Sanctum Secorum

Christmas 2015 Bonus Companion

Compatible With DCC RPG

Sanctum Secorum Podcast
Christmas 2015
Bonus Companion

Written By
David Baity
Bob Brinkman

Interior Art by
Chris Ng Fhze Yang
Clipartcottage
Eric T. Asaris
nikulina-helena
Zeeksie

Designed by
Bob Brinkman

Edited by
Jen Brinkman

Published by
Sanctum Media

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

Table of Contents

The Evil Snowman [Illustration]	Zeeksie	page 4
Magic Items		
Kringle's Rod of Holiday Wonderment	David Baity	page 5
Snowflake 02 [Illustration]	Clipartcottage	page 6
Monsters		
Candy Man	Bob Brinkman	page 7
Peppermint Butler [Illustration]	Eric T. Asaris	page 7
Elemental, Snow	Bob Brinkman	page 7
-Snowman- [Illustration]	nikulina-helena	page 7
Killer Dolly	Bob Brinkman	page 8
MDZ_Carnivorous Doll [Illustration]	Chris Ng Fhze Yang	page 8
Jack Frost	Bob Brinkman	page 8
Snow Miser [Illustration]	Eric T. Asaris	page 8
Patrons		
Nick'claus	Bob Brinkman	page 9
Zombie Santa [Illustration]	Eric T. Asaris	page 9

MDZ_Carnivorous Doll This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License
Peppermint Butler This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License
Snow Miser This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License
The Evil Snowman This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License
-Snowman- This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License
Snowflake 2 This work is licensed under a Creative Commons Attribution 3.0 License
Zombie Santa This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License

SIEG
2007

Magic Items

Kringle's Rod of Holiday Wonderment

The great Wizard Kringle was known throughout the civilized world for always giving far more than he ever took. His acts of benevolence made him a legend, even before his untimely death. Kringle was known for manufacturing several arcane items during his lifetime, but none captured the hearts and minds of those who adored the man more than the legendary Rod of Holiday Wonderment. The rod is rumored to be made from a magical sugar that brings the taste of peppermint to the owner, should he give it a nibble, and unlike most rods, one end is curved like that of a walking stick.

Once the rod is activated roll once on the chart below to determine the result. As an odd side effect of the rod, anyone activating the device is compelled to perform an unselfish act of good will towards another man, regardless of alignment.

Roll 1d16	Effect
1	A blast of freezing wind shoots from the rod in a cone, reaching 10' at the widest point and traveling 30'. Targets caught in the chilly blast must pass a DC 13 Reflex save or suffer 1d12 frost damage.
2	Thick colorful strings of tinsel spring from the end of the wand, reaching to entangle the target. The strings reach a maximum range of 30'. Targets are automatically hit and entangled. Entangled targets may only break the strands and may not take a movement action until free. Breaking free from the tinsel takes 1d6 rounds; no roll is required due to the fragile nature of the strings.
3	Caster is overcome with the urge to sing at the top of his lungs. A holiday carol must be selected and sung, requiring the caster devote his full attention to making the song the best it can be. While singing, the caster may take no other action and all attacks gain +1 on the die chain during the song, which lasts for 1d8 rounds.
4	1d4 colorful glass orbs shoot from the tip of the rod towards a target of the caster's choice. The rods explode as sharp slivers of glass cut any exposed skin. As a secondary effect, have the caster roll 1d16+CL+Intelligence modifier on the *color spray* spell chart.
5	A red velvet sack appears at the feet of the caster. The sack is filled with sugared plums. Eating a plum will heal 1 hit point, up to the maximum starting total of the wounded character. The sack contains 1d20 plums.
6	The caster suddenly feels compelled to use quill and parchment to write down every "Naughty" or "Nice" deed of each character in his group. The compulsion lasts for 1 turn and leaves the caster helpless to attacks. Attackers gain +1 on the die chain while the effect lasts.
7	A swarm of gingerbread men materialize from a rift in time and space. The vicious cookie-men will attack any target of the caster in a 20' area. The cookies cause 1d4 damage per round, and normal melee and missile weapons only cause 1 hit point per attack against the sugary mob. Area-affect weapons will cause maximum damage and flame-based attacks will do double damage. The swarm can take 30 hit points before crumbling to cookie dust.
8	The caster grows a pair of angelic wings. The wings grant flight 40' and last for 1d10 rounds.
9	A magical reindeer appears with a nose that casts a mysterious red light in a 30' area. The light not only provides warmth, but reveals traps and secret doors. The reindeer can also be commanded to locate any object. Once the object is specified, the reindeer will trot off in the direction of the item. The reindeer will remain for 1d4 turns.

