

Gozmo Zalandros

A Monthly Monster
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for
Dungeon World

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Dungeon World by Sage LaTorra and Adam Koebel.

dungeon-world.com

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Gozmo Zalandros

The being known to the ancient world as Γόζμω Ζαλάνδρος began his arcane career as a lowly apprentice. Exactly which famous archmage first took him as a pupil is a matter of some dispute, and it is not entirely clear if Gozmo Zalandros himself even remembers his one-time master. This first period of tutelage did not last long. He quickly learned to summon demons and so conjured himself new mentors, and in due time, Gozmo was himself one of the most feared and respected archmages in all the civilized lands.

Wizard-God of Decapitation

After devouring the heart of Shud-Háladar, the great, multicoloured god-serpent of the Crystal Mountains, Gozmo himself ascended to the ranks of the heavenly host. Now, he journeys widely beneath the Mountains of the Moons, through the intestines of the World-Boar, and across the snowy Plain of Discarded Thoughts, waging constant warfare against the Fire Titans and the ancient Elvish gods.

As a nominal deity, Gozmo has attracted a cult of worshippers, though it has not been numerous since antiquity. His temples—of which there are even a few that stand in ruins, abandoned—are squat, domed affairs, copiously decorated by colourful mosaics and stone busts of his priests and anyone else who cares to donate money. His priests are blessed with some small portion of his prodigious and spectacular abilities. They dazzle audiences of the faithful with death-defying stunts of decapitation and self-surgery, but are also known for much darker pursuits.

It is whispered that those who worship Gozmo are building an army of the undead in secret catacombs, far below the earth. Legions of grey-skinned compilations of corpse-parts, assembled almost at random, are said to wait in secret for the time when Gozmo declares war on all of elvenkind, and not just their gods.



GOZMO ZALANDROS

Divine, Hoarder, Intelligent, Large, Magical, Planar, Solitary, Stealthy.

Bloody hands (1d10+4 damage, ignores armour) 18 HP 2 Armour
Close, Reach, Forceful, Messy

Special Qualities: Caustic blood, Deity, Removable head, Skin like stone, Undead, Wizard.

Gozmo has not entirely abandoned the material plane—he still has a physical body, even though it has become greyish, rubbery, and about as hard as stone from the magic coursing through its undead sinews. Gozmo demands tribute from all other wizards he comes across. The penalty for refusing is, of course, decapitation. He can read the minds of any who commune with him, and his worshippers are expected to aid him in his war against the elves and titans.

Instinct: To seize and hoard magical power.

- Cast a spell of blood, flesh, and ruination.
- Rend and tear with bloody hands.
- Spy with severed eyes or head.
- Twist magical energies into new shapes.

When confronted by elves or fire titans: Rage incoherently and attack.

When they have fabulous magical power: Find a way to take it from them and keep it for his own.

Treasures

Gozmo Zalandros keeps a collection of magical items hidden inside his own flesh. Roll 1d8 to determine the best pieces:

- 1 Crystal ball that shows the beginning of time in its depths.
- 2 Horn whose blast can knock down any wall.
- 3 Knife that cuts stone and steel like butter, but never flesh.
- 4 Living ropes of gold and platinum that dance to music.
- 5 Magical beans that turn into dragons, forests, and soldiers.
- 6 Pieces of hallucinatory incense that attracts dream lice.
- 7 Shards of a scrying mirror that can unerringly find an artery.
- 8 Two entwined, squirming centipedes made entirely of ruby.

Clerics of Gozmo Zalandros

The Cleric may choose to be a devotee of Gozmo Zalandros. He is a god of bloody conquest and his cult is insular, so he must be petitioned through the gaining of secrets. Gozmo's enemies are the elves, but also the undead. Unless they are destroyed, undead who know you to be a priest of Gozmo Zalandros target you before all others.

The advantage of being a priest of Gozmo is that he grants his priests the ability to prepare additional, special spells:

Reattachment

LEVEL 1

With but a touch, you can reattach a severed body part other than a head or brain. If the severed part is damaged at all, it acquires a greyish, rubbery texture, but otherwise functions as normal. This spell does not restore hit points.

Crazy Wizard Eyes

LEVEL 3

ONGOING

You can remove one or both of your eyes and continue to see through them as they float around. If you don't return an eye to your head before the day is over, it remains severed—if you do, it heals any harm it may have suffered and resumes working just as it did before you took it out. While this spell is ongoing you take -1 to cast a spell.

Decapitation

LEVEL 3

ONGOING

You remove your head, which grows tiny arms and legs and continues to function. Your body produces a head made of ectoplasm and also continues to function. Both "bodies" can function at the same time, and always share the same mind. The spell ends when you put your head back on your body.

Recapitation

LEVEL 5

You can stick pieces of flesh together that were never attached to begin with. This can affect up to two living (or undead) targets and any number of severed body parts, as long as they are all within your sight.