

This document lists the specifics and tenets of Hidden Lord and his faith, along with the details considering his clerics.



The last words of one of The Many

*“...as one of the Many
my Death means nothing
my life is given
to the Eye from the Void...”*

A note to Judges: This deity obfuscates and confuses its real form even from the faithful. Judges are encouraged to read the description and details below before describing the deity to players. The author recommends Hidden Lord’s patron details (available [here](#) on KitN) and the description of Things from the Between-Spaces (published [here](#) on KitN) as additional reading.

Description: Hidden Lord, God of Secrets, the Eye from the Void and the Ruler of the Many is a subversive god whose servants are reviled everywhere they make themselves known. The cult, also known simply as the Many, works to undermine the works of the lawful and to gather hidden knowledge for their inscrutable master. His faithful live in secrecy everywhere, working to bring about an end to the systems that bind.

Hidden Lord avoids definition. Religious scholars speculate that it’s actually a Thing from the Between-Spaces, and that his true form is anathema to this reality. Even his faithful must be content with the image of

an eye within a palm, and the strange dream-communications which guide their actions. Only a few madmen are elevated with a deeper understanding of the Eye from the Void and those rare clerics hardly understand the ultimate goal of their god.

Hidden Lord's cult is commonly known to exist, and the Many are everywhere. The Many have no temples or sanctuaries, but every village has at least one person who's given into the secretive sect. The deity is never depicted anywhere. The best description worshippers have given of the Lord of the Many is a tingling feeling in their eyes and their palms, and oppressive dreams giving them guidance.

Aligned deities:

None in this creation

Opposing deities:

Amun Tor, the God of Mysteries and Riddles

Services of the Cult: For anyone not belonging to the faith, Hidden Lord offers nothing. No temples are known and no clerics reveal themselves to worship the elusive god (see *Special* below). For the Many the world is full of safehouses, healing and tools. Almost every village contains at least a few of the Many, and those who know the signs and sigils can gain aid easily.

Cleric description:

Symbol: Hidden Lord's symbol is the Eye in the Palm. His faithful either tattoo or scar it into their palm as a sign that they belong to the Many.

Weapon proficiencies: Hidden Lord's clerics are proficient with weapons as chaotic clerics and thieves.

Special:

- Hidden Lord's followers are everywhere. All of the Many are proficient with weapons as thieves, and gain the *Backstab* ability as 1st level thieves (pg. 34 of the DCC rulebook).
- The Many will give shelter and assistance to anyone who has offered themselves to the God of Secrets. A follower or cleric may trade secrets for safety, succor or sustenance with any member of the Many.
- The Many are a secretive cult. Laymembers live mundane lives and worship their shadowy lord in secret. Hidden Lord's clerics obfuscate their true deity by pretending to be a part of another temple, often choosing obscure or unknown gods as their apparent protectors in order to avoid persecution and undue attention from more powerful temple orders. Should such a cleric's true faith be revealed their base disapproval is immediately set at 10, and only resets when and if they manage to re-assume a suitable false identity. The Many may only reveal themselves to other believers, who their instinctively recognize.
- Hidden Lord may allow clerics access to any spell in the wizard spell list, along with *Invoke patron* - *Hidden Lord* (as detailed [here](#) on KitN).

- Hidden Lord's clerics may perform lay on hands checks on anyone. Everyone who receives a successful lay on hands from a cleric of the God of Secrets will be visited by a strange dream enticing them to seek out the Many. Continued exposure to such dreams may force Will saves to resist the compulsion (Judge's discretion).

Turn unholy: Hidden Lord's clerics can only use the turn unholy ability on those who directly threaten the Many, at which point they double their CL bonus on the roll.

Disapproval Table: Hidden Lord's clerics use the following disapproval table.

Table A: Hidden Lord's Disapproval	
Roll	Disapproval
<i>1 or less</i>	The cleric undergoes the test of humility. For the remainder of the day they must treat all of the Many as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
2	The cleric must bring more souls to the Many, They incur a -1 penalty to spell checks until they convert a new follower to the faith.
3	The cleric must atone for their sins. They can do nothing but hold their palms on their eyes for the next turn, reciting the secret words of the Many. Failure to do so means loss of all spellcasting abilities until the next morning.
4	Hidden Lord is displeased. The next time the cleric visits a public place they are accosted by a man-thing serving the cult.
5	The cleric immediately casts one of their spells successfully (Judge chooses spell, roll spellcheck as normal, failure means spell succeeds as the lowest successful result), targeting the nearest possible target (or themselves, if no other target is available). Hidden Lord's desires are incomprehensible.
6	The cleric must meditate for forgiveness as soon as they're able. They must spend a full hour in prayer and meditation. Failure to start the meditation immediately increases their disapproval by their CL.
7	The cleric incurs an immediate -1 to all spell checks until they paint the sigil of the Eye in the Palm somewhere.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. For the duration their vision reaches into the Between-Spaces, and they suffer -1d to all perception rolls.

9	The cleric must endure the test of understanding. They are struck blind for 1d7 days, during which they can only see into the Between-Spaces (Judges are encouraged to use this to their advantage).
10	Hidden Lord averts his eyes from the cleric. Their disapproval does not reset for 1d7 days.
11	The cleric immediately incurs a -2 penalty to all spell checks. This persists until they recruit a new member to the Many. Also, stigmata appear on their palms: the wounds are shaped like eyes.
12	The cleric perceives only the void within, incurring a -2 penalty to all checks. The only way to lift the penalty is to meditate upon the meaning of secrecy. For each full day of meditation the cleric can make a DC 15 Will save to remove the penalty.
13	The cleric loses access to two random spells for the remainder of the day. Also, the marks of the Ruler of the Many become more pronounced: the brutal stigmata appearing on their hands bleed constantly (-1 to max HP; cumulative if rolled multiple times).
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 50% of this value; each suitable increment drops the penalty by -1. The wealth has to be spent in the favour of the Many.
15	Hidden Lord temporarily disowns the cleric. Until they recruit a new member to the Many they cannot gain XP.
16*	Hidden Lord is strangely silent. Increase the cleric's disapproval by 1d7 and roll and apply an effect from Hidden Lord's patron taint table.
17*	The cleric loses access to 1d4+1 spells until they recruit a new member to the Many. Also roll and apply an effect from Hidden Lord's patron taint table.
18*	Hidden Lord withholds the cleric's ability to lay on hands until they recruit a new member to the faith. For the duration the cleric must obey all orders given by the Many. Additionally, roll and apply an effect from Hidden Lord's patron taint table.
19*	The cleric loses all healing ability until they recruit a new member to the Many. Also roll and apply an effect from Hidden Lord's patron taint table.
20 or more	Hidden Lord intervenes personally. The unearthly deity takes over their body, and spends the next 13 hours in their skin.
*: Hidden Lord's patron taint table has been previously published on KitN, and can be found here .	