Sanctum Secorum

Episode #24

Three Hearts and Three Lions

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #24 Companion

Written By
Marc Bruner
Bob Brinkman

Interior Art by
HvN2310
James Zapata
Joseph Holley
Raph Lomoton
Sandeep Karunakaran
T.C. Dale

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

Classes

Woods Dwarf	Marc Bruner	page 4
Treehouse [Illustration]	Raph Lomoton	page 4
Concept Art: Forest Dwarf [Illustration]	T.C. Dale	page 5

Locations

Elf Hill	Marc Bruner	page 6
Dumha na nGiall (detail) [Photograph]	Joseph Holley	page 6

Magic Items

Cortana	Bob Brinkman	page 7
The Dagger of Burning	Bob Brinkman	page 8
Stock Dagger [Illustration]	Bob Brinkman	page 8
May-Skein	Marc Bruner	page 8

Monsters

Hell Horse	Bob Brinkman	page 9
Ghost Rider [Illustration]	Sandeep Karunakaran	page 9
Hollow Knight	Bob Brinkman	page 9
Elfin Steed	Bob Brinkman	page 9
Knight of Crows [Illustration]	James Zapata	page 9

Spells

Faerie Mist	Marc Bruner	page 10
Misty Forest [Illustration]	HvN2310	page 11

Treehouse (cc) This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.

Concept Art: Forest Dwarf (cc) This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Dumha na nGiall (cc) This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License.
Stock Dagger is in the public domain

Ghost Rider (cc) This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.

Knight of Crows (cc) This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Misty Forest (cc) This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 License.

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

Classes

Woods Dwarf

Woods dwarves are gnarled, short demi-humans that dwell in the forests on the edge of the Middle World and the kingdoms of men. Wishing to having nothing to do with the wars between the two lands, they choose to bide their own lives and let Heaven, Hell, Earth, and the Middle World fight it out as they will.

Woods dwarves have no inherent magical powers, but also hold no fear of iron or silver as the fey folk do. They live off of mushrooms and nuts and feel an innate connection to the laws of nature, which seem to make more sense than the laws of man or disorder of faerie. They often form understandings with forest-dwelling animals, and have an innate ability to communicate with lesser animals like rabbits and squirrels. Like their underground dwelling kin, they have an excellent sense of smell, but instead of ferreting out gems or gold are excellent trackers based on scent alone.

Woods dwarves also have a particular taste for ale, often being willing to travel into the lands of Middle World or men for the promise of a hearty brew, and slipping into an even less understandable version of their usual rough brogue after a few drinks.

Hit points: A woods dwarf gains 1d10 hit points at each level.

Weapon training: A woods dwarf is trained in the use of dagger, hand-axe, sword, and staff, and typically wears leather or no armor at all, preferring simple clothes of brown cloth.

Alignment: Most woods dwarves feel an affinity for the laws of nature. They pay little heed to the laws of man, considering them ambiguous, artificial and temporary; thus, woods dwarves are almost always of Neutral alignment.

Attack modifier: Like regular dwarves, woods dwarves do not receive a fixed attack modifier at each level. Instead, they receive a deed die. The woods dwarf always makes a new roll with this die in each combat round. When the woods dwarf has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round. Unlike dwarves and warriors, however, a woods dwarf does not receive mighty deeds, as their basic nature is much less militant.

Infravision: A woods dwarf can see in the dark up to 30’.

Slow: A woods dwarf has a base movement speed of 20’, as opposed to 30’ for humans.

Tracking skills: Long lives in the forest have attuned woods dwarves to following the scents of animals and those malign creatures that trespass into their domain from both the world of faerie and men. A woods dwarf receives a bonus to tracking rolls depending on their class level.