10	A swarm of magical humbugs crawl from the end of the rod, finding their way into the folds of the casters clothing. The tiny insects are harmless, other than causing the caster to itch severely. As a secondary effect, the humbugs leave thousands of tiny bites with a harmless glowing saliva, making the caster a beacon of colorful lights. The humbugs disperse after 1d8 rounds. To avoid doing anything but scratching at the insects, the caster must pass a DC 13 Will save each round.
11	A small troupe of tiny elves materializes and set to work at constructing a random item that will be helpful in the current encounter. Any material can be created and the Judge is encouraged to be creative. The object will be finished in 1d3 rounds, after which the elves vanish.
12	A magical sleigh appears. The sleigh can carry up to eight humanoids and once the caster boards and projects a thought of where he wants to go, the sleigh will begin to move at the speed of light, arriving at the desired location in 1d10 rounds.
13	The rod begins to shift, changing into a long sword. The sugary blade acts as a +4 magical weapon. On any natural “20” the injured limb transforms into a solid piece of peppermint. Roll below to determine which part is affected. The part will remain transformed until magical healing can be procured (treat as a disease), The result will last for 1d10 rounds. Roll 1d5: (1) Right leg: limb is useless and character can only move at ½ rate; (2) Left leg: limb is useless and character can only move at ½ rate; (3) Right arm: arm is useless; (4) Left Arm: arm is useless; (5) Head: player begins to suffocate and will die when Stamina is reduced to zero.
14	The rod loses its enchantment and becomes a very tasty peppermint stick.
15	Caster may instantly teleport by rubbing his nose and clicking his boots together. The destination must be visualized by the caster to work.
16	Pick any result and roll again.

Monsters

Candy Man

Made up of bits of sweets and treacle, the creatures known as Candy Men exude sickly sweetness with their passing. Their cold, soulless eyes are more frosting than humours, and even their attire is made up of sticky treats. They are often armed with makeshift weapons, also made from candy.

Candy Man: Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP candy weapons, infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Candy weapons: The weapons of the candy men, while fragile, can be even more deadly because of their nature. Upon any hit with a natural roll of 15 or higher, a piece of the weapon breaks off and imbeds itself within the target's skin, temporarily reducing their Stamina by 1 for a duration of 1 turn. Any target whose Stamina is reduced to zero in this fashion goes instantly into a coma and must be recovered.

Elemental, Snow

Made up of stacked spheres of snow and ice, snow elementals have expressionless faces made of coal and root vegetables. Their arms are oddly flexible sticks, and they are often found clad with scarves or hats. The air around them is unbearably cold and they freeze anything they touch.

Elemental, Snow: Init +5; Atk freezing touch +10 melee (3d8) or icy bolt +10 missile fire (2d8, range 40'); AC 18; HD 8d8, 12d8, or 16d8; MV 40'; Act 2d20 (or more); SP freezing touch, multiple limbs, vulnerable to fire, elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

Freezing touch: Any creature which touches a snow elemental – whether wounded in combat or initiating a melee attack – takes an additional 4 points of cold damage.

Multiple limbs: A snow elemental will have 1d4+1 arms and receives a d20 action die for each arm possessed.

Snow elementals are immune to cold and cold-based attacks. They cannot bear the touch of fire water and will not pursue prey towards flames. They take double damage from fire attacks.

Killer Dolly

Appearing as a misshapen child's poppet, the killer dolly generally appears as a miniature, toy version, or the prevailing race of the region (human, elf, halfling, etc).

Killer Dolly: Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; MV 20'; Act 1d20; SP patchwork, regeneration, infravision 40'; SV Fort -2, Ref +0, Will -2; AL N.

Patchwork: When encountered in groups, the dolls have the ability to merge themselves together with crude stitches and fasteners. This combines their number of attacks and hit points, while increasing their movement by 5' and their AC by 2 per doll added to the collective. This patchwork combination takes a full round for two dolls to complete and may be done any number of times, limited only by the number of dolls present.

Regeneration: When reduced to zero hit points, the killer dolly will enter a torpid state and begin to regenerate 1 hit point per round until fully healed, when it will rise again and attack. The demonic toy may only truly be destroyed by fire.

Jack Frost

Jack Frost has the appearance of a troll, made of semi-fluid ice. Clad in strange clothing, and coated with hoarfrost, this demon of winter is a harbinger of evil tidings to come.

Jack Frost: Init +10; Atk bite +12 melee (2d12+4), claw +10 melee (2d10+4), or snowball +10 ranged (2d7); AC 22; HD 10d10+5; hp 60; MV 40'; Act 4d20; SP freezing touch, regeneration, immune to critical hits, vulnerable to fire; SV Fort +12, Ref +10, Will +8; AL C.

Freezing Touch: Any creature which touches Jack Frost – whether wounded in combat or initiating a melee attack – takes an additional 4 points of cold damage.

Jack Frost has no internal organs, brain, skeleton, or concentrations of nerves, and is thus immune to critical hits, as well as poison and disease.

Regeneration: Jack Frost heals at an astonishing rate, regenerating 1d12 points of damage at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. Jack's severed head or limbs will even crawl back and re-attach. Jack Frost's only vulnerability is to fire, from which he does not regenerate.

Patrons

Nick'claus

Appearing as a hell-fueled skeleton clad in winter furs and wearing a necklace of skulls, Nick'claus is a fearsome patron indeed. Once upon a time Nick'claus may have had a different name; he may have once been a figure of mirth and cheer. If it was once that way, but it is that way no longer. Nickl'claus is a dark patron even among the more grim facets of chaos. His servants are expected to aid him in sowing discord and the bringing of death and misery.

