Sanctum Secorum

Episode #20

Tarzan of the Apes

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #20 Companion

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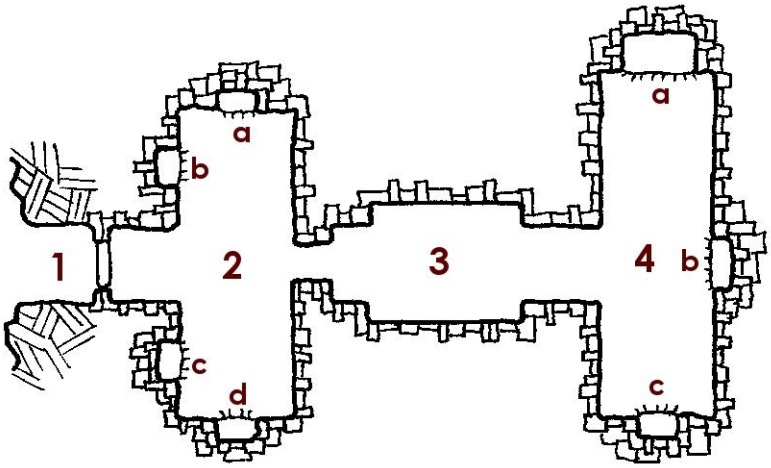
Adventure Supplement

Tomb of Khaemhet

Khaemhet was Overseer of the Granaries in the ancient kingdom. This was a position of great responsibility and respect. It was also a position that allowed enormous sums of money to be skimmed, the reason behind the relatively lavish tomb of a bureaucrat.



1. The entrance to the tomb is large compared to others found on the Isle of Zadabad. The door is also likewise larger than normal, although still sealed with the typical stone and mortar. The door must be opened with heavy tools, magic or some other substantial method. Surprisingly there are no traps on the entrance at all.

2. The first room of the tomb dry and dark. There are bronze lamps spaced in niches along the walls, although the oil in them is long gone. The walls are not as adorned as more noble tombs, but there are four niches carved in the wall at knee height.

a. Half sized statues of Khaemhet and his family. The statues are made of hardened clay and some have collapsed with age. The statue that must represent Khaemhet's wife wears a golden headband in the shape of an asp. The eyes of the snake have jade eyes. It is worth 100 GP.

b. Diorama of a great ancient harbor city, mostly made of clay. The focus is on a bustling port with many ships loading or unloading. The ships are made of electrum and if pried from the display would fetch 50 GP, 200 from a collector or dealer in antiquities.

c. The walls of this niche are painted and depict a nude and very fertile female with a snakes head. Many men in robes and headdresses bow or kneel before her.

d. A lone pedestal occupies this niche. On the pedestal is an ivory scepter with a golden stork ornament at the top. This was the symbol of office of Khaemhet. The pedestal is trapped with a pressure plate. If the weight on top is removed, a wickedly sharp scythe will swing out from the base of the niche at ankle level causing 3d6 damage (Reflex save for half) to anyone within 3' of the alcove. If the save is failed there is also a chance (Luck check) that a limb is lopped off.

3. Hundreds of holes adorn both walls of this hallway-like chamber. The floor is covered with many small pressure plates. Anyone travelling through this room, and touching the floor, triggers 3d4 dart attacks per round. The darts roll d20 to attack, do 1 point of damage each. The poison that coated them is weakened by age and only forces a single Fortitude saving throw per round at DC 12. Failure results in an additional 2d6 points of damage.

4. The burial hall of Khaemhet is filled with large clay pots. One has broken open near its bottom and ancient, petrified grain seeds litter the floor in front of it. Observant characters may notice the skeletal corpses of several large rats buried in the grain. Detailed investigation of the corpses will show the leathery hides are pierced in multiple places by dual puncture wounds.

Anyone who disturbs any of the remaining clay pots will unleash the most potent trap in Khaemhet's tomb, *The Kiss of Renenet*. *The Kiss of Renenet* is a protection of the ancient Goddess of granaries. She is the creature depicted in **2** with the snake head. When her protection is triggered 3d5 Large Asps will emerge from behind the pots and attack any creatures in the room.

