Sanctum Secorum

Episode #11

Another Fine Myth

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #11 Companion

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Character Classes

Legerdemainist

Training to become a wizard is a lonely – and often hazardous – journey to take. Spending your best years with your nose buried in cryptic grimoires means you'll become more and more isolated, with your only chance to socialize being that of the demented long-beard who took you in as his apprentice. Most who choose the wizardly path will wash out at some point. Constant studying along with what can often be a hazardous practice of arcane skill means only the truly gifted (or insane, according to most) will remain to complete their training.

There are also those who realize very quickly that even a basic spell can be used in less than honorable ways. You are one such vagabond! You may have had grand aspirations of turning lead to gold, or charming the hand of a princess for marriage, but it didn't take too many long days of washing your mentor's crusty unmentionables to realize this was not to be your lot in life. Realizing such, you walked the walk and talked the talk long enough to add some of the arcane-geezer's spells to your own repertoire before vanishing in the night.

Legerdemainists can neither be called wizards, nor thieves. They could never measure up against a true wizard, and rarely apply themselves enough to the less than honorable skills that make for a true master thief. On the flipside of the coin, the legerdemainist has a skill set that, when combined with basic spell casting, can make the unthinkable heist a potential reality.

Hit points: The legerdemainist gains 1d5 hit points at each level.

Weapon training: A legerdemainist is trained in the use of these weapons: blackjack, blowgun, crossbow, dagger, dart, short sword, sling, and staff. Conjure-sneaks are careful in their choice of armor, as it affects the use of their skills and interferes with their spellcasting. Wearing armor of any sort will negatively modify any spell check by the same amount it would normally interfere with thieving abilities.

Alignment: The legerdemainist may choose any alignment. For a better description of alignments see the DCC RPG core rulebook, p. 38.

Thieving skills: A legerdemainist learns basic thieving skills that aid his shadowy career, but at a much slower progression. Much like a true thief, legerdemainists can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, and pick pockets, but dividing time between practicing the arcane arts and picking locks means the legerdemainist will never be a master of either side of his chosen paths. **To determine the starting to skills, find the appropriate alignment table found on page 42 of the DCC RPG core rulebook and reduce each bonus (if any) by one.** This represents the legerdemainist being slightly behind the curve compared to most thieves.

Luck & wits: The legerdemainist doesn't gain the Luck of a master thief, but does gain a limited form of the ability. At any point, if a point of Luck is spent in the ways described in the DCC rulebook, the legerdemainist will instead gain two points for each point burned. The conjure-thief also finds his Luck returning with a good night's rest at the rate of one point per level.

Action dice: A legerdemainist uses his action dice for any normal activity, including attacks, skill checks, and spellcasting.

Spells: The legerdemainist begins play with a small assortment of known spells determined randomly. The spells are selected from a basic list provided below. The character must find new spells during the course of adventuring since they've broken away from their tutelage and betrayed their mentor. The legerdemainist begins play with three 1st-level spells. To cast a spell, roll 1d20 + level + Intelligence modifier. All rules for magic such as mercurial magic, spell burn, and corruption also apply to the conjure-sneak.

Supernatural patrons: The legerdemainist follows the same rules for aligning with an otherworldly presence just as a true wizard would. These other worldly powers often use the sneak for his varied skill set; thus they will often answer the calls of the character, and as an odd favor they are known to bequeath the ability to cast certain cleric spells the patron deems important for the job at hand. These spells are granted during the time the legerdemainist spends studying normal spells from his grimoire. The spell is cast in the same fashion as arcane spells, and the character uses his level + Intelligence modifier to the roll instead of his Personality modifier. Cleric spells are not available to the caster until he acquires *invoke patron*, and they're usually gifted to the legerdemainist after some favorable quest has been accomplished in that benefits the chosen patron. For more information, see DCC RPG, p. 52.

