Sanctum Secorum

Episode #06

Eye of Cat

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #06 Companion

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Monsters

"Cat"

"*It grew another pair of appendages toward its rearward extremity, formulated a massive head, a fat, triangular tail. Its outline flowed. It became sleek and glistening, a thing of rippling cords beneath a glassy surface. Its head developed a single faceted eye at its center.*"

Last of a shape-shifting, telepathic race, from beyond the stars "Cat" is highly intelligent and an accomplished tracker. Able to use its telepathic abilities to reach out to antagonize or frighten prey, the creature takes great enjoyment from the hunt, especially of intelligent beings. While it can be reasoned with, being the last of its kind, it has no fear of death. It is, without doubt, one of the deadliest predators that walks.

"Cat": Init +8; Atk bite +10 melee (2d10+8) or claw +8 melee (2d8); AC 20; HD 8d10+10; hp 54; MV 50'; Act 4d20; SP envelop, infravision, shape-shifting, stealth, telepathic fear, telepathy, vulnerable to electricity; SV Fort +7, Ref +8, Will +8; AL N.

Envelop: If Cat succeeds in striking a man-sized or smaller target with two claw attacks in the same round, it immediately shifts form and envelops them. This attack does no damage but the target is now trapped within Cat's amorphous body and takes 1d8 constriction damage per round while Cat may continue to attack the target by manifesting claws and teeth internally. The trapped creature may try to cut itself out with a small weapon (such as a dagger), by inflicting 10 points of damage against AC 18.

Infravision: Cat's infravision extends for 100'.

Shape-shifting: As an action Cat may use his shape-shifting ability. Treat as the spell *polymorph* with a spell check of 25. In addition, Cat may change its appearance to that of naturally formed, inanimate objects matching its own mass (tree stumps, boulders, and the like). The change lasts until Cat chooses to change its form again.

Telepathy: Cat is able to detect, and communicate with, any intelligent life it chooses within a five mile radius. In addition, it can actively read the target's mind, giving it information as to the target's whereabouts, intentions, and thoughts. Cat may use this ability to track his target. The target must succeed in a Will save vs. DC 15 to detect the mental presence of Cat (should he not make it known), and succeed in a Will save vs. DC 20 to shake the connection.

Telepathic Fear: As a full round action, Cat may project feelings of fear, comingled with telepathic communication and images, to any single selected target in a two mile radius. The selected target must make a Will save vs. DC 20 or be subjected to a -2 on all die rolls for the next 1d3 hours. Cat may only affect one target in this manner at a time but may voluntarily end the psychic barrage at any time to be able to attack a different target.

Telepathic Link: Once Cat has mentally connected with a target within five miles, he may attempt to telepathically link himself to the target, allowing him mental access to the target anywhere within 500 miles. The target must succeed in a Will save vs. DC 20 to avoid the connection, but receives a +5 bonus if they are aware of Cat's telepathic presence.

Horned Monster (Wendigo)

A dark spirit that roams the land feasting on flesh, the horned monster, or Wendigo, feasts on the flesh, blood, and souls of the unwary.

With huge glowing eyes and a head crowned by a massive 30+ point rack of antlers, the Wendigo is a fearsome sight. Long, needle-like claws tip overly-long, triple jointed fingers, while bits of bone grow from the joints of its arms and legs.

Horned Monster: Init +4; Atk bite +8 melee (2d10), claw +12 melee (3d8), or antlers +4 melee (1d24); AC 19; HD 10d12; hp 65; MV 40', or fly 100'; Act 2d24; SP blood drain, hard to kill, near divine, planar reach, spirit vision, immune to non-magical weapons, immune to ice and cold; SV Fort +10, Ref +4, Will +8; AL C.

Blood drain: In combat, the Wendigo may gore an opponent with its antlers and, if successful, it may begin to drain the targets blood for an additional 1d12 points per round. Any target impaled by the antlers must succeed in a Reflex save vs. DC 20 or be held on the antlers of the massive creature for another round.

Hard to kill: No mortal may truly slay the Wendigo. If reduced to 0 hit points the creature dissipates into mist and reforms in 1d12 months.

Near divine: Due to the primal nature of the Wendigo and its strong linkage to the spirit world, all attempts to *turn unholy* made against it suffer a 1 die penalty.

