

SANCTUM SECORUM

Episode #36

The Book of Three

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #36 Companion

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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 **one final chance!** Submit a DCC related piece of art (which is a pretty wide category) during the month of June 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 **Content:** Entries must be your own original, previously unpublished, material.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.
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.**

Campaign Tools

Character Age

Young/Adult:	No modifiers to stats as rolled		
Mature:	-1d3-1 Str/Agi/Sta	+1d3-1 Int	
Old:	-1d3-1 Str/Agi/Sta	+1d4-2 Int*	
Venerable:	-1d3-1 Str/Agi/Sta	-1d3-2 Int/Per**	
Ancient:	-1d3 Str/Agi/Sta	-1d3-1 Int/Per	

* If a "1" is rolled on the 4-sided die, a -1 penalty occurs.

** If a "1" is rolled on the 3-sided die, a +1 bonus is gained. Congratulations! You've aged well.

Note that each modifier is rolled separately. For example, an old character rolls 1d3-1 for Strength, a separate 1d3-1 for Agility, and a third 1d3-1 for Stamina.



Militant Order: The Sons of Dôn

The order, made up of members of the ruling house of Prydain, claim descent from the immortal rulers of the Summer Country, Lady Don and Belin, King of the Sun. The order is lead by High King Math, Son of Mathonwy. As each member of the Sons of Dôn is a noble and member of the royal family they may, in times of great need, call upon the forces of lesser kings and nobles to join under their banner. The symbol of the order is the golden sunburst upon a field of white.

Son of Dôn: Init +2; Atk longsword +4 melee (1d8+1) or bow +4 missile fire (1d6); AC 18; HD 4d8; MV 20'; Act 1d20; SP immortal, sorcerous lineage; SV Fort +3, Ref +2, Will +3; AL L.

Immortal: It is said that the Sons of Dôn are immortal, capable of eternal life unless slain. That they risk eternity in service of their king and kingdom makes them the source of much admiration and respect.

Sorcerous lineage: Descended from Dôn, magic runs in the blood of these warriors. They may cast *cantrip* as an action (CL 3).

Monsters



Cauldron-Born

“Even as the attackers had begun to withdraw, two more riders galloped forward. They reined their horses sharply, dismounted without hesitation, and ran swiftly toward Gwydion. Their faces were pallid; their eyes like stones. Heavy bands of bronze circled their waists, and from these belts hung the black thongs of whips. Knobs of bronze studded their breastplates. They did not bear shield or helmet. Their mouths were frozen in the hideous grin of death.”

- Lloyd Alexander, The Book of Three

Unlike their slow-moving brethren, the cauldron-born are a foe that few have the courage to face. Stolen from their crypts by their patron-
liege Arawn, the cauldron-born are tireless, silent foes with a resilience that inspires fear among even the greatest of warriors. Utterly silent other than the rasping of their armor and weapons, the cauldron-born will only give up a pursuit when they run out of energy.

Cauldron-Born: Init +2; Atk longsword +3 melee (1d8+2), scourge +2 melee (1d6+entangle, 15' range); AC 10; HD 10; hp special; MV 30'; Act 2d20; SP relentless, un-dead, patron dependent; SV Fort +4, Ref +0, Will n/a; AL C.

Relentless: The cauldron-born are immune to all but the most egregious of wounds, shrugging off arrows and sword slashes as nothing. Only critical hits reduce their body's integrity, and they can withstand a great deal of punishment – requiring critical hits equal to their current number of Hit Dice to return them to their natural state of death. They can be held at bay with magics such as protection spells but cannot be wholly turned.

Patron dependent: Imbued with power by Arawn, the cauldron-born are his favored guards and soldiers. However, there are times when an especially important task will cause the Lord of the Dead to send a group of cauldron-born beyond the borders of Annvin. Beyond Arawn's kingdom, the cauldron-born begin to weaken, losing 1 Hit Die for each week spent away. Cauldron-born reduced to 0 Hit Dice crumble to a pile of rot and cannot be reanimated, beyond the power of even the Black Cauldron.