Level	Attack	Crit Die/ Table	Action Die	Max Known Spells	Max Spell Level	Reflex	Fortitude	Will
1	0	1d6/II	1d20	3	1	1	0	1
2	1	1d7/II	1d20	4	1	1	0	1
3	1	1d8/II	1d20	5	2	2	1	2
4	2	1d10/II	1d20	6	2	2	1	2
5	2	1d12/II	1d20+1d14	7	3	3	1	3
6	3	1d14/II	1d20+1d20	8	3	3	2	3
7	3	1d16/II	1d20+1d20	9	4	4	2	4
8	4	1d20/II	1d20+1d20	10	4	4	2	4
9	4	1d24/II	1d20+1d20	11	5	5	3	5
10	5	1d30/II	1d20+1d20	12	5	5	3	5

Spell Level	Available Spells
1st	*Cantrip*, *charm person*, *comprehend languages*, *detect magic*, *Ekim's mystical mask*, *feather fall*, *find familiar*, *force manipulation*, *magic missile*, *magic shield*, *mending*, *patron bond*, *read magic*, *rope work*, *spider climb*, *ventriloquism*, *ward portal*
2nd	*Arcane affinity*, *detect invisible*, *ESP*, *fire resistance*, *forget*, *invisibility*, *knock*, *levitate*, *locate object*, *magic mouth*, *neutralize poison or disease*, *scare*, *shatter*, *spider web*, *strength*
3rd	*Dispel magic*, *Emirikol's entropic maelstrom*, *fly*, *gust of wind*, *haste*, *planar step*, *slow*, *turn to stone*, *water breathing*
4th	*Control fire*, *control ice*, *polymorph*, *transmutation*, *wizard sense*
5th	*Lokerimon's unerring hunter*, *magic bulwark*, *mind purge*, *replication*

Locations

The Bazaar on Deva

"If you think you've gotten a good deal from a Deveel, first count your fingers, then your limbs, then your relatives."

- Aahz

Home to possibly the most mercenary of races in the known dimensions, the Bazaar on Deva is where one can go to purchase anything that they may desire, plus at least five to six other items that they didn't know they desired but now could never see themselves living without. Consider this marketplace the Ikea bargain bin of the dimensions.

Populated by the Deveels, this entire dimension revolves around the bazaar and there is nothing else of note remaining anywhere else in all of Deva. Characters transported to the bazaar will most likely be confused and frightened to begin with, followed in short order by confused and broke. Characters browsing the stalls in the bazaar have a 5 in 6 chance of attracting the shopkeeper's attention and a 99 in 100 chance that he will immediately start a hard sell and haggling. So honed are the salesmanship skills of the Deveels that characters must succeed in a DC 16 Will save or immediately begin haggling over the price of the item in question.

Other exotic pastimes, beyond shopping, are also available. Gambling of all types on things ranging from the flip of a coin to a hand of Dragon Poker, or the color of the eyes of the next Deveel to pass by (green), are all ways to separate people from their money.

As an important note, theft at the bazaar is looked down upon, generally while holding a colossal weight directed at the would-be thief's head. In addition, it is said that a powerful magician, Skeeve the Magnificent, protects the bazaar in the employ of the Deva Merchant's Association.

Magic Items

Crystal of Clarity

A faceted chunk of quartz set onto a steel pendant and chain, this necklace appears to be no more than a cheap bit of jewelry from afar. However, upon closer scrutiny, the polished surface of the quartz renders it perfectly clear. When held to one's eye, the *crystal of clarity* reveals the true visage of any beings within sight. The *crystal* can also pierce through invisibility and even magical disguises, given a DC 14 Will save from the wearer.

Because of the *crystal's* potency, it has been placed into a nondescript setting, in hopes of – ironically – disguising itself, lest the wearer be prone to misfortune. The *crystal of clarity* is worth more than a traveling band's combined magical goods, but attempting to sell it openly will surely draw unwanted attention.

When first encountered, the *crystal of clarity* has 3d30 uses remaining.

Quigley's Ever-Seeing Charm of True Sight

One of the more legendary demon hunters to rise to fame throughout the known realm was known for a wondrous charm he often used to root out demons who used false facades while spreading corruption and heresy. Though Quigley was rumored to have vanished on a quest to a world inhabited by demons, the charm was left behind. Legend has it that the charm has a demon trapped within, and the creature wills it to be found or change hands in hopes someone will set the creature free.

