Sanctum Secorum

Episode #19

Steel Magic

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #19 Companion

Written By
David Baity
Bob Brinkman
Jen Brinkman

Additional Concept By
Ethan Nicholle

Interior Art by
Autar
Frozen Stocks
livliv1719
Paula Darwinkle
Samuel Silva

Additional Art Provided By
Bearmageddon News Network

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

Autumn Forest [Illustration]	Frozen Stocks	page 4
Monsters		
Grizzly Boar	Bob Brinkman	page 5
Grizzly Boar [Illustration]	Courtesy BNN	page 5
Guardian Fox	Bob Brinkman	page 6
Red Fox - Ballpoint [Illustration]	Samuel Silva	page 6
Horse of the Hills	Bob Brinkman	page 6
Thestral 2 [Illustration]	Paula Darwinkle	page 6
Spider, Giant (Mushroom Spider)	Bob Brinkman	page 7
Spider Web [Illustration]	Autar	page 7
Spider, Giant (Spider-Cap)	David Baity	page 8
Mushroom Spider [Photograph]	livliv1719	page 8
Blood-web [Illustration]	Autar & Bob Brinkman	page 8
The Witch of the Mountains	Jen Brinkman	page 9
Spells		
Witch-web	Bob Brinkman	page 10

Autumn Forest Creative Commons Attribution 3.0 License.
Grizzly Boar concept created by Ethan Nicholle, used with permission
Grizzly Boar art used with the permission of Ethan Nicholle and Bearmageddon News Network
Red Fox – Ballpoint This work is licensed under aCreative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.
Thestral 2 This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License.
Spider Web Creative Commons Attribution 3.0 License.
Mushroom Spider This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License.
Blood-web, based upon Apophysis by Autar Creative Commons Attribution 3.0 License.

Submissions welcomed! Send your art, stats, and comments to TheHub@sanctum.media

Monsters

Grizzly Boar

"A billionaire paid scientists to combine the DNA of a wild boar and a grizzly bear to create the ultimate big game hunt."

– Ethan Nicolle, *Bearmageddon News Network*

The horrific creation of science gone awry, the grizzly boar is a near unstoppable engine of destruction. Capable of razing entire villages, this monstrous behemoth is a match for all but the greatest of heroes. The first encounter with the creature lead to the deaths of a seasoned group of hunters, fully prepared and armed to the teeth for their encounter. The grizzly boar destroyed them, impaling them with its mighty tusks and laying waste to the entire hunting preserve. Now the creature is at large and may be encountered by unwary adventurers.

Grizzly Boar: Init +1; Atk tusks +12 melee (2d14+10) or claws +14 melee (2d10+10); AC 17; HD 10d8+10; hp 55; MV 60' or climb 20'; Act 3d20; SP rend, impervious, immune to electrical attacks; SV Fort +14, Ref +8, Will +6; AL C.

Rend: Rend for additional 2d8 damage if more than 2 claw attacks hit same target in one round.

Impervious: The advanced science that created the grizzly boar also gave it increased durability and an ability to shrug off all but the strongest blows. They can only be wounded normally by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures of at least 4 HD are powerful enough to wound the grizzly boar for half damage, and creatures of at least 6 HD can cause normal damage.

The grizzly boar is the creation of Axe Cop co-creator Ethan Nicholle (@axecop) and is used with his kind permission. A slew of other ursine horrors can be found in the pages of ***Bearmageddon*** *as well as within* ***Dickinson Killdeer's Guide to Bears of the Apocalypse****. You may follow the nightmarish story of the grizzly boar at* ***Bearmageddon News Network****. We can only hope that the beast is eventually captured*

and destroyed!

