Sanctum Secorum

Episode #18

The People of The Pit

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #18 Companion

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COMPATIBLE WITH DCC RPG

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Monsters

Ghoul'ound

The warped remnants of the followers of Lao T'zai, disdained for their weakness and twisted into usefulness, the Ghoul'ounds are muscular beasts, their skins stretched to the point of tearing and stitched together. They roam the Plateau of Leng in packs.

Ghoul'ound: Init +5; Atk bite +7 melee (1d8+2); AC 15; HD 3d6; MV 60'; Act 1d20; SP diseased bite; SV Fort +4, Ref +4, Will +3; AL C.

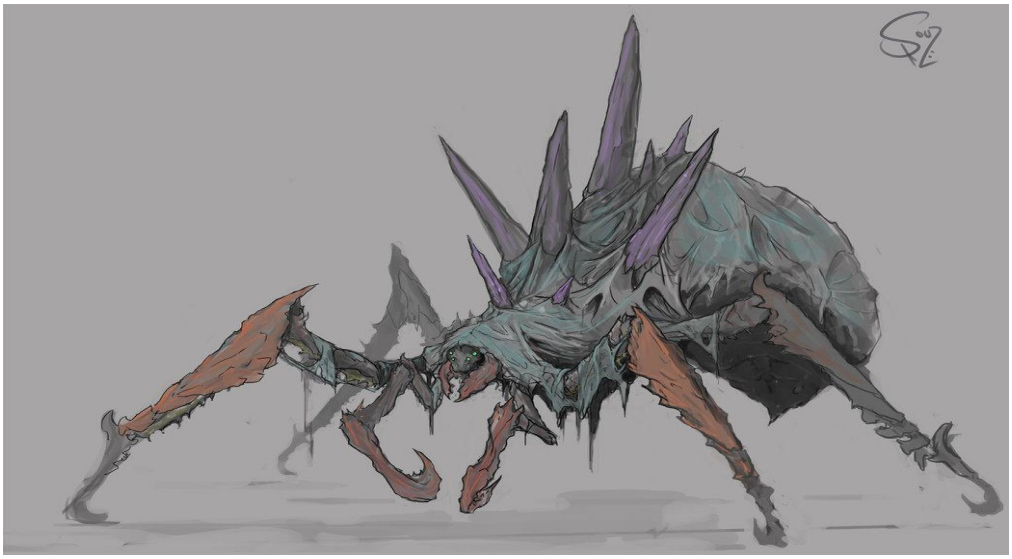
Diseased bite: Any creature taking damage from a ghoul'ound bite may contract Leng fever (DC 14 Fort save). Leng fever causes the victim's body to slowly freeze and become frostbitten. Affected creatures take 1 Stamina damage each day and are constantly cold. The Stamina damage will not heal naturally until the frostbite is reversed through the application of magic. Sufferers of Leng fever do gain a resistance (1 hit point) to any fire damage.

Leng Spider

Greatly feared across the Plateau of Leng, the Leng spider's ice-cold chitinous body is propelled by its crimson legs, each ending in wicked hooks. Highly intelligent, the spiders loathe spellcasters and will attack them at their first opportunity.

Leng Spider: Init -2; Atk mandibles +3 melee (1d4+2 plus poison) or talon +3 melee (1d8+2); AC 16; HD 3d8+2; MV 30' or climb 20'; Act 1d20; SP webbing, poison (DC 13 Fort save or die); SV Fort +2, Ref +2, Will +5; AL C.

Webbing: Leng spiders may spray icy webbing forth from their spinnerets. Treat as the *spider web* spell with a result of 22. The webbing does 1 point of cold damage per round to any creature caught within.



Patrons

Lao T’zai

Dark and dreaded patron to the T’cho-t’cho people of the Plateau of Leng, Lao T’zai’s power is drawn from dark gods that walked the earth before the time of man. Twisted deities such as Cthulhu and Hastur aided him in his quest for unholy powers and now, accompanied by his dread ghoul’ound familiar, he answers the call of the vilest wizards imaginable. His ritual must be cast atop a mountain, beneath a moonless sky on a totally clear night. It is said that, during the time of the casting, the stars seem to wink out one by one until none remain. Only then is the bond complete.