Large Asp: Init +4; Atk bite +4 (1d4 + poison DC 14 Fort or 2d6 damage); AC 15; HD 1d8; MV 40'; Act 1d20; SP Poison; SV Fort +0, Ref +4, Will +1; AL N.

Like room **2**, this room has several knee high niches carved into the wall.

a. The bier of Khaemhet. Khaemhet's mummified corpse rests on a small couch made of polished mahogany and leather. There is nothing remarkable about the corpse, although the couch it rests on is of exceptional quality (worth 60 GP). Touching the corpse may cause Mummy rot (DC 12 Fort Save). Mummy rot will cause 1 point of stamina damage per day until magically healed.

b. This niche is occupied by a statue of Khaemhet. The statue appears to be looking down the long hallway towards the entrance of the tomb.

c. Apparently Khaemhet thought he would need lots and lots of cash in the afterworld. This niche is full of small vessels of various kinds (clay jars, wooden boxes, wicker baskets, etc.) full of coins of assorted type. Total there is 600 GP of precious metal, however it has the weight of 900 as Khaemhet was a notorious counterfeiter and many of the coins mixed in are base metal with a thin cover of silver or gold.

The Tomb of Khaemhet was created by Stormlord Publishing as a part of the Treasure Vaults of Zadabad and was eventually cut due to size constraints. Eric Hoffman and Carl Bussler of Stormlord have graciously allowed us to bring you this previously unseen content.

Campaign Tools

Tropical Diseases

Often, we throw our brave band of adventurers into the thick of things without giving thought to the invisible killers known as disease. All sorts of slow and painful deaths can be gifted with but a scratch of the bush, or drink of what seemingly looks and tastes like clean water. Try adding this table of diseases found in most jungle climates to add a little tension to the party.

River Blindness (Onchocerciasis)
This disease is contracted via bites of the black fly often found close to rivers. Character must pass a daily DC12 Fortitude save or begin to lose vision at the rate of -20' per failure. Healing a combined total of four HD will cure the disease, however once the character has gone completely blind the total is raised to 10 HD required to cure the disease. No more than three HD may be applied towards curing the disease per day.

Sleeping Disease (Trypanosomiasis)
Infected via tsetse fly bite, the character must pass a DC12 Fortitude save or find his sleep cycle reversed. During the day, an hourly DC 10 Will save must be passed to remain awake, while at night sleep is impossible. A combined total of six HD must be healed by a cleric. No more than three HD may be applied towards the cure each day.

Snail Fever (Schistosomiasis)
Transmitted by flat worms that live in infected bodies of water, this disease causes aches, fever, fatigue, and organ enlargement. Infection means the character must pass a DC 12 Fortitude save or suffer 1d4 Stamina damage per day. Should the character reach zero death occurs. A combined total of 8 HD must be accumulated to heal the character. No more than two HD per day may be applied towards the disease.

Classes

The Jungle Born

The dark tropical jungles of the world are home to innumerous species of animal, including indigenous tribes that live in primitive fashion, far away from the wonders of technology and civilized man. On occasion, explorers seek to discover lost civilizations, gold and knowledge that might elevate them in stature. These naïve men often come unprepared for the dangers that await in many forms, and on the rare occasion they opt to bring their families along for the expedition, a rare occurrence can sometimes transpire. Whether by attack by vicious beast, or the end of a cannibal's spear, often the expeditions only find their doom to be imminent. As a last-ditch effort, small children, and sometimes even infants, are rescued by a local band of primates. The children are raised much in the same way as their sibling primates, making for a unique combination of man with ape-like abilities.

Weapon training: Jungle born eventually learn to use the weapons of the indigenous tribes that hunt them. Bows, clubs, and spears may be used in addition to the sling.

Brachiation: Jungle born have no fear of heights and may use vines, or instinctively leap from limb to limb in any jungle, or forest environment. Travel is at the rate of 40' per round, and should the jungle born fall, a DC 10 Reflex save will halve the damage suffered.