Gwythaint

“The gwythaints, which, at a distance, had seemed no more than dry leaves in the wind, grew larger and larger, as they plunged toward horse and riders. Downward they swooped, their great black wings driving them ever faster.”

- Lloyd Alexander, The Book of Three

These massive black birds of prey have been known to hunt young dragons and are well feared and respected through the lands of Prydain. The “eyes of Annvin,” the gwythaints are spies for Arawn and what they see they report back to him using a language that only the Lord of the Dead understands. Once gentle creatures, they have been tortured and bred to serve the purposes of their dark patron-liege.

Gwythaint: Init +2; Atk bite +8 melee (1d10+3) or claw +2 melee (1d6+3 x2); AC 15; HD 6d10; MV 10' or fly 80'; Act 1d20 or 2d20; SV Fort +6, Ref +5, Will +2; AL C.

In a single round a gwythaint may attack a single target using its beak or both of its claws.

Tribearatops

"How to defeat them: There is a soft spot between the chest and belly that can be speared. Horns can be chained to a moving train. Also, feed it bombs."

– Dickinson Killdeer, *Dickinson Killdeer's Guide to Bears of the Apocalypse*

Created by the mad wizard Ethcolle, the tribearatops is an absolute horror of fur and scales. A force of utter devastation, the tribearatops rivals dragons for sheer destructive power. It is thus quite fortunate that the creature is also slow-moving – as entire villages have been known to literally relocate their structures out of the monster's path.

Tribearatops: Init +0; Atk bite +6 melee (3d6), gore +8 melee (2d12 plus poison), stomp +4 melee (3d10), or tail sweep +10 melee (1d16 and DC 20 Reflex save or knocked prone); AC 35; HD 10d14; MV 20'; Act 2d24; SP long tail, maternal, poisonous horn, vulnerable spot (AC 18), critical hits as dragon (table DR/d24); SV Fort +8, Ref +6, Will +3; AL C.



Long tail: The tribearatops' tail is long enough that, on a successful hit, additional targets within 5' must make a Reflex save vs. 15 or also be struck prone.

Maternal: The normally slow-moving creature enters a frenzy should its young be threatened, doubling both its movement rate and number of attacks.

Poison: Tribearatops horns are coated with naturally-occurring oxytocin. Merely coming into contact with the horn requires a DC 15 Fort save, while being impaled by the horn increases the DC to 20. Failure results in the victim being overwhelmed by emotion and leaping onto the horn and killing themselves in sacrifice.

Vulnerable spot: There is a single vulnerable spot on the beast which may be successfully targeted with a *precision shot* Mighty Deed of Arms with a result of 6+.