Guardian Fox

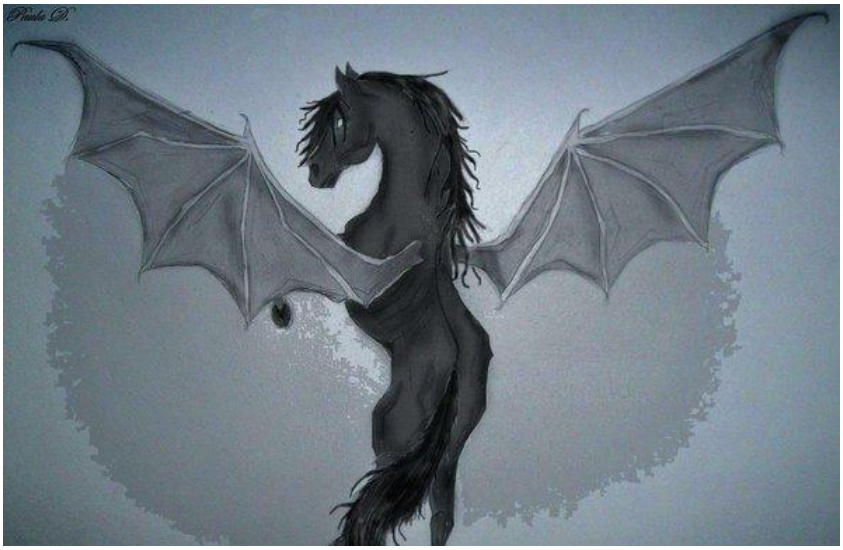
"Something stepped into the open from behind a tree trunk. Sara's mouth was open for another shout. A red-brown, black, and white animal with a plumed tail and a thin, pointed nose sat down to look at her with interest. Sara stared back. Her fright was fading fast, and she was sure that the animal was laughing at her. Now she knew it was a fox. Only, she was puzzled. Were foxes always so big? The ones she had seen in the zoo were much, much smaller. This one was as large as the Great Dane that had lived two houses away on the post in Colorado."

- *Steel Magic*, Andre Norton

Protector of magical woods, the guardian foxes are friends to all natural creatures and lawful fae that dwell within. They are fiercely loyal to their duties and, as one would expect, are very cunning.

Guardian Fox: Init +4; Atk bite +1 melee (2d5); AC 16; HD 1d8+4; hp 5; MV 40'; Act 2d20; SP animal communication, *polymorph* (spell check +4); SV Fort +3, Ref +6, Will +8; AL L.

Animal communication: A guardian fox may speak with any form of animal – even creatures merely polymorphed into an animal.



Horse of the Hills

"*There was a splash, as water washed about hoofs, and the flapping of huge wings. Two black horses stood in the shallow river, the cool water eddying about their legs. But such horses! Ribbed wings like those of bats were folded against their powerful shoulders as they shook their heads and neighed a welcome to the man who had summoned them. They wore neither saddle nor bridle, but it was clear they had come to serve Huon."*

- *Steel Magic*, Andre Norton

Horse of the Hills: Init +1; Atk hoof +5 melee (1d8+4); AC 14; HD 5d8; MV 60' or fly 100'; Act 2d20; SV Fort +6, Ref +6, Will +3; AL L.

While this race of flying horses has all but died out, those which remain are powerful and loyal allies. These creatures are not kept as mounts but, from time to time, will let champions of Law and their compatriots ride upon their backs. Intelligent and gifted with an understanding of the common tongue, a horse of the hills can obey complex commands (should it so choose). These creatures will almost never willingly allow chaotic creatures to ride astride them and only then after great coaxing by a powerful champion of Law.

Spider, Giant (Mushroom Spider)

"The thing ran along a tree trunk in a burst of speed she could not have bested and then halted. When it rested it was hardly distinguishable from one of the *fungus lumps. Sara's claws dug into the ground as she flexed them. Warily she looked about, studying fungi which might not be fungi after all."*

