Sanctum Secorum

Episode #07

Who Fears the Devil?

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #07 Companion

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Character Classes

Half Giant

''He got what he called for, a forked stroke of lightning, straight and hard down on him like a fish-gig in the hands of the Lord's top angel. It slammed down on Rafe and over and around him, and it shook itself all the way from rock to clouds. Rafe Enoch in its grip lit up and glowed, the way you'd think he'd been forge-hammered out of iron and heated red in a furnace to temper him.''
-Manly Wade Wellman, 'Walk like a Mountain'

Legend has it back in the biblical days, a race of giant was spawned from the coupling of angels with chosen mortals. The offspring ruled by tyranny for years, but as with most vile creatures, the race would eventually become extinct. Though the blood thinned through the centuries, half breeds still roam the known parts of the world, direct descendants of the giants that used to roam the land.

Half giants tower over most men, ranging between 8' to 9' tall. They are capable of great feats of strength, and intimidate even the strongest opponent. Most avoid all contact with their smaller cousins, as fear and intimidation often leads to lynching by the masses. Half giants aren't inherently chaotic by nature, but often are driven to wicked acts by those that find fear and hatred with the unknown. On rare occasion, a brave example of the race will venture out, willing to risk the terrified stares and potential violence for the chance of winning friendship.

Hit Points: A half giant gains 1d16 hit points per level. For 0-level funnels use 1d8 for hp.

Weapon Training: Half giants prefer using clubs fashioned from the strongest oak found deep within the forests they normally dwell in. These clubs are unusable by normal men. Any two-handed weapon may be used one-handed, inflicting the same amount of damage listed in the weapons description.

Oaken club Damage: 1d12 Range: 10' Cost: 15 gp

Alignment: Half giants typically are chaotic due to the solitary life style they are forced to live by the societies that fear them. In rare cases a half giant may be encountered that is lawful, or even neutral.

Attack Modifier: Half giants do not receive a set attack modifier at each level. Instead they receive a deed die, much like the warrior and dwarf class. The deed die is rolled with any attack and the result is applied to both attack and damage rolls.

Mighty Deed of Strength: Half giants are capable of great feats of strength. The result of the deed die may be added to any action requiring above-average strength (lifting a tree off a comrade, smashing through a door, etc.).

Infravision: Half giants can see in the dark up to 60'.

Movement: A half giant has a base movement speed of 35'.

Endure Elements: The half giants' ancestors were known to be masters of the elements, capable of controlling flame and even summoning lightning down from the heavens. The thin blood of the half giant still provides a trace of this ability, resulting in half damage from heat, cold, and electrical based attacks.

Climbing: Half giants are expert climbers and learn at an early age the skill to scale natural rock cliffs. This results in a bonus to any skill checks made when climbing a natural formation.

Luck: Beginning at first level, the half giant's Luck modifier is added to all attack rolls in addition to climbing skill checks.

Level	Attack/Deed Die	Crit die/ Table	Action Dice	Ref	Fort	Will	Climbing bonus
1	D3	D12/III	1d20	0	1	1	1
2	D4	D14/III	1d20	0	2	1	2
3	D5	D16/III	1d20	1	3	2	3
4	D6	D20/IV	1d20	1	4	2	4
5	D7	D24/IV	1d20+1d14	1	5	3	5
6	D8	D30/V	1d20+1d16	2	6	3	6
7	D10	D30+1/V	1d20+1d20	2	7	4	7

Magic Items

Demon Stones

"One Other bent his big lumpy knee, and sank his bladdery dark body down and put out that big splay paw of his. The firelight showed his open palm, slate gray, with things dribbling out in a clinking, jangling little strew at our feet. He straightened up again..."

"Tugging my eyes from One Other's, I looked at what she held out. It shone and lighted up, like a hailstone by lantern light. It was the size of a hen egg, and it had a many little edges and flat faces, all full of fire, pale and blue outside and innerly many-colored like the soap bubble light in the Bottomless Pool. She shoved it into my hand, and it felt sticky and slippery, like soap. I let it fall on the ground again."
-Manly Wade Wellman, 'One Other'

The stones conjured forth by demons and devils are not to be trusted, and the price for receiving them is generally in kind service, or one's very soul. Each stone appears to be a flawless specimen of its type, ranging from a value of 100 gp and upwards to well over 1000 gp. To resist the allure of the stones, the mortal must make a Will save vs. DC 10 modified in the following manner: For each 500 gp or fraction thereof in gems, increase the DC by 1. Lawful mortals receive a +5 bonus on their save; chaotic mortals suffer a -3 penalty on their save.