Spells

Harp Magic	
Level: 3	Range: Self Duration: Permanent Casting Time: A month or more (see below) Save: None
General	Magical harps can be created by spellcasters using this spell. A spell check determines the potential abilities and properties of the instrument to be created. The specifics are determined by the material components, craftsmanship, and design elements incorporated by the caster. This spell is cast as an ongoing ritual through the crafting process, and the caster may need a partner to construct the instrument if he is not a luthier himself. Spellburn utilized in the casting is lost for the duration of the casting and only heals when the spell is complete. All costs are expended before the spell check is made, and failure means all costs are lost; no subsequent attempts may be made to enchant a harp that has resisted an attempt to imbue it, and no costs may be recovered from such a failure. The following is the common method for creating a magical harp: Craft the instrument: The instrument must be constructed while this spell is cast. While a lyre is easily enchanted, the enchantment of a triple-harp is an odiously difficult task. Each instrument has a specific minimum crafting cost and spell check modifier, shown on table H-1 below, increasing or decreasing with the complexity of the instrument. The caster's level determines the maximum possible effectiveness of the harp: CL5 = +1, CL6 = +2, CL7 = +3, CL8 = +4, CL10 = +5. Make the spell check and compare the result to Table H-2 to determine the bonus of the instrument. Harp bonus: When played, the bonus of the harp may factor into a scene in several ways. During combat involving NPCs, it may be used as a morale bonus to bolster the courage of allies; when performing as an entertainer, it is added to any Personality check to determine the reaction to the performance; when casting in bardic fashion, the bonus is added to the wizard's caster level for purposes of their spell check. Bardic spellcasting: While using music to cast can certainly obfuscate the presence of magic, it does complicate matters due to the nature of music. Bardic spellcasting doubles the casting time of any spell so cast but also may be used to extend the duration of an ongoing spell by CL in appropriate time units – so long as the instrument is continually played. Banes: A magic harp may be constructed for the purpose of enchanting a particular kind of foe. Reference table H-2 to determine the number of potential banes at any given spell check result and table H-3 for the effects of various banes. Each bane built into a harp adds an additional 25,000 gp to the cost of its crafting. The caster must declare what kind of banes he is trying to instill in his instrument. Depending on the spell check, he may be successful in none, some, or all of those. If a limited number is granted, the judge randomly determines which are successful. Special purpose: A magic harp always has a special purpose, and it is not always under the control of the caster. The special purpose is determined by factors such as original scale of tuning, exotic materials, string type, and other subtleties. Table H-2 indicates the dice rolled for a weapon's special purpose, based on the spell check; those dice are then rolled on table H-4. The result is always random, although the caster may utilize spellburn to shift the table's results. For every point of spellburn, he can increase or decrease his roll by 1 point. This spellburn is determined after rolling for the special purpose. The level of spellburn employed determines the caster's knowledge of the process and how carefully he can actually influence the result of his crafting. Under certain circumstances, particularly if a caster has a powerful patron, the judge may choose a special purpose that is aligned with the caster's patron or some other greater power. There is no additional cost for the harp's special purpose.

	Powers: Like other types of magic items, harp powers come in multiple varieties: type I, and type II (see tables H-5 and H-6). The special check determines which powers a sword may have. The caster pays an additional cost to imbue a harp with powers: 10,000 gp for each type I power and 25,000 gp for each type II power. Depending on the result of the spell check, the harp will have some number of those powers evident at the completion of the casting. It is quite possible that the caster will spend the money to imbue the harp with selected powers, but his spell check will not be sufficient to complete them, or his spell check results in a percentile chance which does not yield those powers. Creation properties: Several of the entries above note specialized circumstances that can influence a harp's final traits. These creation properties are sometimes known factors, and other times are incidental events that affect the creation process inadvertently. Here are some potential creation properties, which can be used by the player to attempt to influence the final weapon created and by the judge to introduce unusual purposes or powers beyond the intent of the creator. <i>Creation properties:</i> crafter (not necessarily caster) is an elf, dwarf, giant, god, demon, last of a line, a wronged king, famed bard, or seventh son; instrument is crafted in a royal music hall, the back of a tavern, or in the wilds; date of crafting is the birthday of a famed composer, the day a famed musician dies, or on the premier of a new musical work; moment of completion is at sunset, sunrise, high noon, during a full moon, during an eclipse, during a storm, or during a drought; material components of harp include remnants of a siren, harpy, etc.; creator's Luck is at a certain level; wood from which the harp is constructed is from a specific place; creator's spoken language includes a certain tongue; and so on.
Manifestation	A magical harp.
Corruption	Roll 1d10: (1-4) minor, (5-8) major, (9-10) greater.
1	Lost, and corruption.
2-15	Failure, but spell is not lost.
16-17	Per above and table H-2.
18-21	Per above and table H-2.
22-23	Per above and table H-2.
24-26	Per above and table H-2.
27-31	Per above and table H-2.
32-33	Per above and table H-2.
34-35	Per above and table H-2.
36+	Per above and table H-2.