Often portrayed with a large, tattered, and soiled sack thrown over one shoulder, and in the company of twisted, miniature elves, Nick'claus is a patron who should be called upon only with great caution.

Patron Bond

The casting of patron bond in hopes to form a linkage with Nick'claus is often treated as normal. However there are a few events which can modify the casting.

Elves: Should an elf attempt to bond with Nick'claus the spell will automatically succeed and the result is treated as result 21-24.

Sailors: Casters who have "sailor" as their level 0 profession receive a +1 to their *Patron Bond* spellchecks.

Thieves: Should the spell be cast to form a bond between Nick'claus and a thief, the result is automatically +1 on the chart.

Winter: *Patron Bond* spells cast during the winter gain a 1 die bonus.

Invoke patron check results:

Result	Effect
1	Lost, failure, and patron taint.
2-11	Failure.

12-13	Nick'claus hears the beckoning cries of the supplicant and extends the smallest portion of his wintery might to aid the caster. A target of the caster's choosing is blasted by icy winds taking 2d3 damage.
14-17	A brightly wrapped package appears at the caster's feet. Upon being opened it releases a burst of icy energy that invigorates the caster, revitalizing them and healing them for up to 3 HD (as per *lay on hands*).
18-20	A towering fir tree bursts into being, tearing through all obstructions (floors, ceilings, etc.) until it reaches 150' in height. The tree is bedecked with brightly colored spheres of glass which it will proceed to spray out at all chosen targets (+3 ranged, 1d4 damage) within 200' for the next 2d5 rounds. At the end of this duration the tree vanishes, restoring all damage to the surroundings and leaving only a strong scent of pine.
21-24	A pair of snow elementals (see page 7 for stats) manifest in a burst of polar air. They fight on behalf of the caster for one turn or until slain.
25-29	Nick'claus offers the caster a boon. Roll 1d5: (1) the caster is fully healed; (2) a target of the caster's choice immediately takes 2d24 damage as minty-smelling crystalline shards erupt from their flesh, (3) Nick'claus sends a magic item (Judge's discretion) to the caster as a gift; (4) a massive boulder drops from the sky dealing 1d50 damage to a selected target; (5) the caster immediately gains enough experience to level (this effect may only be received once).
30-31	The hollow sound of tarnished sleigh bells can be heard chiming through the air above as Nick'claus soars high overhead. He begins dropping boulders from above, targeting all within 100' of the caster. Targets must succeed in a DC 20 Reflex save or be struck for 1d60 damage.
32+	Filled with arctic rage, Nick'claus arrives, soaring through the air on his paindeer-pulled sleigh. His arrival is a grim portent for all present. Leaping from his sleigh, he will unsling his pack and begin pulling monsters out of it for 1d24 rounds. Each round a random monster of 2d3 HD will emerge from the bottomless sack and will immediately attack the nearest target who is not the supplicant.

Patron Taint

Roll 1d4	Result
1	The caster becomes grossly obese, their out-of-control corpulence spilling from their robes as they reach a weight of 400 pounds and the caster permanently loses 2 Stamina. Should this be rolled a second time the caster gains another 100 pounds, losing an additional point of Stamina and reducing their movement rate to 20'. Rolling this result a third time bloats the massive caster to 900 pounds, costing the caster an additional 2 points of Stamina and reducing their movement rate to 10'.
2	Rolling this taint causes the caster to develop a nearly irresistible sweet tooth. When presented with sweets (such as cookies) the caster must succeed at a DC 15 Will save or cease all other action until the delicacies have been devoured. Rolling this taint a second time causes the caster to smell of peppermints. Rolling this effect a third time causes the caster to exude a thin sweat of cocoa.
3	Rolling this taint will cause the caster to grow small antler nubs from the sides of their head. Rolling this taint a second time will cause the caster's antlers to grow to a foot in length, developing a trio of points. Rolling this result a third time will cause the antlers to extend to three feet in length, developing 7 points on each side. The wickedly sharp antlers give the caster an additional d14 horn attack (+2 melee, 2d4 damage).
4	All of the wizard's hair (on their head as well as on their body) becomes the purest white. Rolling this result again will change the caster's eyes to glowing, pupil-less orbs, granting infravison 100' but unnerving those the caster encounters (-2 to Personality). Rolling this result a third time transforms the caster's face to that of a glowing, rotting skull (additional -2 to Personality).

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content you indicate your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, you represent that your Contributions are your original creation and/or you have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for you to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then you may not use any Open Game Material so affected.

13 Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC RPG, copyright © 2012 Goodman Games, all rights reserved, Visit www.goodman-games.com or contact info@ goodman-games.com

Sanctum Secorum Christmas 2015 Bonus Companion © 2015, Sanctum Media and the individual authors

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

Sanctum Secorum

Coming Soon
Episode #07

Who Fears the Devil

Compatible With
DCC RPG