Invoke Patron check results:

12-13 Lao T'zai sends a chill wind to weaken one of the caster's foes. The chosen target suffers 2d5 blistering cold damage (no save).

14-17 The winds of Leng howl out of the spaces between the stars. The caster is unaffected but all others (including allies) within a 20' radius of the caster suffer 1d7 points of frost damage per round. The winds last for 1d5+CL rounds.

18-19 Lao T'zai rips open a portal from Leng, and a Leng spider (see **Monsters**) comes to the aid of the supplicant wizard. The spider will remain for 1 turn or until slain.

20-23 The petitioning wizard is filled with the bloodlust of the T'cho-t'chos. His teeth elongate and come to razor points. The wizard gains a bite attack (melee +2, 1d3 damage) and goes into battle rage upon a critical success (as per DCC RPG crit table III, result 0). This transformation lasts for 1d8+CL rounds.

24-27 Lao T'zai rips open a portal from Leng and a pack (2d3+CL) of ghoul'ounds issues forth to aid the caster. They will selectively aid the caster (taking 'suggestions' not commands) for CL turns.

28-29 The darkness of the void issues from the very pores of the caster, exuding an inky, vile darkness (treat as magical darkness) that drains 1 HD from all creatures within 10' of the caster. This ongoing effect lasts for 1d3+1 rounds.

30-31 Lao T'zai tears open a portal from Leng and sends his personal familiar ghoul'ound to aid the caster for 1d4+CL rounds.

Lao T’zia’s Ghoul’ound Familiar: Init +7; Atk bite +9 melee (1d10+4); AC 17; HD 5d6; MV 60’; Act 1d20; SP diseased bite (DC 14 Fort save); SV Fort +6, Ref +6, Will +5; AL C.

32+ Lao T'zai himself appears at the side of the caster. Gazing upon one of the caster's foes, the T'cho-t'cho shaman removes his ceremonial mask, revealing his visage to ONLY the chosen target. If 5 HD or less, the target is immediately slain. If 6 HD or above, the foe's current hit points are immediately reduced by half. There is no save.

Patron Spells: Lao T’zia:
Level 1: Hunger of the Wastes
Level 2: Fear Dust of Lao T’zai
Level 3: Chill Winds of Leng

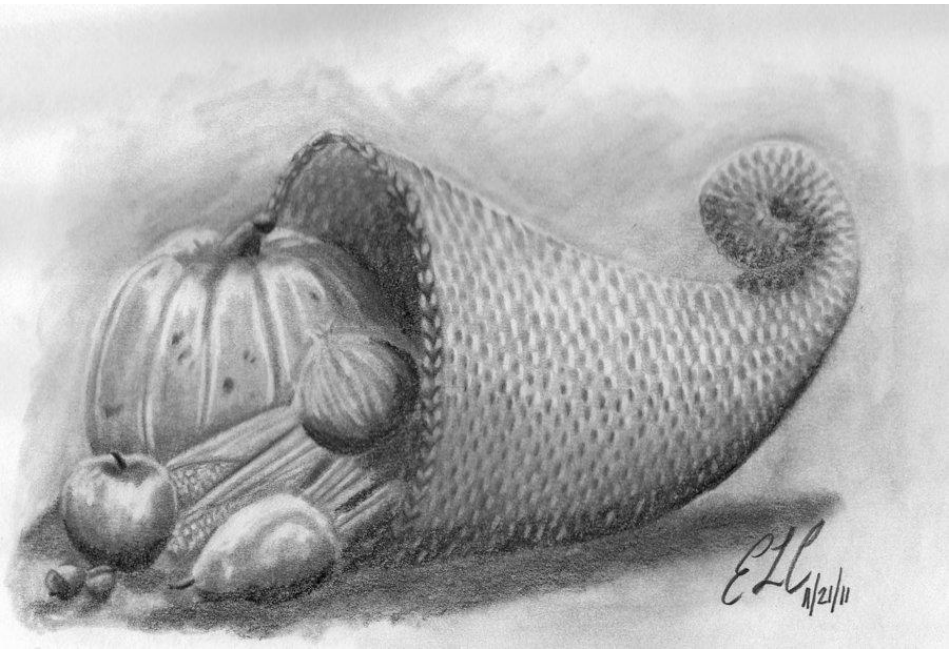
Patron Taint: Lao T'zai
When patron taint is indicated for Lao T'zai, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, the caster becomes a ghoul'ound and is summoned to Leng.

