visually overpowering. This nature sometimes rubs off on caster's bound to Maldremal as well. When this taint effect is rolled for the first time, the caster becomes incapable of speaking in hushed, low tones - a stage whisper is the best they can manage, and generally their speech is performance rather than communication.</p> <p>If this result is rolled a second time the effect expands to all of the caster's physical actions as well: they start to over-dramatize everything they do, and include superficial flourishes to all movement.</p> <p>If this result is rolled a third time, the caster begins to constantly narrate all of their actions in a booming, theatrical voice, and only speaks of themselves in the third person (with their full title included when at all possible).</p>

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## Patron Spells

Maldremal commands a vast collection of ancient magics collected while still in his mortal form. Consequently, he may grant *Cantrip*, *Comprehend languages*, *Detect magic*, *Read magic*, *Ventriloquism*, *Detect evil*, *Detect invisible*, *Levitate*, *Locate object*, *Magic mouth*, *Planar step*, *Write magic* or *Wizard sense* to his most ardent bondsfolk. All spells granted by Maldremal have their manifestation effect magnified tenfold (roll for manifestation as normal, and increase magnitude as appropriate at Judge's discretion).