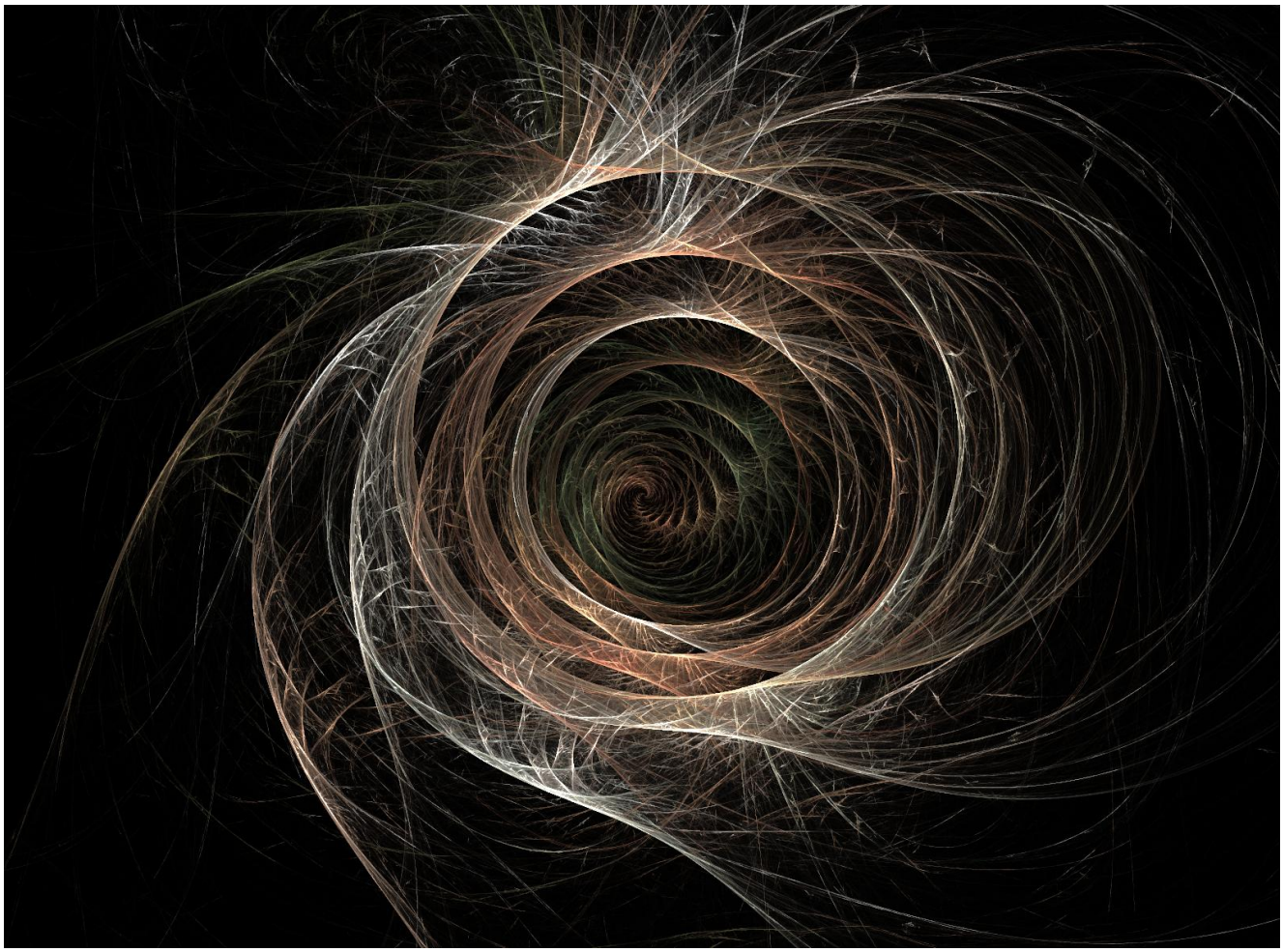
- *Steel Magic*, Andre Norton

Working together, the spiders will build webs spanning several hundred yards, and they are dangerous pack hunters. Often found in groups of 3-5 spiders, they are capable of working in concert with one another to drive prey into a maze of webbing from which there is no safe retreat.

Mushroom Spider: Init +2; Atk bite +6 melee (3d4+3 plus poison) or drift-web +4 ranged (DC 12 Ref save or be entangled); AC 16; HD 3d8+6; hp 19; MV 50' or climb 40'; Act 1d20; SP poison, webbing; SV Fort +7, Ref +3, Will -3; AL C.

Poison: DC 16 Fort save or suffer 2d7 rounds of paralysis. The spider will attempt to web any paralyzed target and flee with its meal.