Harp Magic

The greatest legends, the bravest warriors, the most daring of thieves, the luckiest of halflings, the heroes who transcend time: we know their names, we know their deeds. It is through the efforts of bards that this wisdom and folklore is spread, and the greatest of harpers and skalds carry with them the most potent of magical instruments.

Harp magic is the field of spells focused on the creation of magic harps. One does not merely string an instrument and enchant it; the magics are imbued upon it in layers, creating an instrument that resonates with both sound and phlogistan. Harp magic requires not only a wizard with magical proclivities, but one with an ear for tonal qualities and a deft hand with fine craftsmanship. Even then, the finest materials are a prerequisite, and the place of creation is key.

All magic harps share these properties:

- Each magic harp is unique. The same harp cannot be created twice; each combination of wood and strings ensures a new creation.
- Each magic harp has properties associated with the materials and conditions from which it was crafted, the attributes of its creator, and the place of its creation.
- Unlike many other magic items, harps have no alignment.

Creating A Magic Harp: A magic harp is created using the spell *harp magic*. The wizard makes several spell checks, depending on the circumstances, as noted in the spell description and on table H-2.

Discovering A Magic Harp: The tables below can also be used to randomly determine the powers of a magic harp found during an adventure. Follow this process to randomly determine a magic harp:

- First, determine the type of harp by rolling d% on table H-1.
- Then roll d% on table H-2. Read across the table to see how this result determines five aspects of the harp's abilities: bonus, Int, banes, special purpose, and powers.
- If the harp has banes, roll d% on table H-3 twice for each bane.
- If the harp has a power, roll d% on tables H-5, H-6, and/or H-7 for each power.

Table H-1: Type of Magic Harp					
Roll d%	Crafting Cost	Spell Check Modifier	Harp Type	Max Bonus	Minimum Agility
01-25	2,500 gp	+3	Lyre	+1	12
26-40	5,000 gp	+2	Crwth	+1	10
41-55	7,500 gp	+0	Celtic Harp	+2	14
56-80	10,000 gp	+0	Bardic Harp	+2	12
81-85	25,000 gp	-1	Harpa Doppia	+3	16
86-90	50,000 gp	-1	Concert Harp	+3	14
91-95	250,000 gp	-2	Double-Strung	+4	17
96-00	500,000 gp	-5	Triple-Harp	+5	18+

Table H-2: Magic Harp Characteristics					
Spell Check	d%	Harp Bonus	Number of Banes	Dice Rolled for Purpose(s)	Powers
16-17	01-50	+1	None	1d6-3	50% chance of one Type I power
18-21	51-75	+1	1	1d12-6	75% chance of one Type I power
22-23	76-85	+1	1d3-1	1d3	One Type I power, 50% chance of one Type II power
24-26	86-90	+1	1d4-1	1d6	1d3 Type I powers, 75% chance of one Type II power
27-31	91-94	+2	1d4-1	1d6 then 1d6	1d4 Type I or II powers (50% chance of either for each power)
32-33	95-96	+2	1d3+1	1d12	1d4+1 Type I or II powers (50% chance of either for each power)
34-35	97-98	75% +3, 25% +4	1d4+1	1d12 then 3d6	1d6 Type I or II powers (50% chance of either for each power)
36+	99-00	50%+3, 35% +4, 15% +5	2d4	1d16+2 three times	1d6+1 Type I or II powers (50% chance of either for each power)

Banes: For each bane (as determined by table H-2), roll twice on this table: once to determine the type of bane and a second time to determine the effect when battling the bane.