Nature ally: A woods dwarf respects nature as his equal and have an uncanny ability to communicate and interact with animals, often persuading wild animals to work with them. A woods dwarf may use his nature ally ability to interact with wild and domesticated animals, knowing a modified version of the 1st-level wizard spell *charm person* as *charm animal*. The woods dwarf also receives the 1st-level wizard spell *animal summoning*. The spell check is made as a cleric: roll 1d20 + Personality modifier + caster level.

Luck: At first level, a woods dwarf's Luck modifier applies to his nature ally rolls.

Languages: At 1st level, a woods dwarf automatically knows Common, though to non-woods dwarves speaking it in an almost incomprehensible brogue accent. Any attempts to communicate with a woods dwarf require a DC 8 Intelligence check, with a failure indicating a full round is spent deciphering what the dwarf said. Woods dwarves also know the dwarven racial language, plus one additional randomly determined language of a forest animal. A woods dwarf knows one additional forest animal language for every point of Int modifier.

Action dice: A woods dwarf receives a second action die at 5th level that can be used for attacks or animal peer rolls.

Level	Attack	Crit Die/ Table	Action Die	Tracking	Ref	Fort	Will
1	+d3	1d10/II	1d20	+3	+1	+2	+0
2	+d4	1d12/II	1d20	+5	+1	+2	+0
3	+d5	1d14/II	1d20	+7	+1	+2	+1
4	+d6	1d16/III	1d20	+8	+2	+3	+1
5	+d7	1d20/III	1d20+1d14	+9	+2	+3	+2

Level	Title (all alignments)
1	Wee Lad or Lass
2	Bairn
3	Mickle
4	Muckle
5	Earl

Locations

Elf Hill

Elf hills are sites of powerful faerie magic that beguile unknowing adventurers or lost travelers. Usually located within ancient woods or those forests most closely associated with tales of the fey, beings of the Middle World hold uncouth revels inside and emerge to dance on moonlit nights. In daylight, an elf hill appears as a prominent rise or mound, typically crowned with a timeless garland of beautiful flowers or roses, with streamers of mist covering its surface at both twilight and dawn.

Characters encountering an elf hill are often lured deeper into the forest by a source of strange light or merry music in the distance, glimpsed or heard through boughs that promise succor for any weariness, yet repeatedly winking out of existence just as they expect to find its source and they stumble into the next dale or glade. PCs approaching within 100' of the hill's true location after sunset see the hill open and glimpse wavering lights within, against which tall, elegant figures dance and sway to music of a skirling sweetness that enters the blood and roils the PC's head. PCs must make a DC 15 Will save against the vision and sounds of music or be affected by a fey charm, compelling them to enter. PCs can be shocked out of the charm by allies that make the save or realize the true nature of the magic.

PCs entering the elf hill spend a night of merrymaking, feeling a timeless sense of peace, and are healed of all injury, including any disease, poison, or attribute loss, but are trapped until the next dawn when the borders between worlds are at their thinnest and they can make another DC 15 Will save to exit. Time passes swiftly inside the hill, however, and for each night spent inside, a hundred years pass in the mundane world.

Roll 1d4	Elf Hill Appearance
1	Flickering torchlight glimpsed through the trees.
2	Instruments of enchanting sweetness heard in the distance.
3	A distant light that resolves into an amber-colored vale, where an untended and ravishing feast is prepared for the party.
4	A beautiful white elk with a crown of antlers runs in the distance ahead of the PCs, leading them to the site of the Hill.

Magic Items

Cortana

Cortana is a magical blade, forged of the same steel as *Joyeuse*, *Durindal*, and *Excalibur*, and later blessed by Saint Gengulphus of Burgundy. While none of its legendary siblings remain, now lost to history with the heroes who wielded them, *Cortana* merely waits for the return of her true master. None but the most pious of lawful knights may even draw *Cortana* from her scabbard and only a true hero may awaken her and draw upon her might.

(In the hands of any but her true wielder, *Cortana* is a +3 longsword.)