Failure to save results in grabbing at the gemstones by the handful with wild abandon and, left to the mortal's own devices, entering a period of slavery to the other being for a period of 1 year for every 1000 gp of stones grabbed.

Enchanted Cane

"Then he brought forward his gold-headed cane. He twisted the handle, and out of the cane's inside came a blade of pale iron, thin and mean as a snake. There was writing on it, but I couldn't read in that poor light."
-Manly Wade Wellman, 'Vandy, Vandy'

There is but one purpose to this item: murder. To use the cane's malevolent magics the wielder must subdue and restrain (via magic or means mundane) their chosen victim and beside them place an image of them, drawn from life. Then, by drawing the concealed blade covered in witch-script, the act of killing commences. Using the blade, the killer must inscribe a circle around themselves and the image before conjuring golden-brown flames to light the circle and seal the blade's power and purpose within. Finally, the murderer touches the tip of the blade to the picture. The victim must make a Fortitude save vs. DC 25 or be immediately slain.

Finding Light

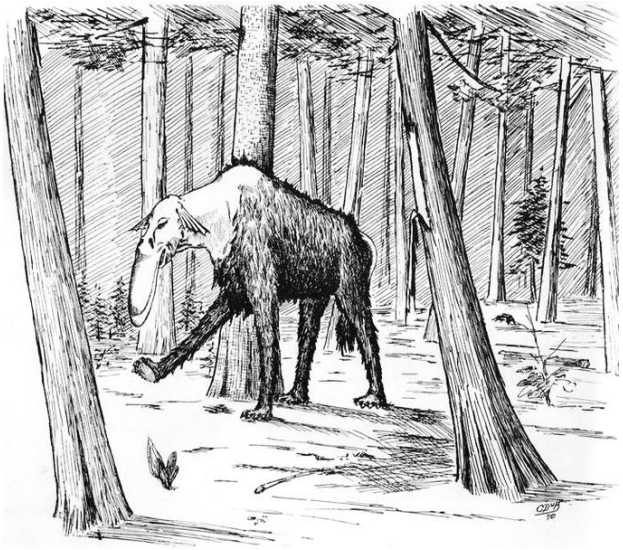
"It was a big rough candle, as big around as your wrist and as long as your arm to the elbow. Its wick looked like gray yarn, and the candle wax was dirty black."
-Manly Wade Wellman, 'Shiver in the Pines'

Made by conjure men and witches, the finding light is a potent device for seeking out what might otherwise be missed. When lit within 1 mile of the final destination, the candle flame flutters in the direction of the shortest true path towards the object sought, and will grow dimmer as it nears the item of desire. Once within 10' of the item, the candle will extinguish and can never be relit. Such items come at a very dear cost however, starting at a minimum of 1000 gp and often running much higher.

Monsters

Bammat

"And the Bammat. Big, the Bammat is.. The Bammat's something hairy-like, with big ears and a long wiggly nose and twisty white teeth sticking out of its mouth—"
-Manly Wade Wellman, 'The Desrick on Yandro'



Bammat: Init +6; Atk slam +12 melee (2d12) or trample +6 melee (4d16); AC 16; HD 16d8; hp 36; MV 20'; Act 1d20; SP cold resistance; SV Fort +6, Ref +10, Will +6; AL N.

Cold Resistance: The wooly hide of a bammat provides it with some protection against cold-based attacks and effects. The creature makes associated Fort saves with a +3 modifier.

Becky Til Hoppard

"Junius Worral reckoned to win her with a love charm … [he] went up to her cabin to court her and didn't come back, and the law found his teeth and belt buckle in her fireplace ashes; and when the judge said just prison for life, a bunch of the folks busted into the jail and took her out and strung her to a white oak tree. When she started to say something, her daddy was there and he hollered, 'Die with your secret, Becky!' and she hushed and died with it, whatever it was."
-Manly Wade Wellman, "Where Did She Wander?"

To most, she was known simply as a beauty with strange, dark ways. To her peers, however, Becky Hoppard was the witch-girl with the emerald eyes shared by every member of her family line. Though her father dug the grave and set the large stone, she wasn't put in the ground. Her folks *"said some words and burnt some plants"* and that was it.

Since dying, Becky hasn't gotten around much. She's been kept in the family house by future generations, kept up to date on all the gossip of the land and trails by her caretaking descendants. She is keen on meeting traveling newcomers. Since everybody knows everybody else up here, Flatlanders are the best choice for renewing her spirit. Even better: If one of the local folk done one of the Hoppards wrong, set the visitors with the task of taking care of the problem. They'll surely want to visit Becky again for their "reward"... She resides in a large room with a soot-encrusted fireplace set in the rock wall, and is most commonly greets her guests from a wooden armchair set beneath an enormous pair of deer horns. Pencil-thin brows top slanty, Hoppard-green eyes, and teeth with porcelain as white as the Almighty intended gleam in an unholy smile from blood-red lips. Her grossly stretched-out neck is supported by a large scarf, tied tight as a bandage.