Table H-3: Magic Harp Banes		
d%	Type of Bane	Effect When Played Near Bane
01-06	Goblinoids	Mob rule; harp music incites all within hearing to attack bane creature without mercy (Will save vs. DC 12).
07-10	Giants	Allied listeners receive an additional +1 attack bonus.
11-15	Lycanthropes	Allied listeners receive an additional +1 damage bonus.
16-24	Un-dead	Allied listeners receive an additional +1 bonus to attack and damage.
25-34	Wizards	Rage against the bane; nearest allied listener flies into a berserker rage, attacking the bane creature, gaining +1d bonus to attack and damage and a -2 penalty to AC (Will save vs. DC 15).
35-41	Demons	Cacophonic blast; harp music strikes bane creature as a +4 missile attack (1d4+1).
42-51	Dragons	Extended critical threat range; allied listeners now score critical hits against bane at a rate one greater than normal.
52-54	Slimes	Beacon of hope; allies within 100' engaged in battle against bane gain +2 bonus to all saving throws and morale checks.
55-57	Vampires	Repulsion; bane creatures may not enter within earshot of the music (Will vs. DC 15).
58-59	Elves	Confusion; bane creatures attack their nearest ally within 30' (Will vs. DC 1d20+5).
60-62	Elementals	Neutralization; bane creature is prevented from using its natural powers for one full day; if bane does not have any specific natural powers (e.g., if bane is "men"), bane suffers no ill effect (Fort save vs. DC 1d0+10).
63-64	Clerics	Attraction; music draws the attention of bane creatures, compelling them to approach the source of the music, although not providing any additional protection for the harper (Will save vs. DC 12).
65-66	Dwarves	Protection; bane creatures may not approach within 10' of the harp while it plays.
67	Halflings	Weakness; bane creatures are weakened by the music garnering a -2 penalty to melee damage.
68-69	Men	Sleep; bane creatures hearing the music fall asleep (Will save vs. DC 13).
70-72	Orcs	Banishment; music sends bane creature back to its native plane (Will save to resist vs. DC 1d20+10).
73-75	Fey	Painfully loud; bane creature suffers +1 damage when hit.
76-77	Thieves	Imperceptible; bane creatures are unable to detect the possessor of the harp so long as the harp is playing.
78-80	Warriors	Summoning; when bane is present, the harp's music may be used to summon reinforcements, which are a creature type antithetical to the bane (per judge's discretion) of total HD equal to half of wielder; harp may summon 1/day with 50% chance of success for duration 1d4 turns.
81-84	Serpents	Unseen audience; harp softly plays when bane creature is within 100'.
85-87	Naga	Defender; nearest listener gains a +2 AC bonus when defending against attacks from the bane.
88-89	Sphinxes	Allied listeners receive an additional +2 attack bonus.
90-91	Golems	Allied listeners receive an additional +2 damage bonus.
92-93	Unicorns	Allied listeners receive an additional +2 bonus to attack and damage.
94-95	Gods	Cacophonic death; when played within hearing of bane creature it must make a Fort save (DC vs. 1d20+10) or instantly die.
96-00	Roll again; bane is a specific, unique named specimen of the indicated type	Roll again twice.

Table H-4: Harp Special Purpose	
Roll	Purpose
1 or less	No special purpose
1	Inspire hedonism
2	Keep a specific story/legend alive
3	Incite insurrection against lawful authorities
4	Inspire peace
5	Inspire bloodshed
6	Rule through domination
7	Inspire justice
8	Incite the severing of allegiances
9	Bring harmony to a specific place
10	Inspire the building of monuments to Chaos
11	Incite the abandonment of a specific god by its followers
12	Inspire ambition
13	Inspire charity to the needy
14	Inspire the building of monuments to Law
15	Incite mob justice
16	Inspire the taking up of arms to protect the weak
17	Bring understanding between enemies
18	Inspire the building of monuments to great heroes