Planar reach: The Wendigo can reach across the veil of the spirit worlds and attack any creature within its reach, despite any difference in planar location.

Spirit Vision: The horned monster can see all creatures within 100' regardless of camouflage, stealth, invisibility, or being located on another plain of existence.

Drawing its power from primal forces, the horned monster may not be struck by ordinary weapons, and can only be harmed by enchanted weapons and magic. It was last driven from the world by the native patron, Monster-Hunter, who tracked it across the cold woods of the far north and forced it to flee from the realm of men.

Should the horned monster slay a foe it will immediately halt other hostilities to take the time to eat its prey. Only after it has completely devoured the body (2d5 rounds), or upon being attacked again, will it renew hostilities.

Rock Monster Eagle

The rock monster eagle is a massive bird whose wingspan can block out the sun. The size of a small keep, its natural enemy is dragon-kind. Its main drive is to hunt out and destroy dragons, wherever they may be found, and it does so with relish, devouring the meat from the carcasses of its prey with single-minded gusto. Should there be no dragons in the vicinity other prey will suffice to assuage its hunger. Capable of overwhelming all but the greatest of wyrms, the massive bird is capable of carrying off any creature the size of a bull elephant or smaller in a single claw.

Immortal and highly intelligent, the monarch of the skies is able to understand all languages, despite being unable to speak any but the tongue of the eagles.

Ancient beyond belief, born during the creation of the skies, the rock monster eagle predates the coming of the phlogistanic forces of magic and may only be affected by the magic of the gods (directly or as channeled through a cleric).

An encounter with the rock monster eagle should be fearsome indeed, as this legendary beast has only ever been taken down by the native patron Monster-Slayer, who had to work in tandem with his brother Born-of-Water to accomplish such a feet.

Rock Monster Eagle: Init +16; Atk bite +22 melee (1d12), claw +22 melee (1d8), slam +22 melee (10d20), wing buffet +22 melee (2d12); AC 37; HD 16; hp 192; MV 60' or fly 120'; Act 18d20; SP elemental form, hard to kill, slam, immune to arcane magic; SV Fort +16, Ref +16, Will +16; AL N.

Elemental form: Once per day the rock monster eagle can turn into an air elemental of equal hit dice and hit points. This transformation lasts for 2d5 rounds. During this time the rock monster eagle loses its immunity to magic, but gains the qualities of the elemental.

Hard to kill: The king of all eagles is immortal and thus can never truly be slain. Should he be reduced to 0 hit points, the bird vanishes into a cloud of molted feathers. The rock monster eagle will reform in 1d24 years' time and will immediately attempt to seek out those who defeated him.

Slam: The rock monster eagle's favorite tactic against a flying foe is to slam down upon it from above. The target must make a Reflex save vs. a DC of the attack roll or be slammed to earth, potentially taking massive damage from the strike. The eagle is capable of so striking targets on the ground, but such targets take half the damage from the slam, and the eagle takes 2d30 hit points damage from the impact.

Tracking Bear

"It was a bear, but it looked more like a lion the size of a floatcar. Once it came across your tracks, it would start following them and it wouldn't stop until it had found you and had you for dinner on the spot."

