

SANCTUM SECORUM

Episode #35

Hundra



1983

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #35 Companion

Written By

Daniel J. Bishop

Bob Brinkman

[Ari-Matti Piippo](#)

Ian Shears

Interior Art by

[Sophie Black](#)

[Crashing Course](#)

[Rafa Lee](#)

[Madguten](#)

Ethan Nicolle

[Lorena Pereda](#)

[Ari-Matti Piippo](#)

[Michael Richards](#)

[Setvasi](#)

[Yuka-Soemy](#)

Designed by

Bob Brinkman

Edited by

Jen Brinkman

Published by

Sanctum Media



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HUNDRA



Sanctum Secorum's Super Number 1 Contest!!

What? You missed out on your last three chances to win a copy of *Super Number 1 Food Tower* by Matthew Goiffon? Well, now you have another chance – one could say almost as if by magic! Submit a DCC-related map (of a city or other locale, a dungeon, or even a small house) during the month of May for a chance to win!

Win what, you ask? How about...

50 Foot Pharaoh Zine Module No. 01 Super Number One Food Tower 2015 North Texas RPG Convention Edition

That's right, Sanctum Secorum is kicking off 2018 by giving you a chance to win some pretty rare DCC 3rd party swag! The author, Matthew Goiffon, has gifted a small number of these ultra-rare 'zines to Sanctum Secorum. Not only that, but he also provided enough of the pre-gen character sheets for every winner to have a sheet with 4 randomly-created characters!

So, what do you need to do to win one of these rarities? Simple: contribute a piece of content to our contest.

For the next six months, Sanctum Secorum will be running a series of themed content contests with a winner to be chosen at random. Submit something and you too could win.

It is pretty much that cut and dry...although contests are never quite that simple. CYA text follows – because without rules, we cannot have nice things.

RULES

1. **Content:** Entries must be your own original, previously unpublished, material.
2. **Permissions:** By entering, you grant Sanctum Media non-exclusive right to publish your entry on the Sanctum Secorum website/social media, in a future issue of the Sanctum Secorum 'zine, or any subsequent Sanctum 'zine compilation.
3. **Entry Eligibility:** Eligible entries must be complete and written for use with DCC RPG (or MCC RPG). Monsters must be stattd; spells fully written up; etc.
4. **Geographic Eligibility:** The contest is open to participants worldwide in any location where the contest is legal.
5. **Entrant Eligibility:** The contest is open to all persons not currently hosting the Sanctum Secorum Podcast, but is open to 'zine contributors past and present. Entries by persons under the age of 18 must have parent's permission.
6. **Deadlines:** Entries for each month may be sent ANY TIME prior to the end of that month's contest, including in prior months. Entries must be received no later than midnight EST on the final day of the contest month.
7. **Entry Methods:** Submissions may be sent in two ways:
Emailed to: thehub@Sanctum.media
or
Mailed to: Sanctum Secorum Contest
4915 Rattlesnake Hammock Rd #139
Naples, FL 34113
8. **Monthly Contest Themes:** Each month of the contest has a different content theme. To be eligible, content must be received prior to the last day of its associated month.
May - Maps
June - Art
9. **Multiple Entries:** Multiple entries by a single entrant for a single month are allowed, but only one prize may be received per month.
10. **Bonus Entries:** In months 1-4, entries accompanied by original art will receive a second entry into the drawing. In months 5-6, entries accompanied by original stats/write-ups will receive a second entry into the drawing.
11. **Minimum Entry Requirement:** Should less than five entries from different individuals be received in a single month, no prize will be awarded and all eligible entries will roll into the next month and appropriate additional prize drawings will be made in the subsequent month.
12. **End of Contest:** Sanctum Media reserves the right to extend the contest by adding additional prizes to later months.
13. **Winning:** Winners will be chosen at random from the pool of eligible entries. Chances of winning vary by the number of entries.
14. **Prizes:** Grand Prize winners will receive one (1) copy of *Super Number 1 Food Tower* and one (1) page of randomly pre-generated characters for the adventure. Prizes will be delivered via US Post. One additional winner per month will receive a random item from the Sanctum Secorum's Prize Closet.
15. **Prize Limitation:** Only one "Grand Prize" per household. Repeat winners will automatically receive the random prize.
16. **No purchase necessary; void where prohibited by law.**

Character Classes

Amazon

Refusing to be subservient to men, the Amazons are tribes which consists solely of women. Nomadic, these warriors travel to avoid the conflicts which inevitably arise when they encounter male-dominated societies. Preferring to live in peace, these women are well trained in the arts of war and do not shy from combat, for none are their superior.

Hit Points: Their tough, nomadic lifestyle gives the Amazons great resilience. They gain 2d6 hit points at each level.

Weapon Training: Amazons deeply study the ways of steel and innately understand the use of any weaponry that they wield (including technological devices from alien worlds). If its primary function is to kill; these women understand it. Amazons wear whatever armor they can obtain. When wearing armor that does not reduce their speed, an Amazon adds her Reflex save to her armor class instead of her Agility bonus.

Alignment: Amazons may follow one of many paths based on their tribe's customs. Androktones are lawful warriors who seek equality and fight to bring freedom to all women. The Oiorpata are chaotic tribes who wage war on all men and who only use men to further their own end. The Steganor are neutral tribes who simply seek to live in the absence of men. Amazons who do not obey the will of the tribe may be exiled.

Attack Modifier: Like other militant classes, Amazons do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The Amazon rolls this die on each attack roll and applies it to both her attack roll and her damage roll. On one attack, the die may give her a +1 to her attack roll and damage roll. When the Amazon has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Arms: Amazons are capable of performing mighty deeds of arms, as per the warrior class.

Initiative: Amazons are fleet and respond to threats with preternatural speed. An Amazon adds double her class level to her initiative rolls.

Action Die: An Amazon always uses her action dice for attacks. At 6th level, the Amazon gains a second attack each round with her second action die.

Saddle-born: Amazons learn to ride during childhood and spend much of their lives on horseback. When deciding initiative during mounted combat, the Amazon uses the better initiative bonus between hers and the horse's. Additionally, Amazons are trained in several equestrian-related mighty deeds.

Death Throes: Amazons continue fighting, even after lesser mortals would have been slain. After reaching 0 hit points, these women carry on in combat for CL in rounds before they fall. These rounds do count towards their limitation for bleeding out.



Table A-1: Amazons									
Level	Attack (Deed)	Crit Die/Table	Action Dice	Ref	Fort	Will	Title by Alignment and Origin		
							Lawful	Chaotic	Neutral
1	+d3	d12/III	d20	+1	+1	+0	Virago	Man-Slayer	Termagent
2	+d4	d14/III	d20	+1	+1	+0	Spitfire	Harpy	Reviler
3	+d5	d16/IV	d20	+2	+1	+1	Fury	Murderess	Xanthippe
4	+d6	d20/IV	d20	+2	+2	+1	She-Devil	Hellcat	Tigress
5	+d7	d24/V	d20+d14	+3	+2	+1	Warrior Queen	She-Demon	She-Wolf
6	+d8	d30/V	d20+d16	+4	+2	+2			
7	+d8+1	d30/V	2d20	+4	+3	+2			
8	+d8+2	2d20/V	2d20	+5	+3	+2			
9	+d8+3	2d20/V	2d20+d14	+5	+3	+3			
10	+d8+4	2d24/V	2d20+d16	+6	+4	+3			

Equestrian Deeds

Amazons may add their equestrian deeds to any appropriate action, even outside of combat. This includes attempts at intimidation, horsemanship, etc.

Equine Frenzy: The Amazon coaxes her horse into a state of primal fury, causing it to lash out with an additional attack for CL rounds. These results stack, granting Amazons the ability to turn their mounts into rampaging nightmare beasts of death.