Webbing: The spider is capable of dropping 10' square sections of webbing from above in an attempt to snare victims. Those so caught must pass a DC 15 Strength test, risking further entanglement on a failure. Failure results in the subsequent DC increasing by 1 point per failed attempt. Any difficulty greater than 20 results in the target being completely immobilized and unable to take any action unless released by outside forces.



Spider, Giant (Spider-Cap)

There are thousands of species of arachnids crawling around in the known world, some harmless while others prey upon man and humanoid alike. One such predator is known to nest among groves of mushrooms and other related fungi and grow to the size of small hounds. The spider-cap is notorious for being highly intelligent, and unlike the solitary nature of most arachnids, the spider-cap is a pack hunter, preferring to hunt with others of its ilk. Add this uncharacteristic behavior to an uncanny ability to camouflage and appear almost identical to the fungi it nests within, and you have a very deadly fight on your hands.

The spider-cap builds its nest among larger crops of mushrooms, usually in caverns and dank underground environments. Tiny webs are spun on the floor of the lair in patterns that alert them to the presence of a potential meal. Once the intruder is detected, spider-caps will crawl to the ceiling and begin to spin single strands, dangling them down in hopes the unsuspecting victim will walk directly into their path. The webbing is extremely adhesive, and could be compared to rope in tensile strength due to a diet that includes the fibrous mushrooms it nests in. Once a single strand is attached, the packmates scurry across the ceiling with more strands to begin the process of entanglement.

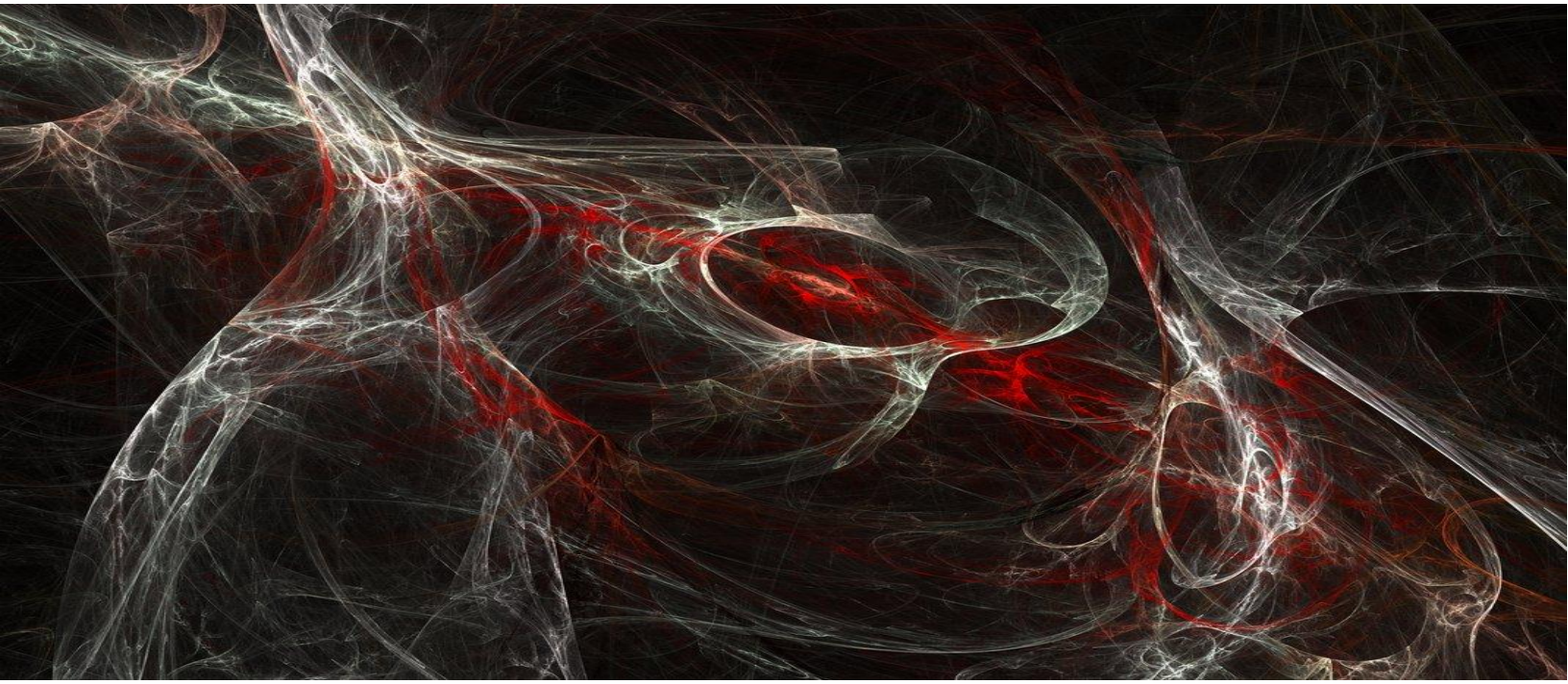
Once a poor soul has fallen to the strands of web, only a prayer to the Fates will save the captured prey. The spiders quickly descend and inject a paralytic poison that prevents further movement and allows the pack to make quick work of the final stage of cocooning. At this stage the victim is often drug to a secluded area of the lair where it is continually injected and kept in a paralytic state, allowing the spider-caps the privilege of feasting over the next several days.