The charm is made from crimson-amber taken from one of the blood oak trees found on one of the more unusual layers of Hell. The oval-shaped charm is wrapped in ornate bands of gold and hangs from a cord of braided hair, rumored to be taken from the mane of a major devil.

To use the true sight charm, the owner simply brings the oval close to the eye, much as a jeweler would to check the clarity of a gem. Doing so will activate the charm. Any living being under a magical effect that changes their appearance will be revealed for their true form.

There is a slight risk with using the charm. With each use, the owner must make a contested roll of wills with the tainted amber. Should the charm win the contest he will become blind for one round for each point the check was lost by.

Quigley's Never-Dulling Sword of Truth

Quigley was known for a number of magical items that he used in combating the forces of darkness and driving demons back into the netherworld. The most curious is his never-dulling *sword of truth*. He is only known to have carried the sword for a short time and it is said that its properties only reveal themselves when wielded by the truly pure of heart. The sword appears as a gaudy wall-hanger, festooned with fake jewels (which are, in fact, said to be priceless treasures).

The sword is horribly balanced (-2 to hit), overly heavy (+1 to damage), and the worthless gems on its pommel are targets for mockery by any demon of real intelligence. Further, the wielder of the sword is *unlucky* so long as they possess it, penalized by one on all Luck checks. Any person with an Intelligence greater than 15 will instantly recognize this sword for the low quality junk that it is.

Monsters

As promised in the show, not inspired by *Another Fine Myth*, this horrifying creature is inspired by true events!!

Con Crud

This horrid creature, demonic in appearance, roams the world in search of gatherings of friends and companions, seeking to be their undoing. In its natural state the creature has silvery skin that flows like quicksilver and burning red eyes.

Con Crud: Init +4; Atk touch +6 melee (disease); AC 14; HD 4d12; hp 26; MV 30'; Act 1d20; SP disease, shape-change; SV Fort +8, Ref +4, Will +4; AL C.

Disease: Upon making physical contact with the flesh of its target (via combat or subterfuge) the con crud spreads its horrid afflictions. The target must make individual Fort saves for each disease carried and is allowed one save per week for each disease contracted.

Shape-change: The con crud is mildly telepathic and can change its form to resemble any single person whom their victim would expect to be present at the gathering. Drawing the features of the target from the victim's mind, the victim cannot notice any physical differences (as the appearance is based upon their memories) although onlookers may detect the deception if intentionally looking for it on a DC 15 Will save.

Diseases of the Con Crud

1 *Blood Pox:* DC 16 or lose one Stamina per day as bleeding sores erupt all over the patient's body. Highly contagious, any sentient making contact with the patient must likewise save at DC 16. Merely being within 100' requires a DC 10 Fort save to avoid contracting the disease. Those who survive the Blood Pox are forever immune against re-infection.

2 *Common Cold:* DC 10 or be reduced by 2 Stamina for two weeks time while sneezing and coughing.

3 *Flaming Shingles:* DC 14 or have movement reduced by half as fiery red blisters envelop the patient's thighs.

4 *Mummy Rot:* DC 12 (as per *DCC RPG* core rulebook, p. 422).

5 *Screaming Plague:* DC 14 or be unable to stop shrieking until temporarily mute (1d7 hours). This causes permanent damage to the vocal chords resulting in a loss of 1 Personality.

6 *Snotty Doom:* DC 12 or lose 1 temporary Strength and Stamina per week until a successful save is made.

Dragon of Deva, immature

"How long until he reaches maturity?"
"Oh… not more than four or five centuries."

Dragons of every size can be found in the marketplace of Deva, but the young ones are especially impressionable: all it takes is a simple offer of food (or a bite snatched without leave) and they are attached to that creature for life. From that point, the dragon will follow its new friend tirelessly; it heeds any suggestions or commands; and woe betide any who attempt to attack a dragon's bonded master.