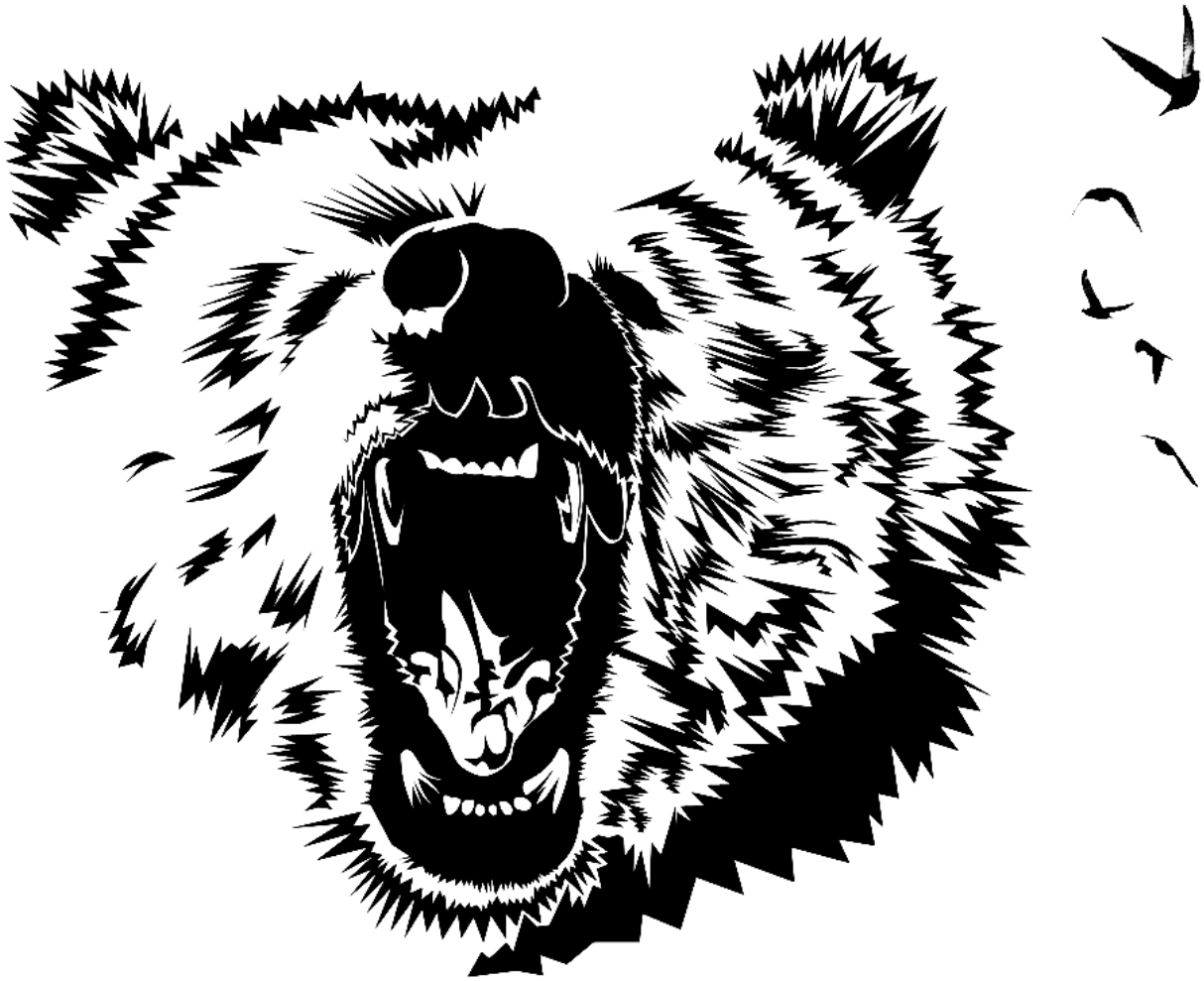
Weighing over 2,000 pounds, the tracking bear is a relentless engine of destruction. Created by the gods themselves, the beast hunts its prey without ever deviating from its course.

Tracking Bear (20' tall): Init +1; Atk bite +12 melee (6d8), claw +24 melee (3d14); AC 20; HD 17d10; hp 94; MV 50' or swim 20'; Act 3d24; SP bear hug, perfect tracker, terrain immune, immune to cold and ice; SV Fort +12, Ref +6, Will +8; AL N.

Bear hug: Upon striking a target with two claw attacks, the tracking bear immediately begins to bear hug the victim for an additional 3d8 hit points per round. The target is held fast and must make a Strength check vs. DC 24 to break lose. The tracking bear may continue to bite their foe, considered helpless, but cannot continue to make claw attacks while hugging, nor may the tracking bear attack any other foe.

Perfect tracker: Once the tracking bear has crossed the trail of an individual, it automatically can follow them wherever they may go, so long as the prey does not use magical transportation such as teleportation or a dimensional gate. Flight does not negate the bear's ability to follow and the tracking bear will never cease its pursuit until it slays and devours its quarry.

Terrain immune: Tracking bear can cross any sort of terrain and is immune to any effects caused by special terrain. Tracking bear is slower moving in water, but is unaffected by tides or storms.



Traveling Rock (Tse'Naga'Hai)

“There was, for instance, Tse'Naga'Hai, the Traveling Rock, which rolled after its victims to crush and devour them. “

A giant boulder, yet intelligent and capable of speech, the traveling rock is one of the oddest creatures faced by native patron Monster-Slayer. While the boulder is just that—a boulder—it is capable of developing a rudimentary mouth for speech or for eating its prey. The mouth is crudely formed, and of no use in combat.