Spider-Cap (1d8): Init +3; Atk bite +2 (1d3); AC 12; HD 1d6; MV 20'; Act 1d20; SP webbing, poisonous bite, camouflage; SV Fort +0, Ref +2, Will +0; AL N.

Camouflage: The spider-cap is 75% undetectable while remaining stationary amongst the mushroom grove it infests. The formidable arachnid also gains +5 to surprise rolls while in its lair.

Poisonous bite: Once bitten, the victim must pass a DC 12 Fortitude save or become paralyzed for 1d6 turns. Spider-caps sense any movement, and will continually inject the prey over the course of several days while they feast on the still living victim.

Webbing: Spider-caps may spin a long strand while clinging to the ceiling of its lair. Victims must pass a DC 12 Reflex save to avoid becoming entangled. Each round, the save DC increases by +2. Once the DC reaches 20 the victim is held fast by Strength 18 fibrous webbing and falls prone.



The Witch of the Mountains

"Once more Greg put out his hand, and the tips of his fingers moved not over stone but over the smoothness of metal and the soft texture of leather. For the second time he jerked away from that contact. Why should stone feel like a body dressed in scaly armor and leather?"

…

"Her hair tumbled out of the sack of the hood and fell about her shoulders, its end reaching below her girdle. The locks were not dark, not fair, but the color of the silver blade Huon had shown them. And they appeared to throw off sparks of glittering light, as the dagger had drawn and reflected the sunlight.

"She gathered up a handful of hair and spread it wide across her palm, then broke loose one, two, three of the long hairs. And, as she stood smiling at him, she rolled these together between thumb and forefinger."

- *Steel Magic*, Andre Norton

Some refer to her as the blight of the land, the reason Arthur has hidden, the thing keeping the sword in the stone. Some know her as Merlin's nemesis. Very few Avalonians will speak her name—Merlin among them.

She dwells in the stone wasteland of the mountains, her hiding place atop a plateau that can only be reached after one passes through countless pitch black caverns. This lair is secured with these imperceptible lines of magic, and chimes of alarm sound to alert her of any guests or intruders. The plateau is also lined with pillars. At first thought to be remnants of an old building, they are instead scattered about and grouped together with no apparent reasoning to their placement. If approached closely, the stone pillars feel as if they are draped in clothing or armor.

The witch of the mountains is a formidable foe indeed, choosing to simply sacrifice a small number of strands of her silver hair and weave them together with deft fingers while carrying on banter with her unknowing prey as a distraction. When her hands fly upward, she is likely slinging a transformative net over the heads of those who mean to do her harm. The net clings to the target, rendering it immobile and turning the target's body to unrecognizable stone. The belongings of the target are not fully petrified, but they are of little consequence once the wielder is no longer a threat.