***Cortana,* artifact, +5 longsword**: Int 19; AL L; banes: chaos, dragons, elves, wizards; communication: speech and telepathy; special purpose: protect the weak, defend against incursions of chaos; special powers: cleave, crippler, flame brand, light, magic resistance, regenerator, resistance to critical hits, supreme willpower, true sight.

Bane – Chaos: Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score crits on 19-20, now score on 18-20).

Bane – Dragons: Hardiness; when taking damage from the bane, wielder can make a DC 18 Fort save; success means the attack inflicts only half damage.

Bane – Elves: Defender; wielder gains a +2 AC bonus when defending against attacks from the bane.

Bane – Wizards: Death dealer; when bane is struck, it must make a DC 18 Fort save instantly die.

Cleave: Each time an enemy is slain with *Cortana*, the wielder automatically receive another attack (but cannot move).

Crippler: Always roll critical hits as a warrior one level higher than the wielder.

Flame brand: Ignite in flame 3/day. Duration 6 rounds. Inflicts additional 1d6 damage and ignites targets on fire (DC 15 Ref save to avoid).

Light: Shed light with 20’ radius at will.

Magic resistance: All spells directed specifically at the wielder suffer a -2 spell check penalty.

Regenerator: When wielding *Cortana*, the wielder’s natural rate of healing is doubled. In addition, the wielder recovers twice as many hit points as usual whenever a cleric lays hands upon him.

Resistance to critical hits: *Cortana* makes the wielder hard to inflict critical damage upon. The wielder receives an automatic Fort save whenever a critical occurs against him. The DC is equal to the natural die roll used to score the crit (usually 20 but not always). If this save is made, the critical does not take effect.

Supreme willpower: The wielder receives a +2 bonus to Will saves.

True sight: *Cortana* dispels all illusions within 5’.

The Dagger of Burning

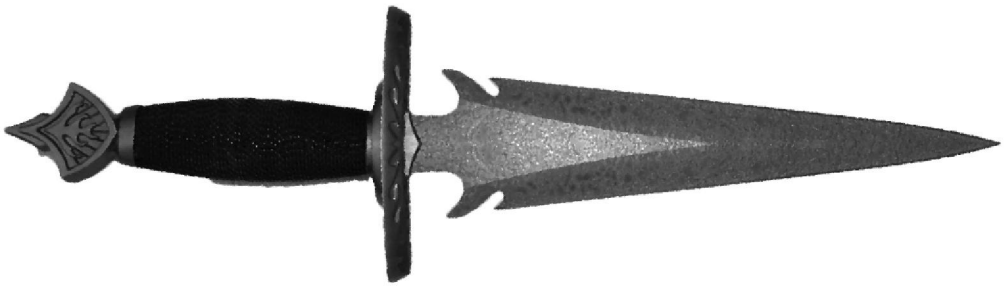
Feather-light and not imbued with much of an edge, upon examination the *Dagger of Burning* appears to be a talisman rather than a formidable weapon favored by the nobility of the fey. Made of a magnesium alloy, the blade is safe for any who suffer from the presence of iron but has additional properties most easily used by those of fey-blood.

Elves and their kin may access the dagger's special properties at will. All others may only access the dagger's powers by activating it via extreme heat.

***The Dagger of Burning,* artifact, +2 dagger**: AL C; special powers: flame brand, flame tongue.

Flame brand: Ignite in flame 3/day. Duration 6 rounds. Inflicts additional 1d6 damage and ignites targets on fire (DC 10 Ref save to avoid).

Flame tongue: Launch jet of flame 1/day. Jet is cone, 40' long and 10' wide at end. All within take 2d6 damage and may catch on fire (DC 15 Ref save to avoid).



May-Skein

May-skeins are beautiful feathered garbs imbued with a naturalistic magic that allows the wearer, also known as a may-bearer, to alter their appearance and shape. The skeins appear as short, sleeveless tunics woven of white, brown, or grey feathers. Woodland creatures have been known to make gifts of such garments to human orphans raised by them as a means to escape danger or to disguise themselves from men that might seek to capture or abuse their kind.