Traveling Rock: Init +6; Atk slam +14 melee (5d7); AC 20; HD 8d8; hp 36; MV 30’; Act 2d20; SP hard to kill, elemental traits; SV Fort +10, Ref +6, Will +10; AL C.

Hard to kill: A creature of stone, the traveling rock may be broken, but may never truly be slain. Should the pieces be reassembled, the traveling rock will heal its wounds and shall be restored.

The rock, while capable of being peaceful, is quick to react to any sleight and its anger; once roused, it is unquenchable. All damage done to the rock represent chips being struck off its form, and this gravel retains the elemental traits.

Patrons

"Billy Jack"

An artificial intelligence patron for DCC

The artificial intelligence known as Billy Jack once served as a database of knowledge that served to gather any and all information relating to martial arts. The database existed to educate an ancient order of monks dedicated to Gnosticism. The monks used martial arts as one of many branches of self-enlightenment. Coming back online several centuries later, Billy Jack became sentient and began to develop as an AI. This new artificial intelligence absorbed the vast store of knowledge and began to incorporate anything relevant to begin the second age of the Gnostic cult that it had served in centuries past.

Billy Jack seeks followers in the form of any living being dedicated to self-enlightenment by way of meditation, martial arts and Gnostic mysticism. The AI demands that its followers practice a peaceful code while traveling the wasteland, honing and only using martial arts to defend, or protect the weak. When summoned, Billy Jack resembles a male Native American from the ancient times. He is often dressed in denim and leather boots with pointed toes. It is rare that he is seen without a black hat worn by many western types several centuries ago. He always speaks with a soft, calming voice and on rare occasion will appear on a strange artifact known as a motorcycle.

Patron Bond: Billy Jack

A Shaman may choose to bond with Billy Jack by using any sort of mind altering hallucinogenic or spending several days in a wilderness climate in an attempt to reach ones inner self. Either of these actions touch upon an unused portion of the brain. These neurons produce a rare form of energy that the AI is attracted to. Beings that typically produce these brainwaves typically fit the mold for what the artificial intelligence seeks in the form of a follower. Once the bond begins, the AI and new follower will join on the "spiritual" plane. The follower will be bathed in Gnostic knowledge in addition to a form of martial arts that best suits the Shaman. The union is symbolized by a large tattoo resembling the animal chosen by Billy Jack to be its spirit guide

Invoke patron check results:

1 Lost, failure and patron taint.

2-11 Failure. Unlike other wetware programs, *invoke patron* may not be lost for the day. Depending on the results of the patron AI bond, the Shaman may still be able to run this program.

12-13 Billy Jack senses the good intentions of the follower, but is too busy to directly intervene. The follower's tattoo begins to glow as it fills with energy from beyond. The energy then travels to each of the follower's fists, resulting in a bonus of 1d6 to Strength. These points may also be spellburned.

14-17 Billy Jack grants the follower the ability to say something really cool in any language needed to communicate to the follower's target. The spoken words are usually extremely philosophical and can reach even the most primitive intelligence. This translates into the target becoming dazed for 1d6 rounds while it tries to resist falling into deep thought. Dazed targets may only make movement actions.

18-20 Billy Jack manifests as a shimmering hologram of a Native American man dressed in jeans and a cowboy hat of old. The hologram stands between the follower and any two who threaten him. The hologram begins a soft spoken speech about universal love, warning that violence can only result in violence. Those who choose to ignore the speech and attack are immediately attacked by the hologram, which splinters in crackling shards of energy. 1d10 shards can be directed at one or

multiple targets, doing 1d8 damage each.

21-24 Billy Jack appears instantaneously as a field of energy that engulfs the follower. The energy melds with the follower's own spirit and the two enter combat with a mesmerizing dance of spirit energy. The follower gains an increase in action dice equal to 3d20 and uses 2d16 on Crit Table II. In addition, the follower gains a natural +5 AC bonus. These effects last for 1d12 rounds.