Deed Equestrian Frenzy Result

- 3 Bite +3 melee (1d5)
- 4 Slam +4 melee (1d8)
- 5 Rearing Stomp +5 melee (2d6)
- 6 Crush +6 melee (2d8)
- 7+ Bucking Kick +7 melee (2d10)

Leap: With her deep understanding and bond with her mount, the Amazon brings her horse to a galloping charge and, summoning forth her horse's deepest reserves, allows it to clear incredible obstacles.

Deed Leap Result

- 3 Horse may leap distances up to 20'.
- 4 Horse may leap over obstacles up to 5' in height and can clear distances up to 20'.
- 5 Horse may leap over obstacles up to 5' in height and can clear distances up to 25'.
- 6 Horse may leap over obstacles up to 10' in height and can clear distances up to 25'.
- 7+ Horse may leap over obstacles up to 10' in height and can clear distances up to 30'.

Pinning Attack: Using her mount, the Amazon pins a foe against a wall, rock outcropping, or even the ground itself.

Deed Pinning Result

- 3 Amazon bumps her foe with her horse, making him fall to the bottom of the initiative order.
- 4 Amazon partially pins her foe, causing a -1d penalty on his next attack.
- 5 Amazon's mount briefly pins her foe, making him lose his next action.
- 6 Amazon pins her foe who can take no actions until freeing himself with a DC 15 Strength check.
- 7+ Amazon's mount crushes her foe, inflicting an additional 1d8 damage per round. Foe may take no actions until freeing himself with a DC 15 Strength check.



Bard

The tradition for song and storytelling spans all cultures and times: bards, minstrels, skalds, wise-men, soothsayers, troubadours and shamans all spin the same magic of the Word, bringing new meanings and ideas to those who care to listen.

Whether leading bands of brave men into the fray upon a snow-riddled shore of the North, gleefully spreading mirth and joy to the common man in a crowded tavern, or quietly informing the decisions of crowned heads in the High Courts, bards are everywhere.

Hit Points: Bards roll their hit points on a d5.

Weapon training: In addition to their sharp wit, bards are trained in the use of daggers, short swords, longswords, two-handed swords, staves, spears, clubs, handaxes and battleaxes. For ranged combat bards can use slings, shortbows, longbows or crossbows. A bard may wear any armor, but usually eschews the heaviest protections, as they affect bardic spellcasting and the use of their various skills.

Alignment: The personality and temperament of a bard affects their position and performance greatly. In addition to differences in their skill sets (see skill tables below), bards of varying alignments have different focuses in their bardic special abilities¹.

Chaotic bards are known as *skalds*. They are energetic, powerful and often warlike: their skill and ability manifests as greater martial prowess and inspiration.

Neutral bards are *minstrels*. Their focus is on the common man, and the lives of those around them. Minstrels are able to inspire and support the goals of others, be they romantic, mischievous or utterly mundane.

Lawful bards are the *sages* of the halls of men: they are temperate and intelligent, experienced in the histories and secrets of the world and what lies beyond: only trained wizards can match their mysterious intuition.

Bardic skills: Bards have access to the following skills, regardless of their specialization. Note that bards need tools for climbing sheer surfaces, forging documents and disguising others (but not for disguising themselves).

Sneak Silently: Bards know when to step lightly and have access to the *Sneak silently* skill (as thieves, see DCC RPG core rulebook, p. 35).

Hide in shadows: Bards know that sometimes it's best to avoid being the center of attention and know how to *Hide in shadows* when the situation merits it (as thieves, see DCC RPG p. 35).

Climb sheer surfaces: Whether the balcony of a lover or the wall of an enemy compound, bards know how to surmount sheer obstacles (as thieves, see DCC RPG p. 35).

Sleight of hand: Bards are performers, always learning new ways to entertain their audiences. Whilst this ability is primarily focused on card tricks and illusions, it can be used to more unscrupulous ends (as pick pocket for thieves, see DCC RPG p. 35).

Forge document: Experienced with a variety of documentation, bards can forge histories just as well as they can study them (as thieves, see DCC RPG p. 36).

¹ Alternately, judges may opt to allow players to specialize their bards to one of the three archetypes freely.

Disguise: Bards are used to taking on various personae as part of their performances, and their skill can fool even the trained eye (as thieves, see DCC RPG p. 36, with the addition that bards can use their ability on others as well).

*Discern languages*²: Bards are experienced with a variety of languages, both speaking and reading them. For a bard, interpreting simple meaning from a written or spoken piece requires a DC 5 check, and a detailed understanding requires is DC 10. Additionally, with a DC 15 result they may also respond in a simple but understandable manner, and a DC 20 check results in situational fluency. Note that extended interactions require multiple checks, and fumbles likely result in confusion or trouble.

Cast spell from scroll: Bards are capable of casting spells from scrolls (as thieves, DCC RPG p. 36).

Action dice: Bards may use their action dice for combat, skill checks or casting spells.

Caster level: As bard level.

Scoundrel's Luck: For bards, Luck regenerates at a pace of a number of points equal to their level per a night's rest.

Minstrels are the chosen of fortune and mischief, and can spend luck to assist their allies: when used in this fashion, each point of Luck spent equals to a +d3 bonus to an ally's roll. Note that only one character in an active party can use their Luck in this fashion at any given time (see rules for halflings, DCC RPG core rulebook, p. 60).

Bardic magic: According to bardic tradition, song was the first form of the Word. Because of this, all magic springs forth from the ancient tradition of storytelling: for what is poetry if not the human mind working to change the surrounding reality?

Bardic spellcasting is a result of an innate understanding of the Word, and functions much like wizardly magic (see rules for wizards, DCC RPG core rulebook, p. 48), with the following differences:

- Bards use a variant spell list, described below in Table A.
- Bardic magic is all bound in song: a bard needs to be able to speak in order to cast spells; for purposes of casting, all bardic spells have a vocal component in addition to any other requirements.
- Bards use Personality as a basis for spellcasting, instead of Intelligence.
- Bards cannot spellburn to increase their spell results.
- Bardic magic is less visceral than wizardly use of occult force. Bards do not suffer corruption. Instead, each corruption result causes two (additional) rolls for misfire effects.

Finally, *sages* have the additional benefit of a bonus spell each level. They may pick the spell from the below table, and it is automatically added to their spell roster upon level up, without need for additional study. This is due to their extensive experience with arcane text and mythology: the teachings of the past are readily available to their bardic understanding, and revelation comes with experience.

2 Any use of this ability to understand or communicate with animals or magical beings should, as always, be under judge's discretion.

Table A: Bardic Spell List					
d20	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
1	Blessing ¹ 255	Animal summoning 129	Binding ¹ 270	Charm person 131	Eldritch hound 211
2	Cantrip 130	Banish ¹ 269	ESP 166	Forget 170	Planar step 225
3	Comprehend languages 136	Consult spirit 204	Lokerimon's orderly assistance 241	Mirror image 182	Polymorph 243
4	Detect invisible 165	Curse ¹ 273	Lotus stare ¹ 276	Dispel magic 208	Sword magic 229
5	Detect magic ¹ 260	Food of the gods ¹ 262	Monster summoning 184	Eternal champion 214	Turn to stone 233
6	Ekim's mystical mask 137	Knock 175	Remove curse ¹ 289	Haste 221	Weather control ¹ 302
7	Find familiar 141	Locate object 178	Sleep 155	Magic bulwark 251	
8	Holy sanctuary ¹ 263	Runic alphabet, mortal 154	Shatter 193	Mind purge 252	
9	Invoke patron ² 144	Runic alphabet, fey 227	Slow 228		
10	Magic mouth 180	Scare 191	True name ¹ 293		
11	Magic shield 146	Second sight 267	Wizard sense 245		
12	Mending 147	Snake charm ¹ 280	Wizard staff ⁴ 199		
13	Paralysis ¹ 264	Ward portal 160	Wood wyrding ¹ 284		
14	Patron bond ² 148	Word of command 268	(Patron spell ³)		
15	Phantasm 187	Write magic 236			
16	Read magic 152	(Patron spell ³)			
17	Ropework 153				
18	Speak with the dead ² 290				
19	Strength 198				
20	Ventriloquism 158				
21	(Patron spell ³)				

Changes to spells: The following changes affect bardic spell use:

1. **Borrowed idol magic spells:** Use the following rules when casting idol magic spells as a bard.