When wearing one, the may-bearer can transform into the bird whose feathers make up the skein, gaining the abilities and additional extra hit points of the creature at the time of transformation. It takes a full round and action to perform the transformation. If struck or attacked while they are transformed, damage is taken from the extra hit points first before being applied to the PC's own hit points. When the extra hit points are gone, the wearer immediately reverts to their human form and cannot use the garment until it naturally heals using the healing rate rules.

Swan-may: Init +1; Atk beak +2 melee (1d6); AC 14; HD 3d10; hp 15; MV fly 40'; Act as may-bearer; SP wing-buffet (+2 AC to adjacent allies when attacking); SV Fort +0, Ref +2, Will +0; AL N.

Owl-may: Init +3; Atk talon +2 melee (1d8); AC 15; HD 3d6; hp 10; MV fly 40'; Act as may-bearer; SP night-vision, excellent hearing; SV Fort +2, Ref +0, Will +0; AL N.

Eagle-may: Init +2; Atk talon +2 melee (1d8); AC 12; HD 3d8; hp 12; MV fly 60'; Act as may-bearer; SP excellent vision; SV Fort +0, Ref +0, Will +2; AL N.

Monsters

Hell Horse

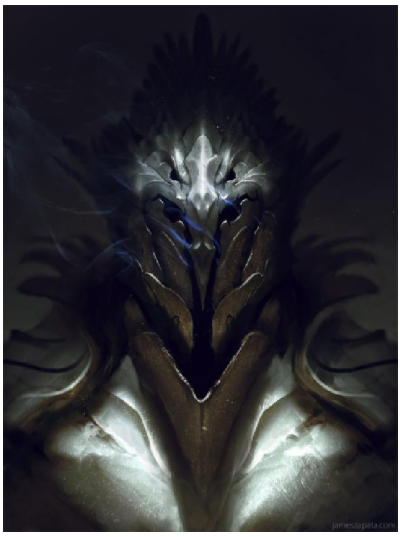
He heard the sound as it came from the shadows behind the church. It was the sound of a horse moving among the graves, a horse old and lame and weary unto death, stumbling among the graves as it sought him, and he whimpered in his throat. For he knew that this was the Hell Horse, and whoso looks upon it shall die.

– Poul Anderson, Three Hearts and Three Lions

Hell Horse: Init +0; Atk hoof +1 melee (1d3+2); AC 13; HD 8d8; MV 60'; Act 1d20; SP fatal visage, undying; SV Fort +2, Ref +3, Will +8; AL N.

Fatal visage: All who gaze upon the Hell Horse and its rider, whether directly or indirectly (such as by reflection) must, each round, make a DC 25 Fort save or die.

Undying: Upon being banished or slain, the Hell Horse reforms in one day's time.



Hollow Knight

The stranger came over a ridge. He bestrode a tall horse, snowy white, with flowing mane and proudly arched neck; yet the beast was subtly wrong to look at, too long of leg, too small of head. The rider was in full plate armor, his visor down so that he showed no face; white plumes nodded on the helmet, his shield was blank and black, all else shimmered midnight blue.

– Poul Anderson, Three Hearts and Three Lions

Created by the magics of the fey, the Hollow Knights are indefatigable and relentless foes. Once encountered and engaged by such a construct, the only succor to be found is in its destruction.

Hollow Knight: Init +4; Atk longsword +6 melee (1d8+3), dagger +6 melee (1d4+3), lance +6 melee (1d12+3), or bow +6 missile fire (1d6); AC 19; HD 6d12; MV 30'; Act 1d20; SP elfin steed, mounted combat; SV Fort +4, Ref +3, Will +9; AL C.

Elfin steed: Hollow knights patrol the fey kingdoms from atop their swift and strange warhorses. Should the knight be slain, its elfin steed immediately rushes to report what has transpired.