Roll	Result
1	The dominant arm of the caster warps, his fingers elongating and becoming claw-like. The caster gains a claw attack (+1 melee, 1d3 damage). On the second occurrence of this result, the caster's other arm elongates and grows claws allowing the caster to dual wield his claw attack (and only his claw attack) as per a halfling's dual weapon fighting. On the third and final occurrence of this result, the caster's arms begin to swell with muscle, granting the caster a +2 bonus to Strength.
2	The spine of the caster begins to warp and bend forward, causing a 1 point reduction to Agility. On a second occurrence of this result, the spine bends further, leaving the caster naturally facing downwards unless effort is expended to look forward and further reducing the caster's Agility by another 2 points. On the final occurrence of this result, the caster's spine bends in such a fashion as to make bipedal motion no longer possible The caster must move by walking on both hands and feet.
3	The caster develops a feral odor, like that of a hound. On a second instance the odor is enhanced by the scent of rot and decay (causing a 2 point penalty on all Personality checks). On the final instance the caster attains the odor of a dead and flyblown hound, the stench detectable at 30'. This causes a -4 penalty to all Personality checks not involving the un-dead.
4	The flesh of the caster takes on a deathlike pallor and tightens across their body. This causes a 1 point reduction in Stamina and grants a 1 point bonus to AC. On a second occurrence of this result the caster's skin tightens further, painfully splitting on their extremities. This damage ignores magical healing attempts and the only solution is to stitch the skin together. This causes a further loss of 1 point of Stamina. On the third and final occurrence of this result the mangled and corpselike skin of the caster hardens, causing a 2 point penalty to Agility and a 1 point increase to AC.
5	For each instance of this result, the legs of the caster grow shorter by 6", reducing the caster's bi-pedal movement by 5'. Should the caster be forced into solely quadrupedal motion (as per result 2) each instance *increases* the caster's movement by 5'.
6	The face of the caster elongates into a snout, causes a 1 point reduction to Personality. On a second occurrence of this result, the caster's entire head becomes that of a hound, causing a 2 point reduction to Personality. On the third and final occurrence of this result, the flesh of the caster's head sloughs off, leaving only the bony head of a ghoul'ound with shimmering fire for eyes. The caster's Personality is reduced by 3 (to a minimum score of 3).

Spellburn: Lao T'Zai
Lao T'zai enjoys the suffering of his devotees and supplicants. Power is not without price. When a caster utilizes spellburn, roll 1d3 on the table below or build off the ideas below to create an event specific to your campaign.

Roll	Spellburn Result
1	The caster collapses to the ground in agony, vomiting forth a torrent of hand-sized Leng spiders, leaving him exhausted from the exertion (express as Stamina, Strength, or Agility loss). The Leng spiders immediately scurry away, phasing through walls or floor, to grow and multiply in this world.
2	The caster develops frostbite on their exposed flesh (express as Stamina, Strength, or Agility loss) causing CL points of Personality loss in addition to any spellburn damage.
3	The caster must swear to slay a number of creatures of equal HD to the amount spellburned or suffer double spellburn damage caused by the angered patron. For a sacrifice to qualify, the creature cannot have been summoned, and the caster must strike the killing blow with a ceremonial blade consecrated for the act.
4	Lao T'zia is angered by the caster's apparent weakness. The caster gains 1 point of spellburn for every two attribute points burned.

