

# Karontor

## (The Deformed One, the Cruel, the Exile, Master of Beasts)

### Lesser Power of Carceri, NE

PORTFOLIO:	Deformity, hatred, beasts, jealousy, exiles, fomorians, verbeeg, lycanthropic giants
ALIASES:	Karontor
DOMAIN NAME:	Minethys/the Rack of Injustice
SUPERIOR:	Annam
ALLIES:	Grolantor, Memnor
FOES:	Annam, Balador, Baphomet, Daragor, Diancastra, Eshebala, Ferrix, Hiatea, Iallanis, Malar, Skoraeus Stonebones, Squerrik, Stronmaus, the Morndinsamman, the Seldarine, the gnomish pantheon, the halfling pantheon
SYMBOL:	Winter wolf's head
WOR. ALIGN.:	LE, NE, CE

Karontor (kahr-ON-tor) the Deformed One is patron of the fomorian and verbeeg giants, smaller members of the Jotunbrud who bear the mark of his wicked ways. His cruelty and evil twisted his body and lead to his banishment from Jotunheim, and so he has come to also be patron of exiles and fugitives, especially if the reasons are due to antisocial and malicious behavior. He claims control of predatory animals and monsters as the Master of Beasts, and this pairing with his nature as a giant has led to his patronage of the rare giantish lycanthropes. He is also sometimes venerated by the ugly and deformed who have hatred and jealousy in their hearts.

Karontor is one of the youngest sons of Annam, usually said to have been born at around the same time as Grolantor. As with his brother, he inherited many of the worst traits of giant-kind; although one thing he inherited that Grolantor did not was the potential for great magical power. However, he was uninterested in the careful and creative weaving of magic that Annam wished to teach him, and instead turned to darker powers. He is said to have spent years learning dark magical secrets from Cegilune herself and a coven of her most powerful hag servants, and in this time, his body became a warped and twisted reflection of his blackened soul. From the beginning, his chosen servants on the Prime Material Plane were the fair fomorians, but so evil were the rituals he performed and secrets he learned that even they became misshapen and deformed, just as their deity. It was only after this period that he adopted the verbeeg, seeing their potential for magic that was lost to the fomorians. When he returned to Jotunheim, he immediately involved himself in the already frequent sibling bickering and minor wars against other deities. In Karontor and his brother Grolantor, the manipulative Memnor found the perfect pawns; through them, the conflicts amongst the giantish deities and external pantheons continued to escalate until they culminated in an all-out war with the elven deities over Arvandor. Tiring of the constant warmongering and squabbling amongst his children, and brought to the breaking point by this egregious war, Annam stepped in to end the hostilities personally. In his rage, not knowing nor caring who instigated the war and seeing Karontor as the easiest target, Annam banished the Deformed One and stripped him of his coveted magical powers without hearing or trial. The Deformed One's one clergy tell a different version of the story, one in which the jealousy and fear of the other giantish deities led to his banishment. In their version, Karontor was more beautiful than Stronmaus and more magically adept than even Annam; the other members of the Ordning, fearing and hating his power and nobility, conspired to create a powerful curse which robbed him of his shining appearance and magic. Regardless of how his banishment came about, Karontor has seethed in his new realm on Carceri since it happened, ranting at the injustice of it all and fantasizing about the cruel "justice" he will bring to other members of the Ordning.

The Deformed One is quick to make short-term alliances with other evil deities if he thinks he can come out ahead or inflict pain and suffering on the followers of the rest of the Ordning. However, he is suspicious and quick to anger, and many of his alliances fall apart before anything significant can come of them. His most common alliances are with the deities of humans and the goblinoid races, as they frequently

have little in common other than shared foes in the other giantish deities. While one might expect him to ally with deities he shares common ground with, Karontor instead feels strong jealousy and hatred towards, with his strongest feelings reserved for Baphomet, Malar, and the evil lycanthropic deities. His only true allies are Grolantor and Memnor. He dominates any cooperative actions he takes with his brother, finding it relatively easy to convince Grolantor of the merits of any plan that is not clearly dangerous. Similarly, Memnor easily manipulates Karontor into similar, but subtler, plans with honeyed words, flattery, and doublespeak.