Mounted combat: A hollow knight atop an elfin steed receives a +2 bonus to his AC and a +2 bonus to hit unmounted opponents. All else as per DCC RPG p. 87.

Elfin Steed: Init +3; Atk hoof +5 melee (2d3+3); AC 18; HD 4d8; MV 80'; Act 1d20; SP unnaturally calm; SV Fort +6, Ref +8, Will +4; AL C.

Unnaturally calm: An elfin steed cannot be spooked.

Spells

Spell	Faerie Mist
Level	1 (Fey patron spell)
Range	Varies
Duration	1 hour per CL
Casting Time	1 turn
Save	None
General	With this spell, the caster is able to summon a fey mist to confuse their enemies, or even fill entire expanses to entrap those within in its seemingly unending extent. The caster must be aligned with a powerful creature of the Middle World and be granted the spell as a benefice for their allegiance, similar to a patron spell. To cast, the caster performs a summoning ritual to draw upon the powers of the Middle World and bring them forth into existence. The spell check is made upon completion of the ritual, and a minimum spellburn of 1 point is required to cast this spell. On a successful casting, the caster 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 1d3: (1) clouds of mist roil out from caster's fingertips; (2) coalescing snake-like tendrils rise from the ground; (3) caster's eyes roll back in his head as chill currents radiate from his body into the surrounding air.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster summons a low haze in a 100' radius per CL that slowly gathers over the course of the casting and grants a +4 bonus to hide checks to all allies contained within it. Inside, visibility is reduced to 30' and ghostly shapes seem to flicker in and out of existence within the mist.
14-17	The caster summons a concealing mist in a 100' radius per CL that coalesces over the course of the casting. Within visibility is reduced to 25' and all sounds are dampened and ring flat. The mist grants a +4 bonus to surprise checks to the caster's allies.
18-19	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Within the mist noise does not travel or else echoes strangely from far away, and sight is limited to 20'. All targets within the mist suffer a -2 penalty to attack rolls. The caster and his allies are not affected.
20-23	The caster summons a concealing mist in a 200' radius per CL that coalesces over the course of the casting. Inside the dense, grey wall sight is limited to 15' and all targets within the mist suffer a -1d penalty to attack rolls. The caster and his allies are not affected.
24-27	The caster summons a dripping greyness with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. Within the mist sight is limited to 10' and low and hideous laughter can be heard along with the sounds of leathery wings passing overhead. All targets within the mist suffer -4 to moral checks and must make a DC 12 Intelligence check each turn not to get lost from their desired path of travel. The caster and his allies are not affected.

28-29	The caster summons a dense fog-like mist with a 400' radius per CL that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight. By concentrating, the caster can move the mist at a rate of 50' round, as it appears to roil and wash over the landscape. Within the mist sight is limited to 5' and grotesque shapes can be seen slipping and sliding on the fringe of sight, filling the air with slitherings and hissings, howls and laughs. All targets within the mist must make a DC 12 Will save each turn or flee in terror until they succeed on a Will save on subsequent turns.
30-31	The caster summons a turbid, roiling mist a mile in radius that coalesces over the course of the casting. The mist can be centered on any location within the caster's line of sight and by concentrating, the caster can move the mist at a rate of 100' round, as it appears to consume the landscape as it flows over it. The mist can take the physical shape of grey-coated wolves that strike at any targets inside 1 damage each round (DC 10 Ref save to avoid).
32+	Extraordinarily powerful casters can call upon this spell in times of war or extreme danger. For the next 1d4+CL days, the caster envelopes an entire region (e.g., a whole forest, a valley, a mountain pass) in a blanket of mist that cannot be blown away or displaced by any power short of divine intervention. Any creatures entering the mist are trapped and may only leave at the will of the caster unless they make a Will save versus the DC of the spell check.

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 #24 © 2017, 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 #25

The Fallible Fiend

Compatible With
DCC RPG