**This file is for dm and one player only. If you got this file from your dm, please, do NOT share it or info within it with any other player, it will just ruin fun.**

**Brief info on Hadar:**

**Hadar** – the god of madness and change.

Once a creature with its shape, but now is as formless as his every thought and creation, random and chaotic. Can be anything. Lives in Limbo.

One of the most ancient and powerful gods of old. His signature are aberrations, blind obedience and insanity of each servant. Its power is nearly limitless in his own plane, Limbo, literally a dream of one creature once, but a real place at least for now. But in material plane is quite weak, as god can be at least, because of world’s stability.

Aims: his favorite thing to do is changing worlds and making them as chaotic as possible. Wild, powerfull and uncontrollable spells are mostly created by him or his servants.

Currently all his cults are either banned in certain areas or just forgotten. (May be changed later, Quizhou maybe idk)

Symbol: violet eye with dd shaped circle around it.

More info is yet to be written

**What it means to you as a player:**

This simply means that your actions are aimed at spreading magic and most powerful spells, so reality can become more and more thin, so Hadar can influence it more. So, your aims as Hadar’s chosen are following:

1. Elimination of all countries which try to ban magic.
2. Elimination of all rulers who try to ban or weaken magic.
3. Support (or form if it’s not present) Hadar’s cult.
4. Spread Astral in current world you are in.

**Hadar’s chosen as a character:**

Hadar’s chosen is basically character who is directly controlled by Hadar (if you can say so, because he is not a single individual, but unity of individuals that can split if they want to), but original personality is not suppressed, but changed, so it can be connected to Hadar. Previous aims of chosen are not touched in any way and he can pursue them at will. Hadar’s chosen is trying his best at hiding his connection with Hadar.

**Powers and additional stats:**

1 spell slot per item

Hadar’s chosen may cast additional spells (create them with dm). Power of spells rises with each Hadar item collected by the party. Wearing Hadar’s items grants additional stats to Hadar’s chosen and unlock more spell slots.

Hadar’s chosen may cast spells with level lower or equal to level of the character. Level of spell slot depends on level of the character and items he wields.

Arms of Hadar and hunger of Hadar are available to PC by default.

Spells are unlocked via obtaining Hadar’s items