Sanctum Secorum

Episode #08

The Life of Eibon

Compatible With DCC RPG

Sanctum Sanctorum Podcast
Episode #08 Companion

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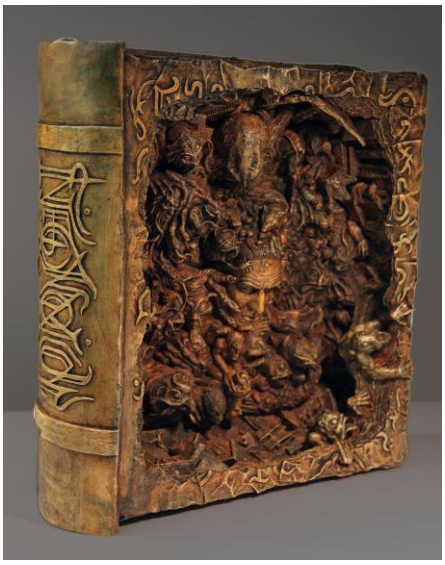
Magic Items

The Book of Eibon

In this case, “book” is a misnomer. The “Book of Eibon” is actually a collection of volumes, each depicting a portion of the life of the great mage Eibon, son of Milaab. Over the centuries, exposed to the magic of both Cyron of Varaad and his apprentice Alabbac of Mnardis, the book has developed an enchanted dweomer.

Wizards who spend at least one week of time in study with a volume may learn a single spell of one level higher than they normally may attain. Of the four volumes (covering levels 2-5) only three remain. The fifth volume was enchanted and magically guarded…and destroyed itself when improperly used by Harood of Kalnoora.

The Grimoire of Eibon



The massive spellbook of Eibon carries a number of powerful enchantments designed specifically to aid the wizard and to bolster his strength. When held by a chaotic wizard the grimoire has the following properties

Comprehend languages: As the spell, 3/day.

Phlogistanic might: All spell checks are treated as one result higher.

Spell loss reduction: All results of “spell lost” caused by any result other than a natural 1 are reduced from being lost for the day to being lost for 1 turn.

Thaumaturgic shield: All saving throws made against spell effects specifically targeting the book’s wielder are made at +1. Saves for non-targeted and area of effect spells are not adjusted.

The Ring of Eibon

This ring, while appearing only as a plain band of brass, is in truth a very potent magical device. Said to have been handed down to Eibon by his master, the Ring of Eibon confers the following abilities unto a chaotic wearer: two additional spells of 1st-2nd level, +2 to normal spell checks, and +3 to spell checks during a spell duel.

The Staff of Hormagor

The wizard staff of Hormagor is a simple looking item, made of smoothed wood and bearing a pair of feathers and festooned with a few small charms. Its unassuming appearance belies the power of the staff. The staff has the following powers: +2 magical weapon inflicting 1d4+1+10 damage; light 20’ radius at will and of brightness varying from candlelight to sunlight; grants +2 on spell checks for *force manipulation, planar step,* and *transmute Earth*; +2 bonus to all saving throws; and +2 bonus to armor class.

Should the staff ever be destroyed, the wielder immediately takes 10d4 damage.

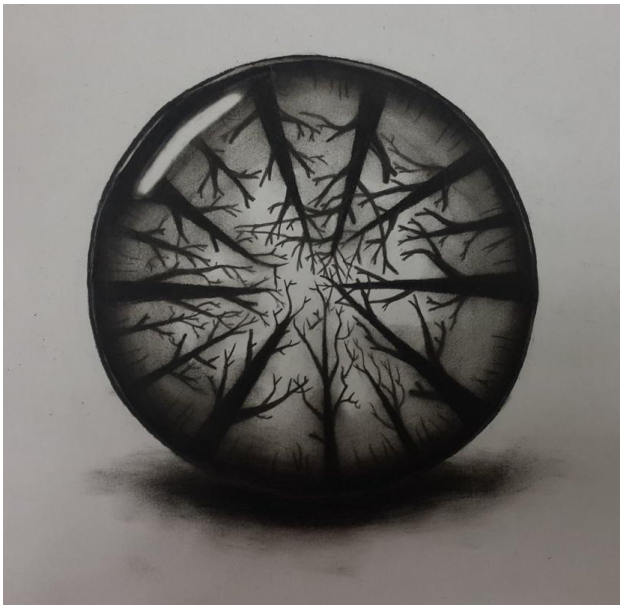
Talisman Generator

So, you've decided to place an item of arcane peculiarity in one of your encounters. Remember the old days when you simple thumbed through the Dungeon Master's Guide to pull something from the magic items section? Times change, and players truly appreciate an item with a bit of story to it. Below you will find a series of tables to "dress up" your talisman. This article is geared for amulets/talismans, but could easily be adapted to different items. Roll once on each table, or choose results that you feel make for a cool vibe for the item you're designing. This article also assumes you have already determined the magical properties for the item.