Karontor's forays onto the Prime Material Plane are uncommon, and usually revolve around fits of destructive raids. However, he does occasionally send avatars to set tribes of verbeeg or fomorians onto specific tasks, or to recover powerful magical items or artifacts. In these latter cases, his avatar will appear as a traveler of the same breed as those he is visiting. He visits with the tribe's priests, directing them to the tasks he desires, and then leaves. More than one chieftain has found his doubts about the veracity of this traveler rewarded with rebellion or murder. Karontor never attempts to free enslaved fomorians, but is quick to unleash his wrath on any creatures stupid enough to try and take him as a slave, thinking him a simple fomorian.

### Karontor's Avatar (17-HD Giant, Fighter 26, Thief 18)

Karontor appears in one of two forms when he manifests an avatar. His primary form is as an enormous, hideously deformed fomorian giant, exuding a horrid stench from the thick, unwashed, rotting furs he wears. His misaligned eyes gleam red with hatred. His second form, which he can change into at will, is that of a huge winter wolf with shining silver fur and a jaw filled with more teeth than is natural in such a creature. The change between forms takes one full round. Should Karontor ever regain the magical powers Annam stripped from him, he would be the equivalent of a 16th level wizard and 16th level runecaster (as described in the *Giantcraft* sourcebook), and would have access to all spell schools and all common runes, as well as some rare and unique ones.

AC 0; MV 9 or 36; HP 248; THAC0 -5; #AT 5/2 or 2/1  
Dmg 3d8+12 (*club* +1, +9 STR, +2 Spec. bonus with club) or 5d6 (bite x2)  
MR 30%; SZ H (18 feet tall/long)  
STR 21, DEX 15, CON 20, INT 15, WIS 16, CHA 1 (all races)  
Spells none  
Saves PPDM 3; RSW 4; PP 4; BW 4; Sp 5

**Special Att/Def:** Karontor wields *Unfaegerodd*, a simple *club* +1. In addition to dealing double damage to giants (including giant-kin, but not ogres, trolls, etc.), any humanoid struck by the club must make a save versus spell or be affected by a *curse of deformity*.

The Deformed One can use any magic items normally restricted from him based on class (although restrictions such as alignment still apply), and usually carries many such items with him at all times. Typically he wears a *ring of invisibility* and a *ring of mammal control*, as well as a *brooch of shielding*. In addition, he carries an *efreeti bottle* holding a genie who serves Karontor unconditionally. Sometimes the Master of Beasts carries a *flask of curses*, which he leaves for those he encounters; curses that emanate from the flask are at double normal strength. Karontor can create only two of these flasks each year. He often has two or three other magic items, most often wands, which he has taken in his forays to the Prime Material Plane. While in his giant form, the Deformed One takes half damage from cold.

In winter wolf form, Karontor attacks twice per round with his sharp bite, and can swallow creatures of Size S or smaller on a natural attack roll of 20. Once every ten rounds, he can unleash a blast of cold air in a cone 100 feet long and 20 feet wide at the base which deals 10d6 points of damage (a save versus breath weapon is allowed for half damage). Creatures not caught within the cone of cold breath at the time he uses it, but within ten feet of his body, suffer 6d4 points of emanating cold damage with no save allowed. In his wolf form, the Master of Beasts is immune to cold, but suffers one point of damage more per die from magical fire. Regardless of his form, Karontor is typically accompanied by 1d4+2 winter wolves from his personal pack.