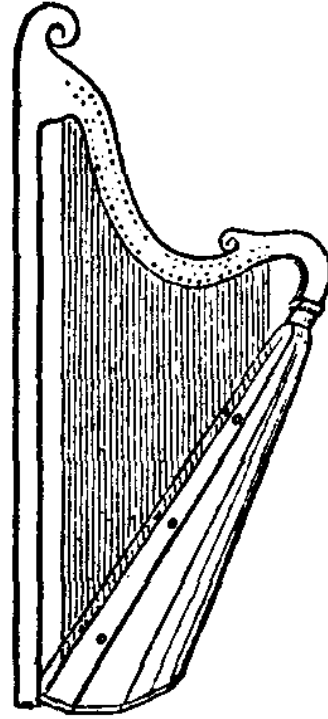


Table 8-7: Sword Powers, Type I: Natural Powers	
Roll	Power*
01-05	Read any non-magical map at will
06-10	Read 1d6 randomly determined languages
11-15	<i>Comprehend languages</i> 1/day
16-20	Speak thieves' cant
21-25	Detect secret doors within 1d6 x 10'
26-30	Detect gems within 1d4 x 10'
31-35	Detect gold within 1d8 x 10'
36-40	Detect evil within 1d4 x 10'
41-45	Detect good within 1d4 x 10'
46-50	Detect traps within 2d4 x 10'
51-55	<i>Detect magic</i> 1/day
56-60	<i>Detect magic</i> 2/day
61-65	<i>Detect invisible</i> 1/day
66-70	<i>Locate object</i> 2/day
71-75	Silence with 20' radius at will
76-80	Obscure surroundings with 20' globe of darkness at will
81-85	Detect sloping passages within 1d10 x 10'
86-90	Detect water within 1d8 x 10'
91-95	Detect certain creature type within 1d10 x 100' (dragons, goblinoids, men, etc.)
96-00	Wielder gains infravision 120'

* If a spell, it is cast at a spell check of 1d10+20.

Table 8-7: Harp Powers, Type II: Supernatural Powers	
Roll	Power
01-10	Soothe animals; twice per day the harp may be played to calm natural animals causing them to cease any hostilities and treat the harper as their friend. This spell is broken if the harper or his companions attack the animals.
11-15	Spellburn reservoir; each day the bard may drain up to three points of spellburn from the harp. These points of spellburn may only be used when bardic casting.
16-25	Immune to sonic attacks; playing the harp makes the harper resistant to all sound-based attacks (the call of a siren, the captivating song of a harpy, a word of command, et al.). The harper gains a +5 on all saves against attacks of this sort.
26-30	Magic resistance; all spells directed at the harper as they play suffer a -2 spell check penalty.
31-45	Summon creature; the harp is magically keyed to a specific creature type (e.g., wolf, lion, pegasus, etc.). The wielder can summon such a creature 1d3 times per day.
46-50	Demon-binding; when played in the presence of a demon or other extraplanar creature, the target must make a DC 20 Will save or be bound to its current exact location for 1d4 turns. It cannot take any steps or teleport out prior to the expiration of effect, so long as the harp continues playing.
51-60	Resistance; playing the harp grants the bard and all companions within 20' resistance to certain forms of attack, ignoring the first 3 points of damage from that form of attack each round, and gaining a +1 bonus to saving throws against that form of damage. The form of attack is (roll 1d6): (1) fire; (2) cold; (3) acid; (4) lightning; (5) poison. This power may be taken multiple times for multiple resistances.
61-65	Detect lie; should anyone touching the harp lie, one of the harp's strings immediately snaps.
66-75	Flight; the wizard can fly at a speed of 30' so long as he is playing the harp.
76-80	Turn invisible; up to 1d3 times per day, while holding his breath, the wielder can turn invisible for a duration of Stamina/rounds. The invisibility vanishes immediately if the wielder attacks or in any way exhales (including speech).
81-90	Magic resistance; all spells directed at the harper as they play suffer a -2 spell check penalty.
91-95	Regeneration; as long as he plays the harp, the wielder regenerates 1 point of damage each round
96-00	Prodigy; while playing the harp the wizard's Personality score is raised to 19.



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