Ape speak: Jungle born may communicate through howls, grunts, hoots, and whistles to all species of ape. Note: this is limited to basic communication limited to an animal level intelligence.

Stealth: Jungle born are natural predators, and are masters of stealth. See the progression chart to find the bonus added to all related rolls during stealth related rolls.

Primal roar: The Jungle born may attempt a display of dominance over any creature he faces, and often does so before entering combat. To use primal roar, the Jungle born rolls 1d20 and adds any Strength bonus in addition to level. Any creature or humanoid within 30' must pass a Will save with a DC matching the primal roar check result. Failure means succumbing to fear and immediately using any available movement to run directly away from the character.

Primal strength: Jungle born are considered super-human in stature, and are often able to perform great feats of strength and dexterity. In game terms, the character can roll a primal die during any feat of strength or daring maneuver involving agility. The result is added to any check result normally needed for the task at hand. The primal die may also be used as additional damage for any successful attack delivered during any combat round.

Tracking: The Jungle born may track, using all five senses, to determine type, number, and the direction of his prey, assuming the target is native to the territory the character calls home. To make a tracking roll, have the character roll 1d20 and add level in addition to any Intelligence modifier. The DC for the check is typically 8 modified by weather, or any other conditions determined to affect the skill, as determined by the judge.

Primitive thinking: Jungle born are not able to read or write; nor are they assumed to be able to speak in common. These skills may be learned from an appropriate source, but until proper time has been dedicated to learning, the character is limited in his means of communication with all intelligent speaking creatures.

Progression Table								
Level	**Attack**	**Crit Die/ Table**	**Action Die**	**Primal Die**	**Stealth**	**Ref**	**Fort**	**Will**
1	+1	1d10/II	1d20	1d4	+2	+1	+1	+0
2	+2	1d10/II	1d20	1d5	+3	+1	+1	+0
3	+2	1d12/III	1d20	1d6	+4	+2	+2	+1
4	+3	1d12/III	1d20	1d7	+5	+2	+2	+1
5	+4	1d14/IV	1d20+1d14	1d8	+6	+3	+3	+2
6	+4	1d14/IV	1d20+1d14	1d10	+7	+3	+4	+2
7	+5	1d16/V	1d20+1d16	1d12	+8	+4	+4	+3
8	+5	1d16/V	1d20+1d16	1d14	+9	+4	+5	+3
9	+6	1d20/V	1d20+1d16+2	1d16	+10	+5	+5	+4
10	+6	1d20/V	1d20+1d20	1d16+2	+11	+6	+6	+4

Level	Title
1	Primate
2	Tree Stalker
3	Jungle Brave
4	Alpha
5	Lord of the Jungle

Men and Magicians

Jungle Tribesman

While many might make the mistake of believing that members of jungle tribes are primitive or uneducated, such suppositions would be in error and could lead to grave danger. Capable of living in relative harmony with their environment, the collected wisdom of the tribes is far better suited for life in the jungle than all the teachings ever offered by a sage. Often wrongfully labeled as “savages” by outsiders, tribal life tends to be very structured and regimented with even the most chaotically aligned groups being well organized and highly educated in the ways of the land and their people. While their attitudes towards outsiders can vary wildly from tribe to tribe, one should never let the locale of their origin lead to one’s underestimating these potential friends or foes.

Cannibal: Init +4; Atk bite +4 melee (1d3), spear +4 melee (1d6), or poisoned blow-dart +8 missile fire (1d3 + poison); AC 14; HD 3d6; MV 30’; Act 2d20; SP poison (Fort DC 16 or death, 1d10 damage + 1d3 Stamina loss on successful save), thief skills 50% (sneak silently, climb, hide in shadows), steal power; SV Fort +3, Ref +8, Will +4; AL C.