### Other Manifestations

Karontor favors direct appearances and communication, and rarely sends omens or uses manifestations. Most commonly he sends a pack of 1d4+1 phantom winter wolves to assist a priest on a direct mission from the Deformed One. These phantom wolves conform to the statistics for normal winter wolves in all ways, except their damage is non-lethal; damage is dealt normally, but creatures reduced to zero hit points fall unconscious instead of dying. Followers of Karontor, of course, have no prohibition against slaying foes rendered unconscious in this way, although capture is more common. Less commonly, Karontor may grant a faithful follower the ability to shapechange (as a druid) into the form of a winter wolf up to three times, for no more than a week of total time. Finally, and most rarely, he may send 1–2 members of his personal winter wolf pack (see below) to assist a priest for no more than one week. These wolves act as Karontor wishes, and cannot be commanded by the priest, although they will listen to his requests and defend him if they have been treated with their due respect. Finally, for especially favored runecasters, Karontor may manifest a runestone that provides the secrets for a rune that is unknown to them.

Karontor is served primarily by winter wolves, but also by behir, bulettes, chimerae, death dogs, displacer beasts, dragonnes, gorgimerae, griffons, hell hounds, hieracosphinxes, hippogriffs, incarnates of anger and envy, lycanthropes (all evil types), manticores, nightmares, perytons, predatory and rabid animals of all types, shadow hounds, wolves (normal, dire, and worgs), and yeth hounds. The Deformed so infrequently expresses his favor that a lack of signs of disfavor is commonly interpreted by his followers as a sign of favor. On the rare occasions he genuinely expresses approval it is through the appearance and assistance of winter wolves and the discovery of destroyed relics of Annam. He expresses his displeasure through sudden deformities, as the curse of deformity spell, the loss or destruction of magical items, the howling of wolves that causes a chill down the spine, and trained creatures that suddenly turn on their priestly masters.

**Karontor's Winter Wolves:** AC 4; MV 18; HD 6+6; hp 54; THAC0 15; #AT 1; Dmg 2d8+2; SA frost (6d4 damage within 10 feet); MR 10%; SZ L (12' long); ML Champion (15); Int Average (10); AL NE; XP 1,400.

SA—Karontor's winter wolves can breathe frost, dealing 6d4+4 damage to all creatures within 15 feet, with a save vs. breath allowed for half damage.

SD—Karontor's winter wolves are immune to cold, but suffer one extra point of damage per die from fire attacks.

## The Church

CLERGY:	Clerics, specialty priests, shamans, wizards, runecasters
CLERGY'S ALIGN.:	LE, NE, CE
TURN UNDEAD:	C: No, SP: No, Sha: No, W: No, Run: No
CMND. UNDEAD:	C: Yes, SP: Yes, at priest level –6, Sha: No, W: No, Run: No

All clerics, specialty priests, and shamans of Karontor receive religion (giantish) as a bonus nonweapon proficiency. While not required, many priests take proficiency in animal training, focusing on large hunting animals such as wolves or great cats, which they train to be especially vicious and cruel. All priests may take this proficiency with no penalty.

The clergy of Karontor is shunned and despised by much of giantish society, with the general exception of fomorian, verbeeg, ettin, and hill giant tribes. They always attempt to dominate other priesthoods within their tribe, and only rarely work alongside them. The exception is the priesthood of Iallanis, who Karontor's followers do not tolerate under any circumstances; this is due both to the opposition her portfolio to Karontor's, as well as to myths amongst some tribes that she was responsible for the Deformed One's cursed appearance. The only priesthood they are willing to work with on a regular basis is that of Memnor; however, they are always the junior member in such a relationship, though they usually do not realize it, and if they do, they will not admit this fact. Despite Karontor's domain over giantish lycanthropy, such creatures are rarely tolerated within tribes who worship him. They are either killed or run out of the tribe, and most see it as a curse inflicted upon someone who has failed the Master of Beasts. Those

few infected lycanthropes who embrace their curse, however, see it as a blessing and zealously try to infect as many others as they can.