1d20 Result	Item Material
1	Onyx
2	Animal paw
3	Silver
4	Crude stone
5	Leather
6	Gold
7	Jade
8	Wood (purple heart)
9	Bone
10	Meteorite
11	Iron
12	Quartz
13	Human eyeball
14	Lapis
15	Obsidian
16	Citrine
17	Rhodonite
18	Turquoise
19	Coral
20	Desiccated flesh

1d12 Result	Shape
1	Crescent
2	Rhombus
3	Square
4	Circle
5	Triangle
6	Pentagon
7	Hexagon
8	Rectangle
9	Ellipse
10	Oval
11	Trapezoid
12	Quatrefoil

Note that if a result is rolled that doesn't build a proper image in your mind reroll the result. Obviously, rolling a 13 on the material chart will automatically determine the shape of the talisman.



1d6 Result	Trimming
1	Talisman is inlaid with silver, forming arcane symbols.
2	Bottom edge of the talisman has a row of teeth dangling from it (animal or human).
3	Talisman is inlaid with gold forming arcane symbols.
4	Small gems are inlaid around the outer edges of the talisman.
5	Talisman has veins of a secondary stone running across the surface.
6	Exotic feathers or animal claws hang from various parts of the talisman.

1d12 Result	Odd Quality
1	Upon activation the talisman emits wisps of sulfuric smoke causing the caster to suffer -1d to all rolls on the following round unless a DC 10 Will save is passed.
2	Once per every 24-hour period the scream of an imprisoned, tormented soul pierces the area around the owner of the talisman. There is a 1 in 10 chance that this happens during a moment where the party is trying to go unnoticed.
3	Upon activation, the talisman crumbles into a mass of tiny spiders. The small swarm immediately scales the owner's neck and enters the ears, nose, mouth; their bites cause intense pain and 1 point of damage. On the following round the talisman reappears.
4	Talisman always has a soft glow to it. This amounts to a very soft candle light that can be used to light a small 5' area.
5	Once the object has been activated, all domestic cats within one square mile will be drawn to the wearer. The cats will follow the caster for 24 hours once they arrive and constantly meow and rub against the wearer.
6	Activating the talisman temporarily changes the sex of the wearer for 24 hours.
7	For 24 hours after activating the talisman the wearer loses all hair, and develops a snout. During this time the wearer must pass a DC 10 Will save to resist any food placed in front of him.
8	When the talisman is activated, small toads will rain down from the sky in a 30' area around the wearer, causing 1 point of damage to all creatures in the area for 1d3 rounds.
9	Upon activation the talisman will project a shimmering cloud of colors. The cloud will dazzle/stun all in the area unless a DC 10 Will save is passed. These effects will last for 1d3 rounds.
10	Upon activation, the ground beneath the wearer will turn to a sludge and blood worms will ooze from the earth, biting any feet/ankles in a 20' area. This does 1 point of damage for 1d3 rounds.
11	The skin of the wearer becomes translucent. All organs and bones are revealed. The effect lasts for one hour and causes any reaction rolls to be made at -1d.
12	Flying insects are attracted to the wearer upon activation of the talisman. On the following round of activation, a thick cloud of swarming insects will appear and cause all actions requiring vision to be made at -1d penalty for 1d3 rounds.

Wizards

In the spirit of our featured adventure, “The 998th Conclave of Wizards”, here are members of a new cabal for use within the wizards’ city. The Hyperborean Cabal is hereafter populated, but their final goals and purposes are left to the judge’s imagination and machinations.

Alabbac of Mnardis

Apprentice to Cyron of Varaad, Alabbac was the wizard sage who completed the work if his master, finishing the *Life of Eibon*.

Alignment: Neutral.

Goals: To collect and preserve knowledge.

Tells: Rubs fingers together.

Alabbac: Init +2; Atk +2 staff +5 melee (1d6+2) or spell; AC 15; HD 8d6; hp 29; MV 30’; Act 2d20; SP *boots of levitation* (1/day), *diadem of magic missile (2/day)*, spellcasting (+11 spell check); SV Fort +3, Ref +2, Will +5; AL C.

Spells known: (Level 1) *charm person, color spray, detect magic, force manipulation, magic shield*; (Level 2) *ESP, levitate, mirror image,* scare; (Level 3) *breathe life, consult spirit, dispel magic, planar step*; (Level 4) *polymorph, wizard sense*.

