

Ganelea = The Darkness of Mother earth

Ganelea is a demoness of power, sister to the feared Ganelith lord of the twisted, mistress of the Twisted Angels. She desires (she says) peace and goodwill on the earth, but in this demons case that means because all have become enslaved to her will. Her desire to increase his power by enslaving mortals is almost as overpowering as her brother, but she desires that all things living should become linked to her by her dark spores. Anyone that would willingly enter the service of Ganelea should also consider professional help.

Generally, adherents lust after the short term power she provides, as time goes on she will attempt to rob pact bonded creatures of their will by encouraging them to commit acts that will damage their health in ways only she can hold at bay. Mages willing to risk service with Ganelea must be on guard against this.

Essentially she desires the whole earth to be remade into a wasteland of rotting decay and wild fungal growths. She has no concept of the balance required for Fungi and the like to have freshly dead conventional material to spring from and in turn give back to the soil. Some farmers may invoke her as initially she can bless their land or “cure” a blight. But the Goddess of false fertility will revisit these foolish supplicants another season with a worse plague than ever she delivered them from.

Spells & Knowledge

Servants of Ganelea gain insight into all kinds of fungi are immune to the poisons of fungi (natural ones) and can not be attacked by creatures of decay unless they attack first. This means Insects and many Primal Oozes mainly. In practise when analysing Fungi etc give a +4 to an Int check to divine something about it.

Occasionally the supernatural and highly magical fungus the “Twisted Angel” may spring up near a place where her power has been manifested. Eating one can have an unpredictable effect but occasionally a highly beneficial one!

Pact bonded Mages gain a +4 on attempting to attune themselves to transformation type magics (Still requires them to be 3rd level + and use the correct ritual spell)

Ganelea the Lady of Dark rebirth grants several spells, though each binds the caster even more fully to her service.

Level 1: Twisted Rebirth: see separate file
Invoke Patron: See separate file

Level 2 : Cloak of Ganelea: See separate file (available at 3rd Level)

Level 3: Queen of Delirium: See separate file (available at 5th Level)

Patron Taints for Ganelea

Some of these taints are actually slightly beneficial in the right circumstances. However utility should be offset by the weirdness of the tainted's altered appearance.

Add Luck bonus subtract level of spell that triggered this roll.

Roll (1d20)	Effects
1	Insidious -- Over the next month, the person affected transforms into a Fungus Warden. May change back if they make Will save each hour at a cumulative -1 DC starts at 5. In darkness adds a -4.
2	Fungal replacement: One limb is transformed into a fungal replacement. As such it functions as normal though looks monstrous -3 Pre, -1 Agil. It may fall/be cut off if they take 10% damage, but grows back in 1d3 days: Subsequent taints transform another Limb (4 max)
3	Centipede replacement: One limb is transformed into a replacement from a Centipede. As such it functions as normal though looks monstrous -3 Pre & -1 Sta. If an Arm gain poisonous touch (DC10 or take 1d12) but this poison will affect anything they touch with the limb inc food components etc. DC 5 to resist or substances can be ruined by it. If a leg that leg splits into two once they are used to it they gain +5' Move but receive -2Pre & -1Sta
4	Beetle replacement: One body area is transformed into a replacement from a Beetle. As such it functions as normal though looks monstrous -1 Pre. Roll 1d6 (1)Torso: +1 Sta +2 AC -5' Move. (2-3) An Arm transforms to a wing! Unless both are transformed flight is not possible (20' if both occur) -2 on Spell checks per limb, (4-5) Leg Can grip sheer surfaces better +2 climb but -5' move. (6) Head may no longer speak humanoid tongues but can speak with insect types (-4 on spell checks) additional -2 Pre can cause fear in weak willed peasants.
5	Worm replacement: One limb is transformed into a worm. It retains some functionality but looks utterly monstrous! -3 Pre. Arms become essentially tentacles. -1 to perform manual tasks including spell checks(-3 if both arms go). Legs if one leg -5' move and may not run at all (no charges) if both legs then they fuse into a snake like (though obviously a worm) extended tail character may move like a snake including climbing. All worm limbs are vulnerable to drying out and the character takes a +1d4 vs fire for each one. Hot temperatures cause them to lose 1pt of Sta per worm limb. Worm limbs regrow after 1d6 days if cut off.
6	Aura of madness: Spicy aroma emits from the Character. Initially pleasant and mildly euphoric (+1 Pre to those in 25 radius). Second taint causes it to be intoxicating so fort save (DC 10) or all in 25' are treated as slightly drunk. Third taint and save DC15 vs poison or suffer hallucinations for 1d12 hours. Once saved you become immune.
7	Aura of decay: Slight musky aroma is about the character always. Unpleasant to some but not all. Second taint, very noticeable now -1 Pre checks to those in 25'. Third taint: DC 5 Fort required or feel sick in casters immediate area 25' radius. Once saved you become immune.
8	Withering touch: The touch of the caster causes a DC5 check or the item begins to shrivel and wither as if aged 100 years. This includes their clothes! Once a save is made the item becomes immune, ony works on non living items. Second + taint = +5 on the DC upto DC 15
9	Disease carrier: The touch of the caster causes a DC5 check, the disease is minor but debilitating (-1d3 Sta and lasts for a week or so, Affected creatures skin goes bright yellow as well -1 Pre) Second + taints adds to the DC by 5
10	Acidic touch: The touch of the caster causes a sting like that of a nettle. Second taint DC or take 1 hp damage. Once a save is made the item becomes immune. Third taint DC rises to 10 and damage is 1d3. At thispoint the character will find their clothes rot from their body after a day or so for most cloth Leather will last a week