Temples are rarely built by the priesthood; shrines are generally the normal place of worship. The Master of Beast's shrines are typically located in shallow caves, with crudely carved stone altars upon which sacrifices are made. The caves are heavily decorated with the skulls and claws of carnivorous animals and monsters, displayed as trophies. The skins and furs of those kills are also displayed, often prominently showing the rents and gashes from the weapon strikes that slew them; the more violent the creature's death, the more sacred it is. There are no particularly favored sacrifices; anything from a rabbit to another giant is considered suitable. Neither is there a preferred method of killing such victims, but generally the crueller the better, with repeated bludgeoning being the general favorite.

Novices of the Deformed One are known as Whelps. Full priests are formally known as Howling Predators of Karontor, although this is frequently shortened simply to Howlers. Clergy members refer to each other as Brother or Sister Howler. Titles used by the clergy are simple indicators of position within the hierarchy, such as First or Alpha for the head of the local clergy, Second or Beta for the priest ranked below the head, etc. Advancement within the ranks is by political discrediting or dominance via combat. Verbeeg prefer the former method; often plotting for years, using bribery and trickery to cause their superiors to foul up, enabling them to take the higher rank. On the other hand, fomorians prefer physical dominance through combat; lethal combat is discouraged, however, as is murder or other methods that would displace higher ranked priests without a chance for defense. Specialty priests are called fimbululfar. Karontor's clergy is fairly evenly divided between specialty priests (38%) and shamans (36%), with the remainder being clerics (20%) and wizards (including runecasters, 6%). The majority of the Deformed One's priests are male (92%). The clergy of Karontor is composed of verbeeg (40%), fomorians (30%), ettins (6%), hill giants (5%), ogres (3%), shadkyn (2%), other lycanthropic giants (including giant polarweres and all infected types, 2%), minotaurs, gnolls, and other races (12%).

**Dogma:** The injustice of the other members of the Ordning will one day be their downfall. Crush their followers whenever possible, and obey his commands to the letter. When he brings final justice to the villains who unjustly exiled him, he will reward his true followers with great power. Vicious beasts are to be admired and used, as they channel the rage and hatred the Master of Beasts feels towards his jealous kin. Deformities are the mark of jealousy left on Karontor and his servants by Annam and his other children; when justice is returned to the Ordning, all will be returned to what they should be. Seek out and hoard magic for the day of Karontor's return to the Ordning, for he shall make use of it.

**Day-to-Day Activities:** Karontor's priests have few regular duties. Primarily, they attempt to goad their tribes into conflict with good creatures, especially if there is a chance to slaughter many without much danger to their own people. If outright warfare is too dangerous, they encourage banditry and raiding, focusing on isolated communities and travelers. They encourage the taking of captives on such attacks, for use as slaves and sacrifices. When not actively engaging in raids or performing ceremonial functions, Karontor's clergy typically train predatory animals and monsters for hunting and defensive purposes. They condition these creatures to be especially bloodthirsty and malicious, and often turn them on sick or injured captives for sport. The Deformed One's priests are also keenly interested in acquiring magical items of any sort; any they cannot personally use will simply be hoarded, although they can occasionally be tempted to trade them for other items they can use.

**Important Ceremonies/Holy Days:** The Deformed One's clergy has no regularly occurring holy days or ceremonies that are observed by the whole clergy. Priests are required to sacrifice a living creature of some sort at least once per week; good intelligent creatures are preferred, but anything alive will do, although small animals are used only in the most desperate of times, and continual sacrifices of that sort are likely to lead to punishment from Karontor.

**Major Centers of Worship:** While formally banished in the giantish kingdom of Symnammos on the world of Nivil, most of the verbeeg and fomorian communities maintain their worship of the Exile. To further their goals of disrupting and destroying the kingdom, they created a hidden temple complex somewhere deep in one of the mountain ranges

on the edge of the world, although exactly where is a closely guarded secret. All that is known of the temple is the name, the Hall of Exiled Justice; however, rumors are rampant amongst many of the giantish breeds in the kingdom about what the verbeeg and fomorians are up to in the temple.