- Always treat a roll of 1 as: *Lost, failure and worse!* Roll d6 modified by Luck: 0 or less results in patron taint and three misfire rolls; 1-3 results in two misfire rolls; 4 results in patron taint (or two misfire rolls if no patron); 5+ results in a spell misfire.
- Also, any result 1 or 2 below the first acceptable success results in a failure, but the spell is not lost. Results between 1 and this figure result in failure and the spell being lost.

2. *Patron Bond & Invoke Patron*: A bard learning one learns the other as well.
3. *Patron spells*: Obviously unavailable to characters without a patron.
4. *Wizard staff*: In addition to the description listed in the rulebook, bards can use this spell to imbue their musical instruments with arcane power.

Song of inspiration: In combat, bards may sing to inspire those around them to greater deeds. Singing is a bonus action for a bard (as speaking is a free action): as long as they are able to speak, they are able to sing, and their allies gain the benefit (as long as they hear and understand the song).

Bardic song has a range of 15' (5m), which increases to 30' (10m) upon reaching 5th level. It adds a bonus to the recipients' attack rolls equal to a half of the bard's level (rounded down, always at least +1). Note that casting spells disrupts bardsong, and enemies may focus aggression towards the bard because of their song. Also note that the effect for bardic song applies to their allies, not to the bard.

When singing, *skalds* inspire themselves as well. A singing skald has access to an inspiration die, similar to the deed die of warriors (see DCC RPG p. 42).

Languages: When a bard reaches 1st level, they gain two additional languages for each point of positive Intelligence modifier. Bards use the following list for rolling bonus languages, roll d100 (re-roll duplicates): (1-15) Alignment tongue; (16-20) Chaos; (21-25) Neutrality; (26-30) Law; (31-35) Dwarf; (36-40) Elf; (41-45) Halfling; (46-50) Gnome; (51-52) Bugbear; (53-54) Goblin; (55-56) Gnoll; (57-58) Harpy; (59-60) Hobgoblin; (61-62) Kobold; (63-64) Lizardman; (65-66) Minotaur; (67-68) Ogre; (69-70) Orc; (71-72) Serpent-man; (73-74) Troglodyte; (75-76) Angelic; (77-78) Centaur; (79-80) Demonic; (81-82) Doppelganger; (83-84) Dragon; (85-89) Pixie; (90) Giant; (91) Griffon; (92) Naga; (93) Bear; (94) Eagle; (95) Ferret; (96) Horse; (97) Wolf; (98) Spider; (99) Undercommon; (100) Thieves' Cant.

Table B: Bard Advancement								
Level	Attack	Crit die/table	Action die	Ref	Fort	Will	Known Spells	Max Spell Level
1	+0	1d6/II	1d20	+1	+0	+1	2	1
2	+1	1d8/II	1d20	+1	+0	+2	3	1
3	+2	1d8/II	1d20	+2	+1	+2	4	2
4	+2	1d10/II	1d20	+2	+2	+3	5	2
5	+3	1d10/II	1d20+1d14	+3	+2	+4	6	3
6	+4	1d12/II	1d20+1d14	+3	+3	+4	7	3
7	+5	1d12/II	1d20+1d16	+3	+4	+5	8	4
8	+6	1d14/II	1d20+1d16	+4	+4	+5	9	4
9	+7	1d14/II	1d20+1d20	+5	+5	+6	10	5
10	+8	1d16/II	1d20+1d20+1d14	+6	+5	+7	10	5

Skill advancement tables: The tables below detail skill advancement for the three bard specializations. Note that *Sneak silently*, *Hide in shadows*, *Climb sheer surfaces* and *Sleight of hand* are modified by Agility; *Forge document*, *Discern languages* and *Cast spell from scroll* are modified by Intelligence, and *Disguise* is modified by Personality.

Table C: Skald skills										
Skill/level	1	2	3	4	5	6	7	8	9	10
<i>Sneak silently</i>	+1	+3	+4	+6	+7	+8	+9	+10	+12	+14
<i>Hide in shadows</i>	+1	+2	+4	+5	+6	+7	+8	+9	+10	+11
<i>Climb sheer surfaces</i>	+2	+3	+5	+6	+7	+8	+9	+10	+11	+12
<i>Sleight of hand</i>	+0	+1	+3	+4	+5	+6	+7	+8	+9	+10
<i>Forge document</i>	+0	+1	+2	+3	+4	+4	+6	+7	+8	+8
<i>Disguise</i>	+1	+2	+3	+4	+5	+6	+6	+7	+8	+9
<i>Discern languages</i>	+0	+1	+2	+3	+4	+4	+5	+6	+7	+8
<i>Cast spell from scroll</i>	d10	d12	d12	d14	d14	d16	d16	d20	d20	d24
<i>Inspiration die</i>	+d3	+d3	+d3	+d4	+d4	+d4	+d5	+d5	+d5	+d6

Table D: Minstrel skills										
Skill/level	1	2	3	4	5	6	7	8	9	10
<i>Sneak silently</i>	+1	+2	+3	+5	+7	+8	+9	+10	+11	+11
<i>Hide in shadows</i>	+2	+3	+5	+6	+8	+9	+10	+11	+14	+15
<i>Climb sheer surfaces</i>	+1	+2	+4	+5	+6	+7	+8	+9	+10	+11
<i>Sleight of hand</i>	+2	+3	+4	+5	+6	+7	+9	+10	+11	+12
<i>Forge document</i>	+1	+2	+3	+4	+4	+6	+7	+8	+9	10
<i>Disguise</i>	+3	+5	+6	+7	+9	+11	+12	+13	+14	+15
<i>Discern languages</i>	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
<i>Cast spell from scroll</i>	d12	d12	d12	d14	d14	d16	d16	d20	d20	d24
<i>Minstrel's luck:</i> May spend luck to aid others, each point spent equals a +d3 bonus to a roll.										

Table E: Sage skills										
Skill/level	1	2	3	4	5	6	7	8	9	10
<i>Sneak silently</i>	+0	+1	+2	+3	+4	+6	+7	+8	+9	+10
<i>Hide in shadows</i>	+0	+1	+3	+5	+7	+8	+9	+10	+11	+12
<i>Climb sheer surfaces</i>	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
<i>Sleight of hand</i>	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
<i>Forge document</i>	+3	+4	+5	+6	+8	+9	+10	+12	+14	+15
<i>Disguise</i>	+0	+1	+2	+3	+5	+6	+7	+8	+8	+9
<i>Discern languages</i>	+2	+3	+4	+5	+7	+8	+10	+12	+14	+15
<i>Cast spell from scroll</i>	d12	d14	d14	d16	d16	d20	d20	d24	d24	d30
<i>Knowledge of the Word:</i> Gain one bonus spell each level, may choose spell from bard spell list.										

Titles: Bardic titles are too imaginative and flamboyant to be listed here, but they always reflect their owner's great deeds, real or imagined, past or future.