11	Poisonous touch: The touch of the caster causes a DC5 check or become nauseous (-1 Sta & Str) Once a save is made the item becomes immune. Character can not ride animals from now on as they will shy away from the almost undetectable smell of poison coming from them. Second and above Taints raise the DC by 5 each.
12	Rot: At will the effected creature can induce and accelerate rot in non living things. Treat as if the item had been in exosed to the elements for 5 years for an effect. Further taints add 5 years effective rot effect. Unfrtunately this power can also trigger at random when they sleep. Anything within 25' may be subject to it overnight...
13	Earth rejuvenation: At will once a day in a 25' radius the tainted one may revitalise depleted or poisoned earth so it becomes fertile again! Further taints (no limit to this one) expand the radius by 25'. However: all plants currently growing when the area is rejuvenated must make a C10 save or die as the chemical balance of the soil is changed.
14	Fungal Command: Normal fungi obey the casters will to a limited extent. They can instantly make Milk into cheese for example or cause bread yeast to work and double effect (Light fluffy delicious loaves anyone!) Yeast will make greater Beers than ever before etc. Use imagination. However... each use of this power drains 1 hp from the caster, this damage Cannot be healed by magic. Extra taints increase the volume are effected, Figure 5lbs mass per taint.
15	Worm Traits: Worms (including Lampreys and similar) will obey the caster. Have no idea how they could make that be interesting! Experiment!
16	Water Beetle Traits: Skin hardens and takes on a darker look but remains human. Second trait, their hair becomes thick and sparce like Beetle fibers. Third taint the Tainted can float or swim underwater for up to an hour from the air trapped by their hairs, bit only if naked or nearly so.
17	Centipede Traits: Can smell fear in targets 25' radius, allows detect lies in some circumstance. Second Taint: Fingers turn into centipede legs -1 on manual skills inc spell casting. Third taint: Antenna grow from brows. Sence life effect in 25'r making it hard to be surprised.
18	Insect companion: A small bug (centipede,beetle etc) is always seen crawling around the characters clothing every so often. Second taint: Larger specimen poisonous usually may bite any that lay hands on them (DC5 vs Poison or take 1d12 Sta damage) Third taint: Very large specimen. Deadly poisonous AC 15 attf for 1d3 + DC 10 Poison save or Die in 1d3-1 days 0= immediate death)
19	Caster develops a occasional itch. Second taint: gain -1 to any activity that is not related to Working Ganelea's will. Third taint: gives off subliminal scent that attracts flys and similar.
20	Casters skin yellows very slightly, three applications of this taint and they are noticeably a could not seen in humanity!

The Creatures of Ganelea

Three Custom Monsters are listed in the above descriptions so here they are in brief

Hell Beetle

Init +0; Atk Gore +4 melee; AC 15; HD 3d8; MV 20' or climb 10'; Act 1d20; SP Swallow whole +3; Curse (See Appendix C) +3, Target Save 13, demon traits; SV Fort +3, Ref +0, Will +0, AL C.

Fungus Warden

Init +4; Atk Claw +6 melee; AC 14; HD 5d8; MV 40'; Act 2d20; SP Sleep spores +6; Breath weapon +6, Target Save 15, demon traits; SV Fort +4, Ref +3, Will +6, AL C.

Sons of Ganelea

Init +4; Atk Kick +13 melee; AC 15; HD 9d12; MV 40'; Act 2d20; SP Drain blood +12; Paralysis +12, Target Save 19, demon traits; SV Fort +11, Ref +9, Will +7, AL C.