Charms are available to control unattached dragons – even those of great age and power – but these charms are null once a dragon is bonded. Unfortunately, mortal masters will likely die long before an attached dragon reaches maturity, and the dragon cannot become re-attached.

The hatchling dragons found in Deva are scaled, as one might expect, but these scales are soft and flexible. While considered small, they are larger than the average riding horse at approx. 4' high and 10' long. Their coloring is solid and vibrant with few variations in hue at this stage, and their eyes are large bright blue pools. Their wings are naught but small nubs protruding from their backs, but belying their youth, most hatchlings already have a set of flaring facial phalanges, giving them a drooping white mustache before they reach their tenth year. The younglings' teeth are needle-sharp, not yet worn down with use, and only one row has grown into their diminutive jaws. And finally, a hatchling's talons are just as devastating as those of a full-grown dragon.

Immature dragons tend to have very limited vocabularies but are capable of expressing themselves in tones to match their masters'. This also limits the dragons' ability to progress beyond basic martial skills in their first couple of centuries, whereas mature dragons – particularly attached older dragons whose masters have discovered a way to extend their own lifespans – excel at casting spells and evoking mystical powers.

The following is an example of an immature dragon that can be acquired in Deva (such as Gleep).

Dragon of Deva, immature: Init +8; Atk 2 claws +9 (1d8+1) and bite +9 (1d12+1); AC 21; HD 8d12; hp 61; MV 40' or fly 80'; Act 3d20; SP steam breath 2/day (1d4x10' cloud, 60' range, DC 18 Fort save or ½ dragon's hp in damage [¼ with save]), hypnotic stare (DC 18 Will save or stupefied as long as gaze is held), infravision 100', charm reptiles 1/hr (all within 100', DC 18 Will save to resist), Luck giver (can grant a permanent +1 Luck bonus 1/day, only 1/month to repeated recipients), change shape 1/day (assumes all physical traits of a stallion); Fort +8, Ref +8, Will +8; AL N.

Spider-bear

The ferocious creature known as the spider-bear has been terrorizing small communities for decades. Little is known of the creature's origin, but legend has it the beast was created by a demented wizard set upon creating a better guardian for his arcane trove of wondrous items. The wizard crossed a dire bear with a captured giant spider, creating a beast so hideous that just one glance has been known to stop a heart! Two of the creatures were created and mated before the wizard was slain by his "cubs" after underestimating their abilities. The creatures escaped into the darkest parts of a nearby forest, and have been preying on locals while propagating their species.

The spider bear is slightly larger than a full grown grizzly bear, standing 15' in height. The head of the bear is grotesque, with eight eyes and a gaping maw filled with venomous fangs. The spider-bear is equipped with large spider legs that stay nested against the creature's stomach until needed for climbing. The creature also inherited a spinneret gland capable of producing thick strands of silk webbing. The spider-bear suffers from poor vision; however, the olfactory senses are so acute that creature can track by scent for miles. The spider-bear spends much of its day high in the strongest oaks of the forest, where it spins large webs, waiting for unsuspecting victims.

Spider-bear: Init +2; Atk bear claw +3 melee (1d10) or bite +2 melee (1d8); AC 14; HD 5d12; MV 40' or climb 20'; Act 3d20; SP venom, web; Fort +3, Ref +1, Will +2; AL C.

Venom: With a successful bite the target must immediately pass a DC 13 Fortitude save. Failure results in 1d4 points of Stamina loss per round until the save passed. Targets reduced to zero Stamina are assumed to have all organs liquefied and ready for digestion.

Web: The spider-bear may empty its web gland once per day in an attempt to capture prey. The ability mimics the *spider web* spell (DCC RPG, p. 196). Count the attempt as if a 22 was rolled on the spell check.

Climb: The spider-bear may use its spider appendages to climb any surface.

Nearsighted: The spider-bear has poor vision and suffers a -4 penalty to sight-dependent rolls for anything more than 10' away from the creature.

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Coming Soon
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Kothar: Barbarian Swordsman

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