Player:

NAME:			TITLE:		ALIGNMENT:	
OCCUPATION:			CLASS:		GENDER:	LEVEL:
STRENGTH:	/	MOD:	HD:	HIT POINTS:	/	EXP:
AGILITY:	/	MOD:	REF SAVE:		SPEED:	
STAMINA:	/	MOD:	FORT SAVE:		ACTION DICE:	
PERSONALITY:	/	MOD:	WILL SAVE:		ATTACK BONUS:	
INTELLIGENCE:	/	MOD:	LANGUAGES:		CRIT DIE:	
LUCK:	/	MOD:			CRIT TABLE:	

WEAPON	INITIATIVE ROLL	ATTACK ROLL	DAMAGE	ARMOR
				ARMOR CLASS:
				CHECK PENALTY:
				FUMBLE DIE:

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

[illegible]

* Requires Thieves' Tools.

NOTES	LOOT & GEAR
BIRTH AUGUR:	

Monsters

Baal Zymymar

This potent demon has power over a legion of seventy-two lesser demons. It appears as a giant (20' tall) goat-headed man with a patch of bare flesh shaped somewhat like an upside-down star on its forehead. Baal Zymymar gives off an offensive smell, not unlike that of a great goat, but muskier and strangely disturbing to those who smell it. The demon can communicate telepathically or speak in any known tongue.

Baal Zymymar (type VI demon): Init +13; Atk charge +24 melee (2d12+12); AC 23; HD 25d12; hp 151; MV 50'; Act 4d20; SP demon traits, infravision 120', immunities (immune to weapons of less than +4 enchantment or natural attacks from creatures of 9 HD or less; immune to fire, cold, electricity, gas, acid), projection (can teleport at will to any location, as long as not bound or otherwise summoned; can project astrally and ethereally), breath weapon (swarm of stinging flies, 60' cone with 40' base, damage equal to current hit points, DC 23 Fort save for half; 3 uses/day), critical threat range 16-20, *darkness* (+20 spell check); SV Fort +15, Ref +18, Will +18; AL C.



Summoning Baal Zymymar for any occasion except the most important is fraught with peril, for this demon is vain, has a long memory, and has an entourage which can be sent to punish the presumptuous. However, as a demi-patron, it is possible for wizards and elves to call upon Baal Zymymar to power their spells. When a wizard calls upon Baal Zymymar for spellburn, roll 1d4 + spell level + Luck modifier and consult the table below:

- | | |
|----|---|
| ≤0 | You dare disturb Baal Zymymar with so feeble a request? The caster immediately suffers 2d12 damage and must succeed in a DC 15 Will save or die. No spellburn is granted. |
| 1 | Baal Zymymar is not amused by your request. The caster immediately suffers 2d6 damage and must succeed in a DC 10 Will save or be knocked unconscious for 2d5 days. No spellburn is granted. |
| 2 | Baal Zymymar is not amused by your request. The caster immediately suffers 2d3 damage and must succeed in a DC 5 Will save or be knocked unconscious for 2d5 rounds. No spellburn is granted. |
| 3 | Baal Zymymar is not interested in your plea. The caster is not punished, but neither is spellburn granted. |
| 4 | A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and into his clothing. This is expressed as Strength, Agility, or Stamina loss. The caster may gain a maximum of 6 points of spellburn. The vermin leave as the spellburn damage is healed, and the damage heals at half the normal rate. Finally, the caster now owes a service to Baal Zymymar, and the demon will collect regardless of the wishes of the caster. |
| 5 | A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and into his clothing. This is expressed as Strength, Agility, or Stamina loss. The caster may gain a maximum of 10 points of spellburn. The vermin leave as the spellburn damage is healed, and the caster now owes a service to Baal Zymymar, and the demon will collect regardless of the wishes of the caster. |
| 6 | A cloud of biting flies surrounds the caster, crawling over his flesh, up his nostrils, into his eyes, and |

- 7 The caster feels a portion of his soul being sliced away, where it is stored by Baal Zymymar in his palace in Hell. Spellburn is expressed as Strength, Agility, or Stamina loss. As the caster recovers, he becomes accustomed to the loss of part of his soul, but that part is never truly restored unless the caster journeys to Hell itself, seeks it out, and frees it from its bondage. From this day forward, the caster will sometimes dream of his soul's bondage in hell.
- 8 A gaping wound in the shape of an inverted star appears on the caster's forehead. Spellburn is expressed as Strength, Agility, Stamina, or Personality loss. The wound heals as this damage is recovered, but it forever leaves a visible scar. This scar is identifiable as the mark of Baal Zymymar by demons, and may be recognized by wizards, priests, sages, and others at the judge's discretion.
- 9 The power of Baal Zymymar infuses the caster, leaving him with a goaty reek that is disturbing to those who encounter it. The caster may spellburn as normal, but can take points off Personality as well as Strength, Agility, and Stamina. Moreover, for each point taken from another ability score, one must be taken from Personality (i.e., at least half of all the spellburn must come from Personality). This damage heals as normal, but damage to other attributes must be healed before Personality damage can be restored. As the Personality damage heals, the reek fades, until it finally disappears.
- 10 Wild Bacchanal: The caster may have up to 10 points of spellburn at no immediate cost. However, every night thereafter (up to the number of nights equal to spellburn granted), the caster is plunged into a wild orgiastic rites of Baal Zymymar in his dreams, and gets no benefits from rest (i.e., the caster does not heal damage and does not regain lost spells). The caster may become the unwitting parent of a half-demon child at the judge's discretion. Female casters do not become pregnant themselves in this case; the child is carried in a surrogate womb provided by a succubus in Baal Zymymar's entourage.
- 11 An offer you cannot refuse: The caster may have up to 10 points in spellburn without immediate cost, but there is a task that Baal Zymymar wishes completed within 1d30 days. If the task is not completed by that time, the caster takes 1d7 points of damage per point of spellburn gained – the cost of Baal Zymymar's displeasure.
- 12+ This great work is pleasing to Baal Zymymar's vanity. The caster gains 10 points of spellburn without cost, but is marked somewhere upon his body with the sign of the inverted star. From this point forward, the caster rolls 1d5 rather than 1d4 on this table, but for all future spellburn requests (regardless of the result), the caster owes a favor to the demon that Baal Zymymar will make use of. If the spellburn result indicates that the caster owes Baal Zymymar a favor, this is an additional favor owed. If this result is rolled again, the die used by the caster continues up the dice chain to a maximum result of 1d8.



The Entourage of Baal Zymymar

Lillit (type IV demon): Init +5; Atk claw +11 melee (1d10+4 plus paralysis) or peck +9 melee (1d12+4); AC 22; HD 12d12; hp 73; MV 40'; Act 2d20; SP infravision 60', demon traits, paralysis (1d6 turns; DC 22 Will save negates), immunities (immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less; immune to fire, cold, electricity, gas; half-damage from acid), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned; can project astrally and ethereally), *darkness* (+16 spell check), critical threat range 17-20; SV Fort +12, Ref +13, Will +10; AL C.

Lillit has the ability to appear as a beautiful woman, but her true form has a raptor-like bird's head and torso erupting from her shoulders, and her hands and feet are the claws of enormous predatory owls. In woman's form, her touch can cause paralysis (as a claw attack) but does no other damage. She seduces men for their seed, which is of value in Hell. She can speak all languages and communicate telepathically.

There are those who claim that Lillit was the consort of the first mortal man, bringing him equal parts terror and pleasure, before being banished to Hell.

Vanth (type III demon): Init +4; Atk tail lash +11 melee (1d8+2); AC 19; HD 9d12; hp 51; MV 40'; Act 2d20; SP infravision 60', demon traits, immunities (immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), critical threat range 18-20, spines, *darkness* (+12 spell check); SV Fort +8, Ref +8, Will +8; AL C.