Spell	Hunger of the Wastes
Level	1 (Lao T'zai)
Range	Personal
Duration	Length of meal
Casting Time	1 round
Save	None
General	The caster may devour a number of various substances to heal damage. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.
Manifestation	Roll 1d4: (1) the caster's body thins to that of one suffering from starvation; (2) the caster's body becomes morbidly obese, tripling in girth; (3-4) the caster's appearance does not change.
Corruption	Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.
Misfire	Roll 1d4: (1) caster violently regurgitates everything that they have eaten in the past 24 hours; (2) caster becomes nauseated and is unable to eat for 1d3 days; (3) caster's mouth fuses shut for 1d4+CL turns; (4) caster instantly gains 100 pounds, reducing Stamina by 1d3. Weight melts off at the rate of 10 pounds per day. Stamina damage cannot heal until the weight is lost.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint; (4+) misfire.
2-11	Lost. Failure.
12-13	The caster may eat a handful of normally edible food and regain 1 hit point.
14-17	The caster may eat a handful of normally edible food and receive 1 HD of healing.
18-19	The caster may eat a meal of normally edible or spoiled food and regain up to 2 HD (limited to caster level).
20-23	The caster may eat a meal of wood or dirt and regain up to 3 HD (limited to caster level).
24-27	The caster may eat a meal of stone or metal and regain up to 4 HD (limited to caster level).
28-31	The caster may eat a meal of gems or precious metals and regain 1 HD per 100 gp value, up to 5 HD (limited to caster level).
32+	The caster may eat a meal of anything (including mithril or enchanted objects) and regain up to 6 HD (limited to caster level).



Spell	Fear Dust of Lao T’zai
Level	2 (Lao T'zai)
Range	10' or more
Duration	1 round or longer
Casting Time	1 round
Save	Will vs. spell check
General	The caster creates a handful of dust that, when thrown at a target, causes great terror.
Manifestation	Roll 1d4: (1) dust pours from the caster's eyes and into their cupped hands; (2) a miniature dustdevil appears in the caster's outstretched hand, depositing a handful of glittering dust; (3) tens of thousands of mite-sized spiders boil out of the ground, scaling the caster's body and collecting in his hands; (4) black dust sprays from the caster's outstretched hands.
Corruption	Roll 1d12: (1-6) the caster is frozen in fear for 1d3+CL rounds; (7-8) minor corruption; (9-10) major corruption; (11-12) greater corruption.
Misfire	Roll 1d4: (1) nearest ally is overwhelmed by fear and must make DC 12 Will save or be frozen in terror for CL rounds; (2) caster is blinded by the fear dust for 1d3 rounds; (3) targeted foe's courage increases, granting them a +2 on all actions for CL rounds; (4) caster must make a DC 15 Will save or faint dead away.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-3) corruption; (4) patron taint; (5+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster may hurl the dust at a single target within 10'. Target must make a Will save or be paralyzed with fear for 1 round.
16-19	The caster may hurl the dust toward up to two targets within 10'. A single target must make a Will save or flee in terror. If hurled at two targets, victims must make a Will save or suffer -1 to all actions for CL rounds.
20-21	The caster may hurl the dust at a single target within 30'. A single target must make a Will save or be paralyzed with fear for 1d3+CL rounds. If hurled at two targets, victims must make a Will save or suffer -2 to all actions for CL rounds.
22-25	The caster may hurl the dust up to two targets within 30'. A single target must make a Will save or faint from terror. If hurled at two targets, victims must make a Will save or be paralyzed with fear for 1d3+CL rounds.
26-29	The caster may hurl the dust in a cloud effecting up to 4 targets within 10' of each other. Targets must make a Will save or be paralyzed with fear for 1d5+CL rounds.
30-31	The caster releases a cloud of dust that affects all enemies within 50'. Targets must make a Will save or be paralyzed with fear for 1d8+CL rounds.
32-33	The dust encompasses the head of one target within 100', filling it with total terror. Targets of 1 HD or less immediately die of fright; targets of 2-3 HD must make a Will save or faint dead away; targets of 4 HD or greater must make a Will save or flee, sobbing in terror.
34+	The caster releases a cloud of dust that affects all enemies within 100'. Targets must make a Will save or faint from terror.