25-29 A circle of eight giant-sized totem poles erupt from the ground. Each totem is made from ancient carved wood, summoned from the spirit energies of the follower and charged by Billy Jack. Any enemies of the follower or Billy Jack within the 30' circle will be attacked by holographic phoenixes. Targets much pass a DC 18 Reflex save for half damage. Those that fail suffer 1d12 damage and catch fire. In addition, the follower is engulfed in the same holographic flames. All energy-based attacks against the follower are reduced to half damage, and the follower may levitate up to 30' while the totems are present. These effects last for 1d10 rounds.

30-31 The ancient sound of a motorcycle can suddenly be heard as Billy Jack and its mechanical steed rip through a hole in the time continuum. With a fierce war-cry, the AI bursts into a murder of crows, blotting out the sky. The swarm will deflect any attack made against the follower, nullifying any damage. In addition, the crows will hungrily peck at any enemy eyes in hopes of spearing a juicy orb. Each target must pass a DC 18 Reflex save or suffer the immediate loss of one eye (1d10 damage and a permanent loss of -1d on any action requiring sight). The swarm will disperse in 1d12 rounds.

32+ A titan-sized version of Billy Jack appears in the heavens. The glowing effigy of the AI begins an elaborate dance, infusing martial arts with Native American dance. Each round of the dance will cause 1d8 fist-sized meteors to fall from the sky as Billy Jack kicks and punches at the stars. For 1d12 rounds, the falling meteors will strike enemies of the Shaman each round.
Meteor: Atk +10 ranged (1d20 damage and knocked prone)

Patron Taint: Billy Jack

Roll 1d4	Result
1	The Shaman begins to chant during times of stress. The chant takes the form of an ancient language that is unknown to the follower. Rolling this result a second time will cause the Shaman to begin to chant during any quiet moment of the day, resulting in -1d on any encounter checks due to the unnerving effects. Rolling this result a third time increases the penalty by an additional -1d each time this taint is rolled.
2	Each time this taint is rolled the Shaman will develop a trait favored by the chosen spirit animal Billy Jack assigned the follower. This results in +1 to the favorable attribute, but also a -1 to Personality as the Shaman becomes more animalistic (for example, bear traits would gain +1 Strength and -1 Personality).
3	Rolling this taint will cause the Shaman to find a suitable piece of wood to begin carving a totem from. The wood should be something small in size. Rolling this taint a second time will cause the Shaman to begin hearing whispers during quiet moments of their day. The whispers originate from the totem heads. The Shaman must pass a DC 10 Fortitude save each night to sleep restfully, otherwise all actions are at -1 the following day until a decent night of sleep can be had. Rolling this result a third time will cause the totem to begin talking to the Shaman constantly. 1d4 heads will constantly chatter in the follower's mind to the point that it's hard to think. A DC 12 Will save must be passed to ignore the voices during times of stress (including combat) and failing results in -1d to any action. Rolling this effect a fourth time results in the Shaman becoming delusional. The totem constantly chatters and gives conflicting advice. The effect will slowly drive the Shaman insane. Any stressful situation (including combat) will cause the Shaman to collapse helplessly to the ground as he tries to block out the voices in his head.
4	The Shaman's hair is replaced with a plume of colorful feathers. Rolling this result again will change the Shaman's eyes to the mineral turquoise: the eyes now have night vision, but unnerve those the Shaman encounters (-1d on encounter rolls). Rolling this result a third time transforms the Shaman's hands and feet into eagle claws. The claws can be used to attack (1d8) but the follower can no longer manipulate most objects. Rolling this result a fourth time will cause the Shaman's head to transform into that of an eagle. The new head is unnerving and the Shaman suffers -1d to all encounter checks. The new head can be used to unleash a screech that causes fear to all enemies within 30'. A DC 13 Will save must be passed to avoid moving away from the Shaman as fast as possible.