Witch of the Mountains: Init +4; Atk paralyzing net +10 ranged (special); AC 13; HD 6d6; hp 28; MV 30'; SP animal summoning, shapeshifting, paralyzing net (DC 18 Ref save or *turn to stone* as spell of same name, result 22; may be parried with iron weapon and successful Luck check), vulnerability to iron (2x damage); SV Fort +3, Ref +6, Will +10; AL C.

Animal summoning: The witch can work complicated patterns into her weaving and summon reptilian creatures to her bidding. By repeatedly encircling an area she desires guarded and speaking the words of a dead language, she calls to infernal powers for assistance. This ability takes two rounds to complete, and results in 2d4 lizards of crocodilian size materializing from a wisp of gray smoke. The reptiles remain as if summoned with the *animal summoning* spell, result 18-19.

Shapeshifting: The witch can change her entire form into that of a small gray lizard at will twice per day, and from there enlarging into a small gray dragon. The return to human form is also at will. It is important to note that she will not endanger her primary form of protection (spell-weaving), and thus will never attack with her hands/claws in any form.

Gray Dragon (Witch of the Mountains, dragon form): Init +2; Atk bite +7 melee (1d8) or tail slap +7 melee (1d20); AC 18; HD 6d12; hp 42; MV 40' or fly 60'; SP shapeshifting, can detect iron within 100', breath weapon, invulnerability to mundane weapons (half damage), severe vulnerability to iron (3x normal damage); SV Fort +6, Ref +6, Will +6; AL C.

Breath weapon: Sleep gas, 20' cloud, 60' range, 1x/day; Fort save DC 16 or fall asleep for 2 hours (no effect with save).

Spells

Spell	**Witch-Web**
Level	3
Range	Varies
Duration	Varies
Casting Time	1 round
Save	Reflex negates
General	The caster weaves several hairs from her head together to form a small mesh which is then thrown at the target as part of the casting (no attack roll is required)
Manifestation	The mesh made of hair enlarges and changes shape to fit the spell result. The caster may opt for a lower result than what is rolled.
Corruption	Roll 1d8: (1) caster's gains an additional pair of eyes on her face; (2) the caster's mouth becomes spider-like mandibles; (3) 2d5 of the caster's fingers fuse together; (4) caster's body is covered with stiff, wire-like hairs; (5) minor corruption; (6-7) major corruption; (8) greater corruption.
Misfire	Roll 1d5: (1) the caster becomes entangled in webbing (as per *spider web* result 22); (2) a swarm of black widows pour from the mouth of the caster, stinging and biting as they do so. Caster must make a DC 15 Fort save or lose 2d4 stamina; (3) caster is polymorphed into a house spider for 1 turn (AC 10, hp 1); (4) caster's hair falls out but will grow back naturally; (5) 2d100 of the caster's hairs turn white and animate of their own volition.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4-5) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The witch-web ignites and strikes a single target, lighting it ablaze and causing 2d8 fire damage.
18-21	The witch-web ignites and becomes large enough to strike three adjacent targets and causing 2d7 fire damage per round until the targets are extinguished.
22-23	The witch-web drips acid and becomes large enough to strike a single target causing 3d7 damage per round until the target rinses the acid from their body.
24-26	The witch-web drips acid and becomes large enough to strike three adjacent targets causing 3d5 damage each per round until the targets rinse the acid from their bodies.
27-31	The witch-web sparks and crackles as it strikes its target for 5d7 electrical damage.
32-33	The witch-web sparks and crackles as it strikes its target for 5d7 electrical damage. At the caster's direction the electricity can ark to up to CL additional targets within 20' of each other. Each additional target suffers 3d7 electrical damage. Targets may be struck multiple times but the electricity must arc away to a different target prior to returning.
34-35	The witch web strikes CL targets (as long as adjacent to one another), turning them to stone.
36+	The caster's witch-web affects an enormous space with sticky cobwebs. The space can be up to a mile in diameter, such as the interior of a castle or the entire span of a battlefield. All struck by the web are immediately turned to stone.

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 Episode #19 © 2016, 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 #20

Tarzan of the Apes

Compatible With
DCC RPG