Spell	Chill Wind of Leng
Level	3 (Lao T'zai)
Range	Varies
Duration	Instantaneous
Casting Time	1 round
Save	Reflex vs. spell check

General	The caster points his finger at a target, utters the incantation, and directs an icy gust of wind at the designated point. All creatures in the area of effect take damage unless they succeed in a Fortitude save against the spell check DC, in which case they take half damage. There is a 50% chance that non-magical liquids within the effect of the spell may freeze solid.
Manifestation	Roll 1d4: (1) the caster's jaw unhinges, gaping open as a blast of freezing winds is expelled from his lungs; (2) the caster's arms blacken with frostbite as gale force winds surge forward from his hands; (3) a tear in reality opens upon the plateau of Leng and icy winds blow through the rend in space; (4) the giant face of Lao T'zai appears in the air above the caster and chilled winds blow from his pursed lips.
Corruption	Roll 1d8: (1) caster's hands and arms are blackened by frostbite; (2) the caster's skin takes on a bluish pallor; (3) 2d5 of the caster's fingers are effected by frostbite and fall off; (4) a small, invisible portal to the Plateau of Leng opens right above the caster and remains open, blowing chill air and snow around him on a regular basis. There is a 1% chance each day that the cold will freeze a liquid at an inopportune time; (5) minor corruption; (6-7) major corruption; (8) greater corruption.
Misfire	Roll 1d5: (1) a small gust of wind strikes the caster for 2d3 damage; (2) a large gust of wind strikes the caster causing 4d5 damage to the caster and all within 30' of him; (3) caster's hands are frozen in a block of ice, causing 2d5 damage and resulting in a -2 penalty on spell checks for 1 turn; (4) caster is frozen in a block of ice, taking 3d5 damage, and is held in suspended animation until released; (5) caster suffers blackened frostbite over the surface of his body causing extreme pain (expressed as a -1 die penalty on all physical actions for 1 week).
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint; (5+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The chill wind is a cone shape with a range of 10’ and a final width of 10’. All creatures in the affected area suffer 3d6 cold damage.
18-21	The chill wind is a cone shape with a range of 20’ and a final width of 20’. All creatures in the affected area suffer 4d6 cold damage.
22-23	The caster manifests to gusts of wind, each a cone shape with a range of 20’ and a final width of 20’. All creatures in the affected area suffer 3d6 cold damage.
24-26	The chill wind is a cone shape with a range of 100’ and a final width of 30’. All creatures in the affected area suffer 6d6 cold damage.
27-31	The chill wind is a cone shape with a range of 100’ and a final width of 40’. All creatures in the affected area suffer 8d6 cold damage
32-33	The chill wind is a stream of icy air 500' feet long and up to 70' wide. The caster can control the vertical and horizontal shape of the wind gust and can send it snaking into the sky, around a corner, or down a pit. Creatures struck by the icy wind suffer 10d6 cold damage.
34-35	The caster generates a gale of icy wind that emanates from him in an arc up to 360 degrees. If the caster wishes to protect allies (who are behind him, for example), he can limit the arc to less than the full 360 degrees; i.e., the wind could emanate in a 270-degree angle and the rear 90-degree arc could be protected. The gust of wind travels up to 400’ in all directions. Creatures caught in the affected area suffer 14d6 cold damage.
36+	The caster calls forth a blizzard complete with snow, ice, and freezing winds. The storm lasts for 1d4+CL rounds (no concentration required) or until the caster ends the effect. The caster can protect a “bubble” centered around him and up to 40’ in diameter. All other creatures within 1,000’ in all directions are affected. Those caught in the storm suffer 6d6 cold damage per round.

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Steel Magic

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