Vanth is a bright red female demon with features that are semi-insectile and semi-chthonic. She is covered in spikes that cause 1d8 damage to any who attack her with melee weapons unless a Reflex save (DC 18) succeeds. Vanth has a bird's head emerging from her mouth; it is this which speaks when she chooses to communicate in that way. Otherwise, she can communicate telepathically.

Despite her fearsome appearance, Vanth can be summoned by wizards and elves seeking a guide in the Underworld. In this role, she acts as a psychopomp, meeting the dead and escorting them to their designated place thereafter. In the role of guide for the dead or living through the Underworld, she may even be seen as benevolent despite her fearsome appearance.

Suanggi (type II Demon): Init +3; Atk by weapon +8 melee (by weapon +5) or grapple +8 melee (1d4+5 plus constrict) or gaze (*sleep*); AC 14; HD 8d12; MV 50'; Act 2d20; SP infravision 60', demon traits, grapple (opposed Strength check vs. +5 to escape), constrict (automatic damage each round), gaze (DC 16 Will save or sleep 1d5 turns; attempt to wake allow new saves), illness (DC 16 Fort save negates), immunities (immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), read minds, critical threat range 19-20, *darkness* (+8 spell check); SV Fort +6, Ref +7, Will +8; AL C.

This demon promotes cannibalism and disease. Anyone subjected to any successful attack she makes must succeed in a Fort save or suffer 1d3 points of temporary attribute damage to Strength, Agility, or Stamina (determine which randomly each time this damage is taken). If the initial save fails, a new save must be attempted each day, or additional damage is taken. Once a save succeeds, the disease has run its course.

This demon appears as a scrawny woman with red skin and prominent horns.

Rangdayak (type II demon): Init +4; Atk claw +7 melee (1d10+3 plus drain XP) or breath weapon; AC 13; HD 7d12; MV 40'; Act 2d20; SP infravision 60', demon traits, drain XP (DC 14 Will save or lose 1d6 XP; this loss cannot alter the PC's current level, but must be regained in order to progress), breath weapon (cloud of madness, 30' diameter, up to 30' away; all within must succeed on a DC 14 Will save or attack nearest creature until a save succeeds [a new attempt is allowed each round]), immunities (immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half-damage from fire, acid, cold, electricity, gas), projection (can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned), read minds, critical threat range 19-20, *darkness* (+8 spell check); SV Fort +5, Ref +5, Will +4; AL C.

Rangdayak appears as a lizard-like woman, whose open fanged maw reveals the head of a demonic baby which is her true visage. A tail grows where her genitalia would otherwise be.

Like Suanggi, Rangdayak promotes cannibalism, but she specifically promotes the consumption of infants. She is a friend to witches, and can grant any witch a +1d6 bonus to a spell check one time between full moons (once a month), in exchange for which she requires some action be fulfilled that reflects her nature. If the witch fails to keep her part of the bargain, the judge may choose any two spells during the next month, and apply a -1d6 penalty to their spell checks.

It is often left to the witch herself to ensure that she has done enough to "pay back" the magic loaned to her by Rangdayak. In general, the higher the bonus gained, the more that must be done to balance the scales. If the judge is in doubt, a Luck check can be used to determine whether or not Rangdayak accepts the repayment.

(Within this context, the judge must determine exactly which characters qualify as a "witch". Generally, chaotic female wizards and elves qualify, but some settings, such as *Tales From the Fallen Empire* or *Hubris*, may have classes that the judge wishes to restrict Rangdayak's favor to. The judge is always right.)

Greater Larvae (type I demon): Init +1; Atk bite +5 melee (1d7); AC 12; HD 1d12; MV 20' or swim 30'; Act 1d20; SP infravision, half damage from non-magical weapons and fire, *darkness* (+4 spell check); SV Fort +4, Ref +3, Will +1; AL C.

These are scarlet, worm-like proto-demons, created from the souls of those whose afterlife merits such treatment. They can speak the Infernal tongue and the common language they knew in life but cannot travel the planes of their own volition. Greater larvae have a sulfuric stench that mortals find repulsive, but which many demons treat as an aphrodisiac.

Lesser daemonic larvae can be encountered in *Curse of Mistwood*, published by **Shinobi 27 Games**.



Bear Bat

"The Nocturnal bear bat is known for its massive black leathery wings. Bear bats cannot see very well in light and have sensitive ears that can follow the echoes of their roars. The creatures sleep in large caves or hollowed out buildings while hanging upside down. They sleep in groups of ten or more."

– Dickinson Killdeer, [Dickinson Killdeer's Guide to Bears of the Apocalypse](#)

These fierce and feared creatures descend from the night sky on leathery wings to bring chaos and death in their wake. Even their cubs are known for their especial cruelty, carrying humans aloft only to drop them screaming earthward to their deaths. Frequently encountered in groups of ten or more (referred to as "devastations") these creatures are reputed to have been magically engineered by a mad wizard determined to commit suicide in the most horrific manner imaginable. If the legend is true, it appears that he succeeded.



Bear bat: Init +3; Atk bite +4 melee (1d14 plus poison) or grab +2 melee (1d10 plus grab); AC 15; HD 8d8; MV 40' or fly 60'; Act 1d20; SP breath weapon, poison; SV Fort +8, Ref +6, Will +3; AL C.

Breath weapon: These arcane horrors produce chloroform, which coats their teeth. Once per round a bear bat may exhale at a target within 5'. The victim must make a DC 10 Fort save or be groggy for 1d3 rounds and suffer a -1d penalty to all actions.

Grab: Victims grabbed by the bear bat must succeed in a DC 18 Strength check to break free. While the victim is held, the bear bat automatically hits with its bite attacks.

Poison: Victims bitten by the bear bat must succeed in a DC 15 Fort save or be knocked unconscious for 2d6 rounds and, after waking, continue to be groggy for an additional 1d3 turns.

Bear Crab

"The bear crab has been scientifically proven to give more nightmares than any other creature."

– Dickinson Killdeer, [Dickinson Killdeer's Guide to Bears of the Apocalypse](#)

These crustaceans are ocean dwelling in nature and are dependent on saltwater to survive. Magically constructed, bear crabs have no organs but their brains, hearts and gills. They are incredibly hard to kill and are considered by some to be immortal.



Bear Crab: Init +2; Atk bite +6 melee (1d10) or claw +4 melee (3d5); AC 22; HD 8d10; MV 20'; Act 2d20; SP regeneration, immune to critical hits; SV Fort +8, Ref +6, Will +3; AL C.

Regeneration: The bear crab regenerates 5 hit points per round.

The Death Dealer

The Death Dealer is an un-dead reaver mounted on a great black warhorse. His eyes glow red, but no visage can be seen beneath his horned helmet. He gains a d7 deed die (as a warrior) and uses 1d24 on Table V for critical hits, with a critical threat range of 18-20. He has the power to control any horse he rides by force of will alone. He can make a ranged attack up to 60' away with the force of his gaze. This causes 1d6 damage (deed die does not apply), and the target of a successful attack must succeed in a DC 15 Will save or be unable to act for 1 round.

The Death Dealer wears cursed half-plate armor. Anyone who dies while wearing this armor arises 1d5 rounds later as the new Death Dealer. However, the fumble die for the cursed armor is only 1d12.

The Death Dealer: Init +5; Atk battleaxe +1d7+2 melee (1d10+deed die+2) or longsword +1d7+2 melee (1d8+deed die+2) or searing gaze +0 ranged (1d6 plus lose action); AC 17; HD 5d12; hp 33; MV 20'; Act 1d20 + 1d14; SP un-dead traits, d7 deed die, extended crit range, control horse, searing gaze; SV Fort +5, Ref +2, Will +6; AL C.