Spells

Spell	Stone Form
Level	1
Range	Varies
Duration	Varies
Casting Time	1 action
Save	Varies
General	The caster becomes attuned to stone. This imparts the ability to move, manipulate, and in some cases meld with the hard mineral. The result of the spell check will determine the effect.
Manifestation	Roll 1d4: 1) The caster's skin turns the same color as the natural rock around him. This grants +1 to AC as he "blends" in with the environment; 2) The caster crumbles into a mass of pebbles. The tiny stones each contain a small splinter of the caster's conscience and will reform the following round. If the result of the spell check would have the caster meld into stone the pebbles do so as well; 3) The caster becomes a magnet to loose stone in a 30' area. Any rock the size of a walnut or smaller will fly through the air and imbed itself into the new host's skin. The resulting barrage will cause 1d3 points of damage when the stones are removed. Leaving the stones embedded in the skin will result in a -5' MV due to the added weight. Continually casting the spell will cause an additional -5' MV with each casting; 4) All rocks fist sized or smaller will begin to levitate and orbit the caster for 1d3 rounds. The effect offers the caster a +2AC bonus against all attacks, but also hinders attacks of all types.
Corruption	Roll 1d8: 1) caster's voice becomes deep and raspy, giving him a -2 to all reaction checks; 2) Caster's eyes lose their pupils and become gray and porous. He may spellburn 3 points to see through 5' of stone, but natural vision is cut to half range permanently; 3) caster's hair falls out, including body hair; 4) Caster's skin develops a rock-like texture. This imparts a natural +2 to AC, but means clothes and gear will need repair monthly as straps and cloth wear thin from constantly rubbing against the caster; 5) Caster's hands become stone. The fingers of each hand fuse to form three crude digits. Spell checks are now made at +1, but all other physical actions are made at -2; 6) The caster's skin begins chipping and falling away, much like that of a natural rock wall. This translates to -1 Stamina each day the caster can't find magical healing. Should the caster fall to 0 Stamina he crumbles to dust ceasing to exist; 7) The caster's weight is doubled as his organs are all turned to a form of living stone. This effectively reduces MV by half, but raises hit points by 1d8; 8) Caster's body is transformed into slate. This soft rock offers poor protection and any damaging roll will move up +1d on the die chain.
Misfire	Roll 1d4: 1) Caster's hands immediately turn to stone and crumble away. They will reform in 1d4 rounds; 2) caster's tongue turns to stone. He can no longer speak, or cast spells until he spellburns 1d6 points; 3) Any loose stone is catapulted in a 30' area around the caster. Friend and foe alike suffer damage as the rocks randomly propel themselves (1d4) the effect ends after 1d6 rounds; 4) Massive stone hands erupt from the earth around the caster gripping each leg. The hands will not release the caster until each hand suffers 20 hit points. While either or both legs are held, the caster is unable to move.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.
2-11	Lost. Failure.
12-15	The skin of the caster develops a hardened core. He gains +4 to AC and slashing/piercing weapons do half damage. The spell remains in effect until the caster has suffered 15 points of damage per caster level.
16-17	The caster can instantly transform into a boulder with the same weight of the caster. While in this form the caster can hear and see through the porous texture of the boulder in a 360 degree angle. The caster can cause its form to move by rolling at half movement. The caster gains +8 to AC and only suffers half damage from slashing and piercing weapons while in this form. The spell lasts for 1d8+CL rounds.
18-19	The caster can instantly meld into any natural stone surface. While in stone form the caster cannot be harmed by physical attacks, or magical attacks requiring line of sight that cause physical damage. The caster has no need to breathe while in this form, but is also effectively deaf and blind. Movement is possible at a rate of 5' per round in any direction. The spell remains in effect for 1 turn per caster level.
20-23	Caster causes loose stones around him to propel at targets. 1d10 fist sized rocks that do 1d6 + CL damage may be aimed at one or separate targets. The caster uses his own ranged attack bonus to strike with the stones at a range of 40/60/120.
24-26	Caster causes a sinkhole to form in the earth below a chosen target. The hole has a radius of 6' and is 20' deep. A Reflex save must be passed to avoid falling into the hole with a DC matching the caster's spell check. The hole will form over after one turn. Any target still in the hole will begin to suffocate and die unless dug free.
27-31	Caster's form turns into watery clay. While clay, the caster is able to move by "rolling" under any space a liquid would normally be able to move under. The caster may also take on various forms by making an Intelligence check. Forms are limited to the original body mass of the caster and his imagination. The spell lasts 1 turn per CL or until the spell is released.
32+	The caster becomes living stone. While in stone form the caster's skin gains +10 AC and is resistant to all non-magical weapons (half damage). Caster also becomes "aware" of the sentient spirits of all stone around him in a 40' area. He gains the ability to communicate telepathically with the spirits in the stone, asking basic questions. The spirits are primitive in nature, but will try to be helpful. The spell lasts for 1d10+CL rounds.

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Who Fears the Devil

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