Cyron of Varaad

The apprentice and biographer of Eibon, son of Milaab. After Eibon left the primary plane of existence to walk the worlds, Cyron dedicated his life to uncovering how it had been done.

Alignment: Chaotic.

Goals: To end the rule of the Uzuldarines.

Patron: Cthulhu.

Tells: Upper lip twitches.

Cyron: Init +2; Atk +3 longsword +6 melee (1d8+3) or spell; AC 18; HD 10d6; hp 38; MV 30’; Act 2d20+1d14; SP *ring of fireball (3/day), robes of magic shield (1/day),* spellcasting (+13 spell check); SV Fort +4, Ref +4, Will +7; AL C.

Spells known: (Level 1) *charm person, darkness* (as per cleric spell), *detect magic, invoke patron, magic missile, patron bond, sleep*; (Level 2) *curse* (as per cleric spell), *forget, mirror image*; (Level 3) *breathe life, consult spirit, dispel magic, speak with dead* (as per cleric spell); (Level 4) *control ice, polymorph, wizard sense*; (Level 5) *magic bulwark, mind purge, replication.*

Eibon, son of Milaab

Clad in tattered robes of grey, and with his unkempt hair and beard, Eibon presents a slightly sinister air. One of the greatest of all Hyperborean magicians, his powers are believed to be near limitless.

Alignment: Chaotic.

Goals: Always to seek out greater power and new spells.

Patron: Tsathoggua

Tells: Twists his corners of his long mustache.

Eibon: Init +3; Atk +3 athame (as dagger) +6 melee (1d4+3) or spell; AC 18; HD 10d6; hp 40; MV 30'; Act 2d20+1d14; SP *the Grimoire of Eibon, Ring of Eibon*, spellcasting (+15 spell check); SV Fort +4, Ref +5, Will +9; AL C.

Spells known: (Level 1) *detect magic, invoke patron, magic missile, patron bond, sleep*; (Level 2) *invisibility, levitate, mirror image*; (Level 3) *binding, consult spirit, demon summoning, fireball, planar step*; (Level 4) *control fire, control ice, polymorph, wizard sense*; (Level 5) *Hepsoj's fecund fungi, magic bulwark, mind purge, replication*.

Harood of Kalnoora

Apprentice of Alabbac and last of the line of Hormagor's tutelage. Greedy for knowledge, Harood sought to plumb the mysteries of the *Book of Eibon* only to have it crumble away in his fingers, cursing him and forever barring him from greater magics.

Alignment: Chaotic.

Goals: Power.

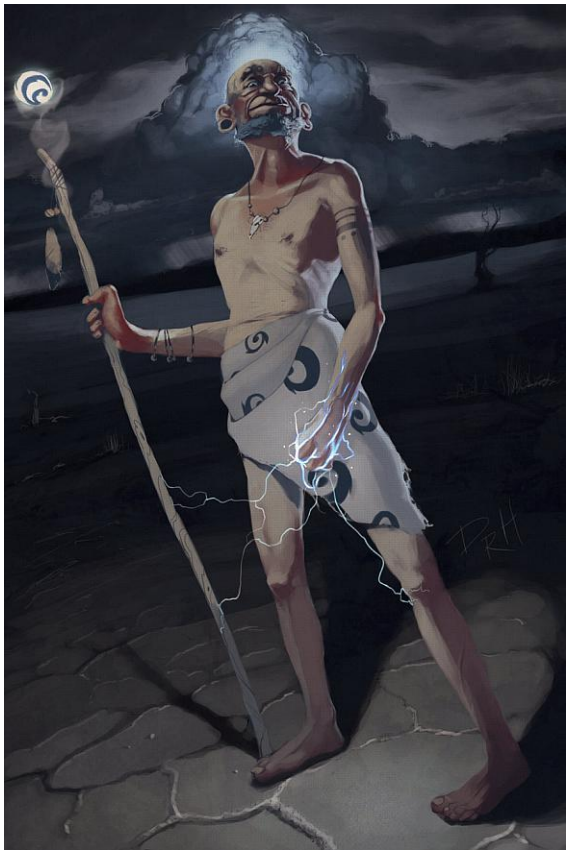
Patron: Tsathoggua

Tells: Clenches and unclenches fists.

Harood: Init +1; Atk staff +2 melee (1d6+1) or spell; AC 14; HD 6d6; hp 21; MV 30'; Act 1d20+1d16; SP *boots of levitation* (1/day), *diadem of magic missile (2/day)*, spellcasting (+9 spell check); SV Fort +2, Ref +2, Will +4; AL C.