Steal power: Upon successfully slaying a foe, the cannibal may select a portion of the corpse to dine upon, consuming its power. Preparation for this ritual feast requires at least one hour and only one portion per corpse can be prepared in such a fashion. The ritual draws back the fleeting soul-essence of the vanquished enemy and focuses it into a single area, allowing the cannibal to devour the flesh and gain a portion of their foe’s power. In practice this grisly meal temporarily adds the value of any stat bonus to the statistic of the cannibal. This lasts for one week. The corresponding organs are: heart/strength, hands/agility, liver /stamina, brain/intelligence, tongue/personality, and eyes/luck.

Greatly feared by their enemies for their soul devouring magic as well as their flesh-eating ways, cannibals are indistinguishable at first glance from other men. While they may reveal themselves by behavior or trophies, they take care not to make themselves overtly obvious (such as by filing their teeth to points) so as to avoid detection and identification when initiating contact with other tribes.

Hunter: Init +2; Atk dagger +4 melee (1d4) or bow +4 missile fire (1d6); AC 12; HD 2d8; MV 40’; Act 1d20; SP thief skills 35% (sneak silently, climb, hide in shadows); SV Fort +1, Ref +2, Will +2; AL varies.

The most commonly encountered members of a tribe outside their village, hunters are responsible for the day to day feeding of their tribe and sometimes travel far afield for weeks at a time to bring down exotic prey. It is worth noting that particularly valuable kills, such as an elephant, often lead to the relocation of the tribe as it is easier to move the village than the massive corpse.

Shaman: Init -2; Atk punch -2 melee (1); AC 9; HD 1d4; MV 30’; Act 1d20; SP knowledge, spells; SV Fort -2, Ref -2, Will +2; AL varies.

Spells: A shaman may know any three spells (judge’s discretion) regardless of class or level.

The wiseman of a tribe, a shaman is learned in general studies and well-educated in 1d4+1 subjects. There is a base 35% chance that the shaman knows the answer to any general question. Within the scope of his subjects of expertise, this chance increases to 60%. Very easy questions are 10-20% more likely to be known, while difficult questions are 10-20% less likely to be known. A shaman generally requires some small service or boon in return for their aid unless it is to the greater benefit of the tribe. Determine the shaman’s subjects of expertise by rolling 1d20: (1) history (local); (2) history (regional); (3) religion (tribal); (4) religion (regional); (5) economics; (6) literature; (7) tracking; (8) art; (9) music; (10) politics; (11) magic (arcane); (12) magic (divine); (13) zoology; (14) geography; (15) weather; (16) law; (17) agriculture; (18) poisons; (19) medicine; (20) hunting.

Monsters

Bearantula

"An investigation following the path of the long-sought winged horse, Pegasus, ended with the grizzly discovery of its corpse, sapped of its innards and tangled in webs in an abandoned barn in Threeson, Arizona. The discovery shocked the paranormal science community until investigators realized that the webbing the horse was encased in was made up of tarantula and grizzly bear DNA. Soon after, the researchers on the scene were snatched up by giant hairy legs, wrapped in webbing and devoured by an enormous half-tarantula, half-bear."

– Ethan Nicolle, *Bearmageddon News Network*

A horrific hybridization of spider and bear, the bearantula is capable of bringing down even some of the toughest foes. With its combination of webbing and paralytic poison, this nightmarish hell-beast is more than a match for the unwary. Commonly found in abandoned buildings with large, open spaces (such as barns, underground salt mines, etc), the bearantula is another sign of the impending *Bearmageddon*.

Bearantula: +3;Atk bite +6 melee (2d5 + poison) or slam +8 melee (1d8+5); AC 15; HD 6d8; MV 40' or climb 20'; Act 4d20; SP rend for additional 1d8 damage if more than 2 slam attacks hit same target in one round, poison, webbing; SV Fort +10, Ref +6, Will +2; AL C.

Poison: The bearantula is armed with a paralytic poison injected via its bite. Victims must make a DC 18 Fort save or be paralyzed for 1d3 turns.

Webbing: In place of two of its actions, the bearantula may create a sticky web with which to entrap its prey. A creature that touches the web becomes stuck, only escaping with a DC 25 Strength or Agility check. The web can be burned off or cut with a very sharp blade by a creature not already caught (AC 16, 5 hp to free one creature).

