



## REVENGE OF THE ELDER GODS

As delineated in the THE SECRET FIRE™ Roleplaying Game, characters can call on the succor of the Elder Gods to get them to pay attention to a mortal for once and actually intervene, rendering the attack, whether via weapon, prayer, spell, or other means of inflicting injury, less harmful, i.e., cutting the total damage inflicted in half. As stipulated, however, this call for intervention comes with a potentially horrific “revenge” enacted by the Elder God called upon, but at a later time (triggered the next time a PC rolls a Critical Failure). See *Part 6: The Elder Gods* for more information.

Though the specific results are, as always, left to the Master Creator, here are a few sample charts to get you started. But remember, what actually transpires should *make sense in the current circumstances* of the game world, so there’s no such thing as an exhaustive list — this is another area (in line with the majority of the game) in which your imagination must become the prime mover.

**Behind the Scenes (Game Design Commentary):** The examples below were intended to be in the rulebook, but when we exceeded our page count by double (400 pages rather than 200), we had no choice but to streamline, cutting about 90 pages of material (primarily prayers, spells, and monsters; but don’t worry, most of these will show up as Free Content or in upcoming TSF books). We felt the whims of the Elder Gods (one of the sections streamlined) could be something left to the MC to devise on his or her own, but we wanted to provide some ideas, so here they are. Again, TSF is all about *rulings* not rules.

Remember, these lists are provided only as examples, but they should give you enough of an understanding to enable you to create great, story-relevant “revenge of the Elder God” moments. All times are given in real time (as per prayer and spell duration, creating an immersive experience for the player, who must suffer the effects for an actual 10 minutes of real time, just like his or her character; this element is not related to gamist vs. simulationist styles of play, a debate sometimes confused with non-immersion vs. immersion).

### ELDER GOD REVENGE

#### DEATH (ROLL 1d4)

1. PC instantly drops to “At Death’s Door” (ticking 1 Stamina Point on the Wound Level).
2. PC goes berserk, attacking all enemies and potentially allies until the end of the exchange (roll 1d6: 1–3 PC attacks nearest enemy, 4–6 PC attacks nearest ally).
3. PC stops everything he’s doing in order to feast on the blood and carcass of the next non-ally, dead creature he encounters (which may be one he’s recently killed), spending 2d10 minutes engaged in the grotesque ritual, eating of the organs and drinking of the blood to appease Death.
4. PC sees her own death at the hands of the next NPC or creature she encounters (whether friend or foe) and reacts accordingly, attacking immediately.
2. The PC self-immolates as flames shoot out of all his orifices, and he takes 3d6 + 5 damage against Endurance (adding Ranks in the Elements to his Resistance).
3. The PC’s body becomes heavy as stone, slowing him down, cutting his Speed in half for 1 hour.
4. The next time the PC encounters any body of water at least as large as a pool, he becomes deathly afraid, refusing to go within 50 feet of it or any other body of water for 1 hour.

#### THE GREAT UNKNOWN (ROLL 1d4)

#### THE ELEMENTS (ROLL 1d4)

1. Damage for all attacks made by the PC that incorporate an element (fire, water, earth, etc.) must be rolled twice and the lower die chosen. This lasts until the PC makes a successful Luck Throw, with his Ranks in the Elements as a bonus.
1. PC permanently forgets all that transpired in the previous 1d6 hours.
2. PC forgets how to cast or enact 1 prayer, spell, or Special Effect for 20 minutes.
3. PC (and only PC) sees ghosts everywhere, warning of certain doom ahead (no matter the direction) for 1 hour.
4. PC loses all memorized prayers and/or spells.



## ELDER GOD REVENGE (CONT'D)

### LIFE (ROLL 1d4)

1. PC will not inflict physical harm on any creature, friend or foe, for 1 hour (though she may use attacks that don't cause any physical damage).
2. PC feels compelled to stop everything and create a garden, spending 2d10 minutes of real time engaged in the endeavor. If attacked, he will move out of harm's way.
3. PC grows to twice his height and weight, though his clothes and equipment do not, and remains so for 1 hour.
4. PC becomes intoxicated by life, willing to take great chances, giving him the Neutral Trait Daredevil, which he may use to earn EP for 1 hour (and must use at least once or else suffer 3d6 + 5 damage with no Resistance at the end of the hour).

### THE VOID (ROLL 1d4)

1. PC is sucked into the Void for 2d6 – Ranks in the Void minutes of real time (minimum 1 minute).
2. PC sees life as pointless and wishes only to return to the Void, gaining the Neutral Trait Despondent, which he may use to earn EP for 1 hour (and must use at least once or else suffer 3d6 + 5 damage with no Resistance at the end of the hour).
3. PC realizes all living beings are but specks in the multiverse and therefore utterly irrelevant, sapping his will to engage in battle (on each of his turns, he must make a successful Luck Throw or do nothing at all for that turn other than Free Activities).
4. PC realizes he can simply reinvent himself, creating an entirely new personality out of the Void. Reroll his Traits on the the Morality/Alignment charts, one for Good, one for Neutral, and one for Evil, which replace his permanent Traits for 1 hour.