A warhorse controlled by the Death Dealer gains +4 hit points and a +4 bonus to Will saves.

The Death Dealer's Warhorse: Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8+4; hp 26; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +6; AL N.

The Following Thing

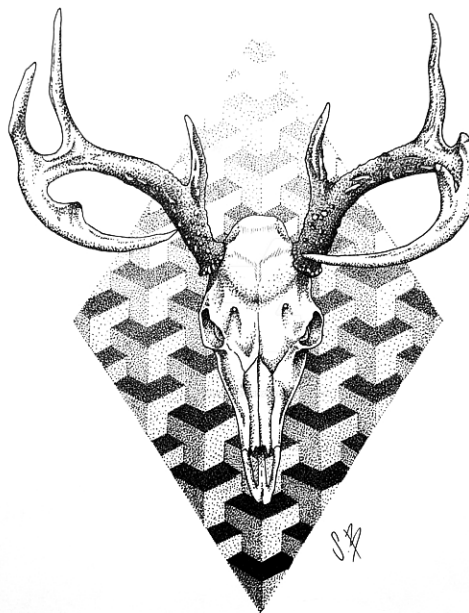
The Following Thing: Init +2; Atk bite +4 melee (1d3 plus DC 13 paralyzing venom); AC 15; HD 3d8+10; hp 30; MV 30' or climb 30'; Act 1d20; SP venom, pursue, impossible to kill, one night only; SV Fort +4, Ref +4, Will +18; AL C.

It looks like a well-dressed man in a long black suit with tails, but its face is a stag skull with dead white eyes. It does not walk, but crawls on all surfaces with equal ease. Once it selects a victim, it will pursue that victim relentlessly, attempting to paralyze it with its venomous bite (DC 13 Fort save or paralyzed 1d3 rounds) in order to remove and eat its victim's eyes. It can remove and devour one eye each round from a helpless victim.

Once a victim is selected, the Following Thing can always follow it, appearing 1d6×10' away in a random direction each time an insurmountable barrier is placed between it and its prey. (The judge may wait to have the Following Thing appear so as to build up tension.) If successfully turned or slain, its body fades away with a high-pitched giggling noise, and it is forced to wait 3d6 turns (30 to 180 minutes) to reform and pursue. It is impossible to kill.

The Following Thing is only active against its selected victim for one night; once dawn arrives the victim is no longer followed. How it chooses its victims is unknown, but some have speculated that miscast spells or the gods' great disapproval might draw it. In some tales, the Following Thing appears as a punishment, sent by forsworn patrons. Few people are ever selected by the Following Thing more than once, and the Wise believe that there is only one such monster in all the multiverse.

(The wise may, of course, be wrong.)



Patrons

Lilith

"She is the witch, a siren, and a vampire. She has come...from the distant stars. To take your heart; to break your heart!"

-Inkkubus Succubus Heart of Lilith

The mother of monsters, the queen of demons. She is believed to be the cause of unexplained terrors such as crib death and infertility. You no doubt have heard the names of her infamous children: Empusa, Lamia, Lillim, Succubus. They are innumerable. She only accepts female supplicants and those who revere women in their hearts. The churches of law name her enemy and her name is whispered in terror by the monks of Choranus and the chaste crusaders of Justicia. She dwells in the space between realms and it is from there that she plots to sow dissent and foster chaos in the world of man.

She is known to manifest as the caster's "ideal female form" but one that has been perverted by chaos. Her lovely almond eyes are black as pitch, her red pupils shaped like that of goats, at the end of her lissome legs are the scaly feet of owls, Black demon's wings sprout from her slender back, a spade tale from her back. Her lips are always full and shapely, occasionally, fangs sprout from her mouth. Of course, how she reveals herself to the caster is always subject to the whims of the judge.

Contrary to her standing as a force for chaos, Lilith is extremely protective of her children and will intercede on their behalf within reason (and if the roll is high enough) when called on for divine aid. However, she always comes to collect a debt and woe to those who are unprepared for her requests!

What can be said of her plans for the world of mortals that has not been said? Her plots usually revolve around sowing chaos, entropy and decay, but unlike her peers in chaos; she is sly, she is subtle and above all else, she is patient. Corrupting clergy from inside, recovering relics long since plundered by her rivals, or seduce an affluent noble, showing them the delights of lust and avarice.

Invoke Patron Check Results

- 12-13** Lilith caresses you with mild affection. Increase your armor class by +2 until the next sunrise.
- 14-17** You feel a sensuous kiss along your neck. It imparts a spark of Lilith's aura. You gain the ability to charm members of the opposite sex for one day. When using this ability, roll your action die, add your level, your Int modifier and your Luck modifier to calculate the DC. If failed, the victim feels an intense physical attraction for you and will attempt to do anything that is non-violent or non-aggressive for you.
- 18-19** Not all of Lilith's gifts are pleasurable. You cough, you sputter, your lungs burn and feel full and heavy. The spasms knock you on all fours and you begin to violently cough up a viscous pool of black, primordial tar in the space in front of you. Those it comes in contact with gain a minor corruption. Those who drink it gain a major corruption, or one of Lilith's patron taints (choose one option before rolling).
- 20-23** A target of your choice is struck immobile by desire. If their HD exceeds yours they get a Will save equal to your spell check to fight this compulsion.
- 24-27** Lilith reaches out and grasps a group of targets, they can be no more than 5' spread apart and can number no more than 4. Targets in her grasp are blinded and take 1d30+CL damage. The effect ends when there are no more creatures in the space. (They are free to act on their initiative turn.)
- 28-29** The caster is granted the services of either 2 Empusa or 1 Lillim for 1d5+CL hours. They are obedient to the caster, but will ignore suicidal or degrading orders.
- 30-31** Wrathful voice! The denounced lady imparts some of her indignant, bilious rage into you. She grants the caster the ability to lay down curses upon those who draw weapons on them. The targets must take a Will save equal to 10+CL+Int modifier. This power lasts a total of 24 hours.

- The curses laid down are subject to the whims of the judge.
- 32+** Oh yes! The demon queen herself steps into the caster's mortal shell for just a little while. This effect lasts 1d5+CL rounds. During this revolutionary experience, the caster's Int and Per increase by 2d6. Spells cast are at +10. Wings sprout from the back, imbuing flight and lastly, a devil tail sprouts from their behind allowing an additional attack (+5 melee, 1d6+Str modifier damage and a toxin that induces the charm effect as above, save DC=10+CL+Int modifier). Once the spell ends, the effects of sharing a body with Lilith are transformative. Roll 1d6 for the result: (1) iridescent scales cover the entire body, reflected as +4 AC; (2) horns sprout from forehead, as per major corruption result; (3) if male, you are now female, permanently. If female or something in between, enhance 1 physical trait and gain +1 Personality, as the caster has learned how to be more seductive; (4) the whites of the caster's eyes are now black, and pupils are now red. You gain infravision as an elf; (5) the demon tail persists; (6) feet are now cloven; increase speed by +10'.

Patron Taint: Lilith

When patron taint is indicated for Lilith, roll 1d6 on the table below. Once a caster has rolled all possible results for patron taint, roll again, as their corruptions will continue to become more and more pronounced until their transformation into one of her children is complete (up to the judge's discretion).