The shattered world of Borka in Greyspace was once home to a stable verbeeg kingdom called Hwertheod. Ruled by powerful runecasters and priests, many of the inhabitants managed to survive through a mixture of luck and powerful protective runes, although their settlements were ruined. Having resettled inside one of the many remaining pieces of the world, they have adapted by constructing a pair of crude spelljamming vessels and developing a runic version of the *create minor helm* spell, which the Karontan clergy pilot. With treasure and labor gained through piracy, they are rumored to have built a subterranean copy of their original temple to the Master of Beasts, called the Grotulfsle.

On the world of Aebrynis, home to the continent of Cerilia, fomorian giants (known there as fhoimoriens) are considerably more vicious and organized than on many other worlds. They worship a being they call the Beast of Cruelty, who is almost certainly the same as Karontor. Little is known about their worship of this being, but sages believe there is a hidden temple dedicated to him somewhere in the Giantdowns.

**Affiliated Orders:** Karontor has no martial orders associated with his priesthood. On some worlds, there are rare bands of giantish lycanthropes who are devout followers of the Deformed One; most of these are shadkyn, but sometimes an infected lycanthrope who has been expelled from his tribe will take up worship of the Master of Beasts and forge a small band of marauders from others he has infected; such bands are usually short lived, as infighting is common and the death of the leader usually results in the band dissolving.

**Priestly Vestments:** The ceremonial garments used by the priesthood generally vary from tribe to tribe, usually finer versions of the standard clothing worn in the tribe. Verbeeg priests wear reasonably well-made clothing of high quality materials captured in raids, while fomorians, ettins, hill giants, and others wear much cruder garments. Color varies by availability, but white, dark red, and brown are preferred. Shamans also tend to use a large predator's skull as headwear, although the practice is not unknown in tribes with more organized clergies. The only universal requirement is a cloak of wolf fur, preferably winter wolf. The holy symbol used by the priesthood is a talisman in the shape of a wolf's head. Baked clay is typically used for the holy symbol, but more advanced tribes may craft them from alabaster, silver, or another form of metal.

**Adventuring Garb:** When not performing ceremonies, priests of Karontor generally wear the finest garb they can acquire. Verbeeg in particular demand expensive cloth and fine leather garments to emphasize their importance, and may initiate a raid specifically to acquire such material. All priests also demand the best pieces of armor they can wear; while some tribes manufacture their own armor, most construct piecemeal suits made from salvaged remnants once worn by their foes. In addition, all priests wear the wolf-fur cloaks that mark their positions. Clubs are always the favored weapon of the clergy, although they will use other weapons as situations warrant.

## Specialty Priests (Fimbululfar)

REQUIREMENTS:	Strength 16, Intelligence 12, Wisdom 9
PRIME REQ.:	Intelligence, Wisdom
ALIGNMENT:	NE
WEAPONS:	Any
ARMOR:	Any
MAJOR SPHERES:	All, animal, combat, healing (reversed), necromantic, summoning, war
MINOR SPHERES:	Divination, protection, sun (reversed)
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Club
BONUS PROFS:	Animal training (choose any one normal carnivorous animal, such as a wolf or bear, native to the priest's homeland)

- Fimbululfar can be of almost any giant race, although most are fomorians, verbeeg, or lycanthropic giants.
- Fimbululfar are not allowed to multiclass.