Spells known: (Level 1) *detect magic, invoke patron, magic missile, patron bond, sleep*; (Level 2) *invisibility, levitate, mirror image*; (Level 3) *binding, consult spirit, demon summoning, fireball, planar step*.

Hormagor, the wizard of Abormis



Master to Zylac and last of the aboriginal magicians of Epigonian era, and second only to his grand-apprentice in might. Hormagor took an active role in adventuring and seeking out knowledge in far off places and strange lands.

Alignment: Chaotic.

Goals: An unquenchable thirst for adventure.

Tells: None.

Hormagor: Init +3; Atk +2 staff of Hormagor +7 melee (1d6+4) or spell; AC 12; HD 10d6; hp 48; MV 30'; Act 2d20+1d14; SP *ring of lightning bolt* (3/day), *the Staff of Hormagor*, spellcasting (+13 spell check); SV Fort +4, Ref +5, Will +9; AL C.

Spells known: (Level 1) *animal summoning, choking cloud, detect magic, force manipulation, magic missile, magic shield*; (Level 2*) detect invisible, fly*, *invisibility, levitate, mirror image, wizard staff*; (Level 3) *haste, planar step, turn to stone*; (Level 4) *polymorph, transmute earth, wizard sense*; (Level 5) *Lokerimon's unerring hunter, magic bulwark, mind purge*.

Morghi the Inquisitor

Wizard-Hierophant and grand inquisitor of the elk goddess Yhoundeh, and sworn enemy of Eibon.

Alignment: Chaotic.

Goals: The destruction of the cult of Tsathoggua.

Patron: Yhoundeh

Tells: Stammers while speaking.

Morghi: Init +0; Atk +1 longsword +5 melee (1d8+1) or spell; AC 16; HD 9d6; hp 32; MV 30'; Act 2d20; SP *boots of haste* (1/day), *hatpin of magic missile* (1/day), *robe of choking cloud (1/day)*, spellcasting (+11 spell check); SV Fort +4, Ref +6, Will +5; AL C.

Spells known: (Level 1) *chill touch, detect magic, Ekim's mystical mask, invoke patron, paralysis* (as per cleric spell)*, patron bond, sleep*; (Level 2) *fire resistance, lotus stare* (as per cleric spell), shatter; (Level 3) *binding, dispel magic, eldritch hound*; (Level 4) *control fire, control ice*; (Level 5) *Lokerimon's unerring hunter, mind purge.*

Wampl'rji the Pyromancer

Even in fabled Hyperborea the exploits of Wampl'rji the pyromancer were legend. His mastery of flames (as well as his love for a dark and bitter tasting brew) was well known amongst the magicians of the epoch.

Alignment: Neutral.

Familiar: "Boo"

Boo (cat): Init +5, Atk claw +2 melee (1d3); AC 11; HD 2; hp 5; MV 40'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +6, Will +0, AL N.

Goals: An unquenchable thirst for adventure.

Tells: Utters the phrase, "Well, ya know…"

Wampl'rji: Init +0; Atk +2 quill (as dagger) +5 melee (1d4+2) or spell; AC 14; HD 8d6; hp 37; MV 30'; Act 2d20; SP infravision 60', spellcasting (+10 spell check); SV Fort +3, Ref +3, Will +8; AL C.

Spells known: (Level 1) *find familiar, flaming hands, sleep, ward portal*; (Level 2) *arcane affinity* (pyromancer), fire resistance (d24), scorching ray, strength; (Level 3) *fireball* (d24)*, haste, planar step*; (Level 4) *control fire* (d24)*,control ice* (d16)*, wizard sense*.

Zylac the Enchanter

The foremost of the disciples of Hormagor and master to Eibon, Zylac is a bedraggled wanderer, much like his master (although far less well-kempt).

Alignment: Neutral.

Goals: To ascend to divinity.

Tells: Runs hand over mouth and beard.

Zylac: Init +3; Atk club +4 melee (1d6+1) or spell; AC 11; HD 10d6; hp 50; MV 30'; Act 2d20+1d14; SP *ring of lightning bolt* (3/day), *the Staff of Hormagor*, spellcasting (+12 spell check); SV Fort +4, Ref +5, Will +9; AL C.

Spells known: (Level 1) *animal summoning, chill touch, comprehend languages detect magic, magic shield*; (Level 2) *fly*, *invisibility, levitate, spider web, scare*; (Level 3) *eternal champion, planar step, runic alphabet*; (Level 4) *control ice, transmute earth, wizard sense*; (Level 5) *Hepsoj's fecund fungi, Lokerimon's unerring hunter, magic bulwark*.

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Coming Soon
Episode #09

Two From H. P. Lovecraft

Compatible With
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