Becky Til Hoppard, un-dead witch: Init +0; Atk claw +0 melee (1d4) and special (see below); AC 8; HD 6d6; hp 26; MV 0'; Act 1d20; SP love curse, *cantrip* (+5 spell check), rejuvenating blaze, immobile, vulnerable to silver, immune to mind-affecting spells, protective family; SV Fort +2, Ref N/A, Will +8; AL C.

Love curse: The bold green eyes aren't the only thing passed down in the Hoppard family. Through oral tradition, Becky learned a spell-like ability that takes effect as a curse: "Stay and give me your life," she says with a sing-song quality affecting up to 1d4 targets in the room. With a failed DC 18 Will save, targets will be fervently willing to extend her longevity by nearing the flames. If saved, targets must make a follow-up DC 12 Will save the following round before attempting any action.

Cantrip: Becky will often use the *cantrip* spell to distract unwilling targets or lure them toward the rock wall at the back of her chamber.

Rejuvenating blaze: When targets reach within 10' of the cauldron-sized fireplace, Becky need only narrow her eyes for the old hearth magicks to spark to life. With a sudden roar of flame, each target takes 1d8 fire damage (DC 15 Ref save for half) and lose 1 Stamina per round of proximity. If anyone is unfortunate enough to fall—or be pushed—into the blaze, they lose 1d4 points of Stamina per round and 2d8 fire damage (no save) as they are engulfed. Pushing oneself out of the hearth takes a full action, during which the victim loses an additional 1d2 points of Stamina and 1d8 fire damage (DC 18 Ref save for half). Conversely, Becky Til Hoppard gains any Stamina points lost in this fashion, and may gain mobility (requires 10 Sta).

Immobile: While she can gesture with her hands, until she gains 10 Stamina by way of the rejuvenating blaze, Becky cannot rise to her feet. As such, she may not be affected by most functions of *turn unholy* (though she may be destroyed). If attacked, she cannot deflect blows, but she may push herself out of the armchair with a cry for a +3 AC bonus against one attack, leaving herself—and her neck—prone until assistance arrives. Likewise, without the Stamina gain, she cannot hold her head upright if the scarf is removed from her neck.

Vulnerable to silver: Contact with silver weapons or items causes an additional 1d4 damage to the un-dead crone. 12 hit points of silver damage will cause her body to go limp, head lolling in her lap as the *"words and plants"* are rendered null and her neck loses its ability to stay upright.

Protective family: At a mere yell from the witch, at least two of her descendants rush to her aid, ready to lay flat any poor soul who dares upset their dear ol' Becky. *(See Hoppard kin.)*

Behinder

"And what," said Mr. Yandro, "might the Behinder look like?"
"Can't rightly say, Mr. Yandro. For it's always behind the man or woman it wants to grab."
-Manly Wade Wellman, 'The Desrick on Yandro'

Behinder: Init +3; Atk bite +6 melee (1d14) and claw +4 melee (12d8); AC 17; HD 3d10; hp 16; MV 40'; Act 2d20; SP backstab, stealth; SV Fort +4, Ref +8, Will +4; AL C.

Backstab: A behinder generally catches its opponent unaware with its first attack. The creature has a +4 backstab bonus and a hit is automatically treated as a critical.

Stealth: For purposes of hiding behind objects a behinder is treated as having both Sneak Silently and Hide in Shadows at +10.

The behinder achieves its mastery of stealth via its incredibly elastic form. It is capable of drawing in its body to be no wider than the smallest of saplings nor taller than the smallest shrubs.

Hoppard Kin

Hoppard kin (2d3): Init +3; Atk club +3 melee (1d4+1) or hatchet +3 melee (1d6+1); AC 11; HD 3d12; MV 30'; Act 1d20; SP familial loyalty; SV Fort +5, Ref +3, Will +2; AL C.

Familial loyalty: The young Hoppards are not only tasked with protecting ol' Becky, but their sense of familial duty is so ingrained that they gain a +5 bonus to Will saves against any attempts to turn them away from their great-great-great-aunt-once-deceased's care.