- Fimbululfar are immune to all enchantment/charm spells cast by priests of Iallanis or Diancastra.
- Fimbululfar can cast one 1st-level wizard spell once per day. This spell may be chosen randomly, or the priest may select the spell, as determined by the DM. The spell can be chosen from the schools of abjuration, conjuration/summoning, enchantment/charm, divination, necromancy, or illusion/phantasm, but once selected, this spell cannot be changed at a later date.
- Once per day, fimbululfar can shapechange as a druid into the form of a normal wolf.
- At 3rd level, fimbululfar can cast *monster summoning I* (as the 3rd-level wizard spell) or *beastspite* (as the 2nd-level priest spell) once per week.
- At 4th level, fimbululfar can shapechange as a druid into the form of a dire wolf once per day. They can use this ability in addition to the lower level shapechanging ability.
- At 5th level, fimbululfar can use any magical wands, staves, rings, or rods normally restricted to wizards.
- At 7th level, fimbululfar can cast *monster summoning II* or *charm monster* (as the 4th-level wizard spells) once per week.
- At 9th level, fimbululfar can shapechange as a druid into the form of a winter wolf once per day. They can use this ability in addition to the lower level shapechanging abilities.
- At 10th level, fimbululfar gain the ability to scribe one rune, randomly chosen from the Giantcraft (Viking Campaign Historical Reference) accessory. They can scribe this rune once per month for every five levels they achieve.
- At 11th level, fimbululfar can cast *monster summoning III* (as the 5th-level wizard spell) or *curse of deformity* (as the 6th-level priest spell) once per week.
- At 15th level, fimbululfar can cast *monster summoning IV* (as the 6th-level wizard spell) or *control lycanthropes* (as the 6th-level priest spell) once per week.

## Karontan Spells

In addition to the spell listed below, priests of the Deformed One can cast the 2nd-level priest spell *beastspite*, and the 6th-level priest spell *control lycanthropes*, each detailed in the *Priest's Spell Compendium Vol.I*.

### 3rd Level

#### Conjure Winter Wolf (Pr 3; Conjuration)

Sphere:	Animal, Summoning
Range:	30 yds.
Components:	V, S, M
Duration:	2 rds./level
Casting Time:	6
Area of Effect:	Special
Saving Throw:	None

The *conjure winter wolf* spell enables the priest to magically create a winter wolf to attack his opponents. The conjured creature remains for two rounds for each level of the conjuring priest, or until slain, and it follows the caster's verbal commands. A conjured winter wolf unflinchingly attacks the priest's opponents, but resists being used for any other purpose aside from killing prisoners. If a winter wolf conjured by means of this spell is directed to act otherwise, it becomes noticeably more difficult to control and may refuse any action, break free, or turn on the caster, depending on the details of the situation. A conjured winter wolf disappears when slain or when the spell expires.

The material components of this spell are the priest's holy symbol and a carved figurine of a winter wolf of alabaster, ivory, or soapstone. The latter is consumed in the casting.

#### Icy Breath (Pr 3; Evocation)

Sphere:	Combat, Weather
Range:	0
Components:	V, S, M
Duration:	Special
Casting Time:	6
Area of Effect:	Cone, 40 ft. long, 20 ft. wide at the base



Saving Throw: 1/2

By casting this spell, the priest can breathe forth a freezing blast of air. All those within the area of effect suffer 2d10+4 points of cold damage; a saving throw vs. breath weapon will reduce the damage by half. Any fire-based or fire-using creatures, such as salamanders or red dragons, suffer double damage (a save vs. breath weapon reduces the damage to normal); while cold-based or cold-using creatures suffer half damage or none if a save vs. breath weapon is made. Any surfaces in the area of effect will become coated in slick ice for the remainder of the round. This has no particular effect on rough surfaces such as soil or burlap; however, on relatively smooth surfaces such as tile or smooth cut stone, movement is reduced to three quarters and creatures must make a successful dexterity check to avoid stumbling.

The priest can utilize this freezing breath twice, but must wait a minimum of three rounds between uses. They cannot cast spells, use items, or attack in the round they unleash the second breath. Using the second breath has an initiative modifier of +3. If the second breath is not used within one turn of the casting of the spell, it is lost.

The material components for this spell are the priest's holy symbol, which is not consumed in the casting, and a tooth from a winter wolf, white dragon, or some other creature that has a cold- or ice-based breath weapon.