The bearantula is the creation of Axe Cop co-creator Ethan Nicolle (@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 bearantula at* ***Bearmageddon News Network****.*

NPCs

Tarzan the Ape-Man (6th level Thief): Init +3; Atk by weapon +8 melee (by weapon +4) or by weapon +7 ranged (by weapon); AC 13; HD 6d6+15; hp 40; MV 45'; Act 1d20+1d14; SP thief skills, brachiate, track by scent, Luck die (d8), crit 1d24/II; SV Fort +5, Ref +7, Will +3; AL L. Str 20, Agl 18, Sta 18, Int 15, Prs 14, Luck 18. Loincloth, dagger (1d4), spear (1d8), short bow and 12 arrows (1d6), rope.

Relevant Thief skills: Backstab +9, Sneak Silently +12, Hide in Shadows +14, Climb Sheer Surfaces +14 (d24), Disguise Self +6.

Tarzan is stronger than a human being, and as agile as humanly possible. He is smart, but not always as smart as everyone around him. He can be imposing, but he can also blend into a crowd, and an actor can take his role successfully, fooling even Jane, so Tarzan's Personality is definitely lower than Conan's sheer animal magnetism.

Tarzan is, on the other hand, extraordinarily lucky. In DCC, when reduced to 0 hp, you get a chance to "recover the body" by rolling under Luck; this is the best mechanic to describe Tarzan's repeated survival from things like getting shot in the head.

In terms of Tarzan's strength, he has thrown a spear that passed through a charging Rhino, and can successfully (and easily) wrestle apes into submission or death even as a youth. By the time we are witnessing Tarzan at his prime, he can handle dinosaurs, giant cave bears, any form of ape he encounters, lions, leopards, etc. Where the animals of the forest feared Tarzan before for his cunning, they now also fear him for his strength. It is notable that Tarzan can brachiate (see below) while carrying an adult male human being with no noticeable loss of speed or effort.

(Conan also handles a "dragon" which appears to be a dinosaur, but he does it with poison.)

Birth auger for Tarzan is "Wild Child", granting him a +15' bonus to movement. He is also a polyglot, able to learn any language he encounters, and is even able to speak to beasts in a limited fashion. As a special ability, Tarzan can brachiate, travelling through forest as though on a road in terms of speed. He can climb at the same rate as he walks. When taking his time, he rolls 1d24 for Climb checks. Due to his incredible sense of smell, he can track at speed using 1d24 for checks, even when he is brachiating and tracking something that passed on the ground.

Several things that Tarzan does could be represented by either a high Deed Die (indicating a very high Warrior level), or a higher than normal chance to gain a critical hit. I am going to assume the second, and give Tarzan the Thief class. This follows from his known abilities for stealth, disguise, climbing, and attacking from ambush. Moreover, the Thief class has an unusual relationship to Luck that models Tarzan well. If you want to understand just how lucky Tarzan is, consider this: He finds his father's dagger just in time to kill a gorilla with it (and he is not yet 15!). Over the years, and in many stories, things happen where that knife should have been lost many, many times. Somehow, Tarzan always manages to recover it. Although non-magical, it is never broken, and never so worn or damaged that Tarzan must replace it.

Tarzan is immortal, having gained perpetual youth through both science and magic. At some point beyond the time of the Edgar Rice Burroughs novels, Tarzan could obtain a far higher level, simply because he will not grow old. Within the ERB stories, Tarzan tops out at 7th level.

Alignment-wise, Tarzan is Lawful in DCC terms. He has a group of warriors he is chief of throughout most of his career. He clearly sides with civilized people over natives, imposing British rule in the parts of Africa nearest his home. He longs to be free in the jungle, but volunteers for military service, and often travels to the Americas or Europe, living for extended periods in Great Britain. He is loyal to a fault, and correct enough in his behaviour to allow a friend to kill him in a duel over a misunderstanding (the man, obviously, does not kill Tarzan).

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Sanctum Secorum

Coming Soon
Episode #21

The Dying Earth

Compatible With
DCC RPG