Patrons

The Fiddler

The Fiddler is a mysterious figure of power that often roams the countryside, merely seeking a place to play. Not to be confused with other, darker, powers who seek to coerce simple folks into making deals, the Fiddler is still not a being to be trifled with and is a staunch supporter of those who would call upon him. Note that, in all cases of *invoke patron*, the Fiddler actually arrives on scene, stepping through a doorway, leaning in a corner, etc. He will nimbly dodge any attacks against him and will merely give an enigmatic smile in response to attempts to communicate further. Characters with the former profession of minstrel are always +1 on *invoke patron* checks for the Fiddler.

Invoke Patron check results:

12-13 The Fiddler hears the call and responds by plucking a few notes on his fiddle; the caster gains +2 to his next spell check.

14-15 The mysterious musician leans in amd plays a few bars of a reel. Fiddle music fills the air for the next round. The caster and all allies within 30' gain a +1 to their next rolls, whatever they may be, as the wild forces of melody sweep through the area.

16-17 The Fiddler heeds the plea of the caster and responds with a quick tune on his bow. For the next 1d4+CL rounds the caster gains +2 to all spell checks and saving throws.

18-19 The bright and cheery music of the Fiddler fills the air and both the Fiddler and the caster begin to glow. For the next 1d3 rounds the glow surrounds the caster, bestowing magical protection upon the caster, equivalent to *magic bulwark* with a spell check result of 20.

20-23 The music spills from the fiddle and fills the area with a fast and chipper tune. All foes within 100' of the caster must make a Will save vs. the spell check DC or be fascinated for 3d5 rounds. Fascinated creatures may take no action, but injuring or otherwise deliberately interfering with them breaks the hold of the music.

24-27 The Fiddler begins to saw on his fiddle and stomp his foot in time. His stomps shake the very ground and foes within 40' of the caster must make a Reflex save vs the spell check DC or take 2d4 damage and be knocked prone until the music ceases in 2d7 rounds.

28-29 The Fiddler plays with wild abandon, leaping and bounding about the surroundings as his music rises to ever greater heights and tempo. The caster is swept away with the power and fury of the tune and succumbs to battle rage (DCC RPG core rulebook, p. 82).

30-31 The Fiddler sets his shoulders and commences a-playin' for the next turn. The music is raucous and wild, inspiring greater action from the caster and their allies. The caster receives +4 to all spell checks during the duration while allies within earshot receive a +3 bonus to all damage caused by melee weapons.

32+ The Fiddler peels off a single note (seeming to never end) that pierces through the ears and off into the heavens. So clear is the note that a trick of the sound might lead one to believe that the instrument is being answered by the sound of a distant harp strung with gold. This single note, vibrating through the being of all present and into the cosmos, has multiple effects (roll 1d3): 1) it banishes all summoned creatures back to whence they came; 2) the caster is completely healed of all wounds and their allies are healed for up to 2 HD; 3) any demon within earshot is instantly struck dead.

Patron Taint: When a patron taint is indicated, roll 1d4 on the table below. When a caster has acquired all taints, there is no need to continue rolling further.

Roll	Result
1	The presence of the caster causes animals discomfort. Mundane critters must make a DC 10 Will save or flee the area. If the result is rolled a second time, the sound of the caster's voice is enough to cause pain to animals. Normal varmints must make a DC 15 Will save or flee the area barking, caterwauling, howling, etc. If the result is rolled for a third time, the caster's voice takes on a strange, otherworldly, timber that inflicts 1 hit point of damage to all within 100'.
2	The tapping of the caster's foot sets up strange vibrations in the earth. The simple act of walking at a movement rate of 30' causes glass within 10' of the caster to shatter. If this result is rolled a second time, the range of the vibrations extends to 25' and the speed required to cause the vibrations is a mere 20'. If this result is rolled a third time, the vibrations are near uncontrollable and the caster's movement rate is reduced to 10', with anything greater causing 1d3 damage to all within 50' (including the caster themself).
3	The presence of the caster causes trees and shrubs to sway as if gently stirred by an unseen breeze. If this result is rolled a second time, the plant life of the area will gravitate, very slowly, towards the caster at the imperceptible rate of 1' per hour. If this result is rolled a third time, the rate speeds up to 1' per turn, which still is slow enough that it is difficult to perceive in action (Judge's discretion) but much easier to notice the result.
4	The sound of music fascinates the caster, bending their perception of time. Actions taken within earshot of music other than that of the Fiddler himself take twice as long to complete. If this result is rolled a second time, music other than that of the Fiddler mesmerizes the caster, requiring a DC 15 Will save to avoid remaining entranced until the music stops. If this result is rolled for a third time, the sound of music strikes a primal chord within the caster and he vanishes into thin air, joining the Fiddler in his travels. The caster reappears within 1d3 turns but will have aged 10 years.

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Coming Soon
Episode #08

The Life of Eibon

Compatible With
DCC RPG