5th Level

Summon Beasts (Pr 5; Conjuration/Summoning)

Sphere: Summoning  
Range: Special  
Components: V, S, M  
Duration: 2 rds. + 1 rd./level  
Casting Time: 8  
Area of Effect: 30-yd. radius  
Saving Throw: None

By means of this spell, the caster may summon monstrous beasts of a predatory nature. The creatures appear anywhere within the area of effect, as designated by the caster, and attack the caster's foes to the best of their ability. Summoned creatures vanish when slain, as do any creatures still alive at the spell's expiration. Summoned creatures will not perform any functions other than combat for the caster. To determine what is summoned, consult the following table:

d100	Creatures Summoned
01-18	6 Death dogs
19-28	4 Hippogriffs
29-48	4 Worgs
49-54	2 Displacer beasts
55-60	2 Manticores
61-76	2 Winter Wolves
77-81	2 Griffons
82-85	1 Bulette
86-89	1 Chimera
90-93	1 Dragonne
94-97	1 Hieracosphinx
98-00	1 Gorgimera

The material component for this spell is a fresh heart from any creature.

6th Level

Curse of Deformity (Pr 6; Alteration, Necromancy)

Sphere: Necromantic  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Neg.

With this spell, the priest can inflict deformities onto a target humanoid, much like those that afflict fomorian giants. Only one body part is affected per casting, but multiple castings can affect the same portion of the body and the effects are cumulative. To determine what body part is deformed, roll on the following table:

- 1-2 **Right Arm.** The victim's right arm becomes lumpy and misshapen; none of the joints move quite the same way they did before, and the fingers can no longer grip as well as they used to. Armor and normal clothing no longer fits on this arm, and any melee attacks made with weapons in this hand suffer a -2 penalty. In addition, the victim's Dexterity is reduced by 2 for any missile attacks or skills of manual dexterity (thief skills, proficiencies, Dexterity checks, etc.) made using this limb. Finally, the victim suffers a -1 penalty to Charisma.
- 3-4 **Left Arm.** As above, but effects the left arm instead.
- 5-6 **Right Leg.** The victim's right leg becomes longer or shorter compared to the left, and the foot and toes become grossly misshapen. Armor, clothing, and footwear no longer fits on the limb, and the victim's movement rate is reduced by 20%. In addition, the victim suffers a -2 penalty to Dexterity for all purposes except missile attacks and skills of manual dexterity. Finally, the victim suffers a -1 penalty to Charisma. The total movement penalty cannot exceed 60% from this spell.
- 7-8 **Left Leg.** As above, but effects the left leg instead.
- 9 **Head.** The victim's facial features become distorted and move out of position. They suffer a -2 penalty to Charisma, as well as a -1 (or -5%) penalty to any rolls involving sight or hearing. In addition, their misshapen mouth makes speech more difficult, and the victim suffers a -1 penalty to any rolls related to verbal communication (situations that don't require a roll to succeed are unaffected). Finally, missile attacks are also made with a -1 penalty. Except for the penalty to Charisma, none of the penalties can exceed -2 (or -10%). If a victim's head is deformed more than twice, they must make a successful Intelligence check at half their ability, or make a spellcraft proficiency check, in order to cast a spell with a verbal component.
- 10 **Torso.** The victim becomes hunchbacked and their torso becomes misshapen (compressed, twisted, etc.). They suffer a -2 penalty to their Constitution score for the purposes of proficiency checks, ability score checks, system shock rolls, and resurrection survival. Finally, the victim also suffers a -1 to their Charisma score.

The deformation takes effect immediately, and the victim suffers damage equal to 10% of their total hit points during the process. A successful save versus spell with a -4 penalty prevents the curse from taking effect. One deformation can be removed with a *remove curse* spell, while a restoration spell will completely restore a victim's original form, removing any and all castings of the *curse of deformity*. Mongrelmen and fomorians, as well as priests of Meriadar and Iallanis, cannot be affected by this spell.