- 1** Monsters are no longer loathsome and repulsive for you. The first time this is rolled, you begin to view monsters as kin to ordinary, mundane animals. There is a 10% chance that you are ignored on a round in combat with monsters, demons and their ilk. The second time this is rolled, you find monsters to be cute, akin to puppies and kitties. There is a 20% chance to be ignored in combat. The third time, you feel a strong, parental urge to protect monsters and solitary monsters will ignore you until you damage them. The fourth and final time, Lilith's corruption has taken hold of you and you now find yourself alienated and afraid of humanoids and you are now at home in the wilds, or in the presence of intelligent monsters and monstrous humanoids. Natural creatures shun and hate you, random peasants and animals are afraid of you and may attack you outright.
- 2** You now feel a kinship for the outcasts and dregs of normal human and demi-human society. You want to reach out and help the lepers, beggars, prostitutes and half-blood children. When you pass them, you must pass a Will save (DC 10+CL) to avoid giving them 100xCL gp, equipment, or trade goods. The second time this is rolled, you feel an uncontrollable urge to visit a house of ill repute and spend all your available funds. The third and last time this is rolled, you must pass the save or go out, cast off your social class and companions and join your brethren in squalor for 1d4+1 days. After this final bender, slum dwellers will view you as one of their own and be helpful in your further adventures.
- 3** Your feet warp painfully. You take 2d10 damage and fall into a coma for 1d3 hours. If you survive, you wake up to discover that your feet have become the scaly talons of a large owl. You can perch on and grasp branches when climbing. You gain a natural kick attack (1d6 damage). You can no longer wear shoes or gain the benefits of magical footwear. You can, however wear two extra rings. Common folk also shun you now. You walk at -10' per combat round and must take dexterity skill check to avoid falling over for the first week after your transformation.
- 4** You fall on your knees and feel a strange tingling in your back. A pair of tinglings, actually. They itch painfully. For one week, you are at -3 total hp due to constant scratching. The second week, you have a pair of bumps sprouting from your back, and you no longer itch. The third week, the bumps burst open, revealing a pair of partially formed devil wings. You get to roll one die up the dice chain when avoiding damage from a fall, but you might want to cover them up to avoid revealing your obvious physical taint.
- 5** A Lillim crawls out from some negative space in your field of sight. Only you and Lilith's faithful can see her. She exhibits all the traits that you, the caster, may find attractive – most of them are even exaggerated. She is always visible; sometimes she is in the corner of your eye, other times she is right in your field of vision. She teases you, laughs at you, and titters constantly. When you reach out to touch her, she dances out of your grasp. At night, she sits on your chest and stares at you. Your hands pass through her, but you can feel her weight pressing down and you wake weary and groggy. The next time this is rolled, a second one shows up, and so on. To decrease their number, a loyal member of a lawfully-aligned faith must be slain within 24 hours of the

Lillim's appearance. They do not help you, they do not fight for you. They are there to drive you slowly insane.

- 6 The caster begins to become more light-sensitive. The first time this is rolled, it's an irritation and can be overcome by hoods, hats and the like. The second time this is rolled, While outside during the day, their action die decreases once down the die chain. The third and final time this is rolled, the caster takes 1d3 damage per hour they are outside in the full sun.

Spellburn: Lilith

Lilith seeks to corrupt and pervert; however, she is not unkind to her minions.

Roll Result

- 1 A flock of owls swoops down onto the caster. They rip and tear at the caster. The damage they do is expressed as the ability points sacrificed.
- 2 The caster notices something. A cosmic event is happening in a far off universe in the midst of their casting. A DC 15 will save is made. If failed, the spellburn happens normally. If passed, they may add +5 to their spellcheck, or regain the use of a spell lost today.
- 3 As the caster starts the spellburn, a rift tears in reality and part of Lilith's realm begins to bleed through. It's inhospitable to standard life! The caster can channel this effect into their spell and increase the total Dc of a damaging spell by the amount of ability points used. The nature of the planar bleed is up to the judge. Curious players could find themselves in an interesting and dangerous world indeed!
- 4 The caster is given the option to add +10 to their spell check result after the spellburn has been added. If they choose to use it, Lilith's intangible form materializes in front of the party. The caster and affiliated companions must offer up 1d4 cast-off holy symbols of the members of a law-aligned church. The holy symbols must be given up in an act of free will after being disillusioned to the lies of their once patrons. If the priests in question have been seduced and corrupted, only half the total of holy symbols are necessary and all stats utilized for spellburn return immediately.

Patron Spells: Lilith

Lilith imparts three unique spells, as follows:

Level 1: *Demonic tongue* – Grow a big, nasty, demon tongue.

Level 1: *Infernal Voice* – Speak with the voice of a devil from infernal domains.

Level 1: *Summon Child of Lilith* – Conjure one of the many children of the demon queen.

Demonic Tongue	
Level: 1	Range: self' Duration: 1 hour Casting Time: 1 round Save: N/A
General	You draw upon the corruption of the foul fiendess and she rewards you with a long, demonic tongue that allows you to see in the dark, strangle foes and grants other strange powers. All effects are cumulative.
Manifestation	After you finish speaking the final syllable of your spell, you begin to gag, sputter and choke. Your tongue slowly grows longer and longer until it is almost a tentacle and extends roughly 7' out of your mouth. A large, fleshy ball is on the end of it.
Corruption	See appropriate patron taint
1	Lost, failure, misfire, and patron taint.
2-11	Lost. Failure.
12-13	Your tongue extends out of your mouth as per the manifestation description. You can see in pitch black darkness as if you had blindsight to 10'.
14-17	An eye blinks open at the nodule on the tip of the tongue. As 12-13, but you also gain infravision. If you are an elf, the range has doubled.
18-19	You can strike with the tongue as a weapon. It deals 1d7 damage and a successful hit means you and the target must make opposed attack rolls. If the target fails, they are knocked down.

20-23	Targets struck by the tongue must also save or be paralyzed.
24-27	You can fire a stream of acid in a 15' line from the tongue. It deals 1d24 damage and you can do this once every combat.
28-29	You can use the tongue to track creatures, similar to the process of how snakes hunt. You probably disgust your companions a bit when you do this. You also gain limited ESP as per type II demons.
30-31	The eye at the end of the stalk "casts" the <i>paralysis</i> spell at result 2-23 (see DCC RPG core rulebook, p. 264). If you know the spell, you gain 1d3 extra uses of it per day (you can ignore it being "lost" up to 1d3 times while this spell is active at this threshold). You also add the total of the d3 when you cast it as if you were a higher-level wizard or elf.
32+	Gaze of the Gorgon: You can petrify the target directly in front of you. They must make a Will save or turn to stone in 1d5 turns. You now have telepathy until the end of the spell as per type III-V demons.

Infernal Voice	
Level: 1	Range: self' Duration: 1 hour/level Casting Time: 1 round Save: N/A
General	You use black, corruptive magics to speak with the authority of the infernal beings.
Manifestation	Your voice changes. You sound as seductive or as deafening as you choose. The smell and taste of brimstone is unavoidable though. Effects are cumulative.
Corruption	Patron taint.
Misfire	Your voice becomes extra high pitched and silly. It always has the opposite intended effect it also lasts for 1d3 hours.
1	Lost, failure, misfire, and patron taint.
2-11	Lost. Failure.
12-13	You can now speak and understand infernal, and converse with agents of hell and the abyss with no problem.
14-17	When trying to be intimidating, or seductive, your personality score counts as being a full 1d6 roll higher.
18-19	Demons and devils will be more willing to converse with you, and you may attempt a personality check to get them to stop attacking you. The DC is equal to 10+HD.
20-23	Your voice is changed enough that you can trick creatures that cannot see you into believing that you actually are an infernal being. No roll is necessary unless you wish to manipulate affected creatures further.
24-27	Once you begin speaking, demons and devils will see you as being an ally, or at least a friend. They will help you, give you information, and converse with you and those under your protection naturally. They will not fight, or die for you, nor will they teach you their true names. They think of you as a sort kindly neighbor, not family.
28-29	Your demonic voice can instill terror in mortals or seduce them into doing your bidding. Add 1d24 to your Personality when using this power, then add the new modifier to your ability checks for the duration of this spell.
30-31	You can "throw" your demonic voice up to 1d3 rooms away to use any of the effects below this level. You also roll an action die 2 higher on the dice chain when trying to influence a creature that speaks infernal natively as per result 18-19.
32+	All natural creatures who can hear you run from your words in sheer terror. You can empty a mead hall or large, crowded business in seconds. Anyone who hears you but is at least 1 st level may take a Will save to avoid fleeing in terror. You may also try to draw others to you in a similar fashion, the will save still applies. The spell ends after you use either of these effects.

Summon Child of Lilith	
Level: 1	Range: sight' Duration: Varies Casting Time: 1 round Save: N/A
General	You ask the dark lady really nicely to help you. She responds by sending you some of her infernal children. They vary in appearance, but all share a single trait, that of a female shape, twisted by demonic corruption. Stats below.
Manifestation	You open a door to the black palace of Lilith and she sends her brood through it in return. They vary in type, size, and appearance.
Corruption	Roll 1d3: (1) minor corruption; (2) major corruption; (3) patron taint.
Misfire	Re-roll the spell check. If "successful," the demon indicated is under no one's control and acts independently.
1	Lost, failure, misfire, and patron taint.
2-11	Lost, failure, and misfire.
12-13	You call forth 1d5 Empusa from a large shadow. They are loyal to you for 1 hour.
14-17	Your call pulls out 1d3 Lillim from a sealed container, pot, urn, backpack, trunk, whatever. If it was locked, they open it to crawl out. They laugh and titter at you, finding everything amusing. They stay for 1d3 hours.
18-19	1d5 Empusa and 1d3 Lillim climb out of a trap door made of star stuff. They remain until sunrise, then melt back into the ground.
20-23	A Lamia slithers out from a crack in a nearby wall, or tree. She serves until slain and taunts and mocks foe and companions alike.
24-27	1d5 Lamia come from just out of sight. They serve 1d3 days, or until your current quest is finished. They serve loyally and without question until you or companions are abusive towards them.
28-29	A lovely Succubus is sent to aide you until daybreak, or 12 hours, whichever happens first in the current scenario. She steps out from where two walls intersect or from the nearest hollow, or simply flies down from up above.
30-31	Pick up to 15 HD worth of Lilith's Children. They join your party and will follow your directions as you give them. They stay till the dawn and see you and your companions as their own. They maintain free will, but will serve you loyally, they will interpret your orders exactly as you give them.
32+	You call, and call, and call. It seems as though your call will be unheeded. Then you hear the flap of wings. It gets louder and louder and suddenly, a pair of succubi fly down. They laugh with joy and claw the open air in the space indicated and rip open a tear in your immediate reality. They go inside and from within the gate steps forth an Avatar of Lilith. She appears as per the patron description and will serve you from sundown until sunup. After she disappears, Lilith will ask a boon from you. The nature of this boon is up to the whims of the judge and will not be something simple, quickly accomplished, or pleasurable for you.

Empusa

Some say Empusa look like attractive women, but from the waist up. One leg is solid brass and the other is a donkey's. Others say that they have the form of a dog but are covered in scales and their head is that of a beautiful blonde woman. Regardless of how they appear, these are Lilith's most plentiful children. They have human intelligence and speak normally despite their appearance. On top of *charm person*, they may cast 1d3 additional wizard spells.

Empusa (type I demon, Lilith): Init +1; Atk bite +4 melee (1d8+3); AC 14; HD 3d12; MV 40'; Act 1d20; SP demon traits, *charm person*, *limited teleport*; SV Fort+3, Ref +4, Will +2; AL C.

Limited Teleport: Empusa can teleport from one shadow to another.



Lillim

The Lillim are named after their dread mother. They look like attractive young women with pale skin and stark black hair. Their eyes have no pupils. A pair of jet black bat wings sprout from their back, allowing flight. Although considered plain-looking compared to the succubi, Lillim know they are at least cute and titter and giggle constantly as if at some unspoken jest.

Lillim (type II demon, Lilith): Init +5; Atk claw +7 melee (1d8+3, +1d4 to lawful creatures); HD 5d12; MV 30' or fly 60'; AC 16; Act 1d20; SP demon traits, *charm person*, *drain personality*; SV Fort +4, Ref+6, Will+6; AL C.

Drain Personality: A Lillim may kiss a target creature as an action. The target must succeed at a DC 15 Will save or lose 1d3 Personality.

Lamia

Another child with varying form, the Lamia all have the top body of a perfectly attractive woman from the top up. From the bottom they either have the body of a lion or a serpent. Regardless of their form they are the proud warriors and hunters among Lilith's children. They hunt and track their prey with the glee and pleasure. When they finally meet up with their quarry, they are ruthless and tear their opponents to shreds. Contrary to the rumors, they do not eat the children they steal, but take them to their dread mother to ensure that they are cared for. Many of these are transformed into Empusa when they come of age.

Lamia (type III demon, Lilith): Init +6; Atk bite +12 melee (1d10+5 plus bleeding) or spear +2 melee (1d8+7, +1d6 to lawful creatures); HD 8d12+4; MV 40'; AC 20; Act 2d20; SP demon traits, *charm person* (+8 spell check), *eldritch hound*, *bleed creatures*, *cannibal*; SV Fort +8, Ref +10, Will +9; AL C.

Bleed creatures: Lawful creatures must make a DC 19 save or bleed out, losing 1d2 Sta per round. They may spend an action to make a DC 18 Luck save to stop the bleeding. After combat, a minute's use of first aid, a potion, or magical healing will cause the bleeding to stop.

Cannibal: A Lamia who consumes the flesh of sentient humanoids may heal itself as if an aligned cleric used *lay on hands* successfully.



Succubus

What is there to say that has not been said of Lilith's favorite children? They embody the ideals of mortal beauty and exist to pervert the natural order by taking advantage of said ideals. These foul ladies seek to seduce men, destroy and dethrone paragons of good and law, and to topple the churches of her hated rivals.

Succubus (type IV demon, Lilith): Init +8; Atk abyssal whip +12 melee (1d14+2d7 fire,+1d4 to lawful creatures) or spell; HD 14d12+4; MV 30' or fly 60'; AC 22; Act 2d20; SP demon traits, alternate form, *charm person*, spells, corruptive kiss; SV Fort +8, Ref+10, Will +9; AL C.

Alternate form: Succubi can assume the shapes of small and medium humanoids and usually choose female forms. The truth may only be revealed by magic.

Charm person: As powerful casters, a succubus can cast the Charm Person spell at will, using their HD as their wizard level.

Corruptive kiss: Those caught within the embrace of a succubus find themselves changing. Targets must make a DC 20 save (judge's choice) or roll 1d4: (1) minor corruption; (2) major corruption; (3) greater corruption; (4) Lilith's patron taint. The victim may use normal means in the corruption and patron taint rules to circumvent this affect.

Spells: Succubi know an additional 1d4 spells.



Hundra-Struck

To the tune of AC/DC's *Thunderstruck*
with apologies to Angus & Malcolm Young
and all blame to Daniel J. Bishop

Hundra, Hundra, Hundra, Hundra
She was out
In the middle of a hunt for food
She looked round
Her home was attacked by hairy dudes
The oracle spoke
And told her what she must do
And she knew
Didn't want help, from men like you
Rage at the Bull
Beating in her heart
Fury of her road
Tore them apart
They were
Hundra struck

Rode to the city
Broke through ceiling, and beat up males
Went to the Temple, Nepakin, yeah she made him fail
She had a girl
With a healer, what a good time
With her sword again
Killed all the men
Yeah yeah they, they, they effing died
They made her go down on her knees
Worship the Bull please
But them ladies grew a spine
And then
Hundra struck

Men were shaking at the knees
They died...

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