



SANCTUM SECORUM



Free RPG
Day 2018

Third Party
Companion

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Free RPG Day 2018

Third Party Companion



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Table of Contents

Discerning Dhole Productions - Crawl-thulhu

<i>The Shadow Eater</i> *	page 3
Monster: The Shadow Eater*	page 4
Spell: Dimensional Shift*	page 4

Mystic Mouser Press - Dark Trails

<i>Mystic Monk</i> *	page 6
Class: Mystic Monk*	page 7

Sanctum Media - Skull & Crossbones Classics

Class: The Jonah*	page 9
Monster: Sea Serpent*	page 10
<i>Sea Serpent</i>	page 10

Owl Knight Publishing - Sky ov Crimson Flame

Adventure: It Trembles*	page 11
<i>Map: It Trembles</i> *	page 14

DIY RPG Productions - Hubris

Monster: Unicorn	page 15
<i>Unicorn</i>	page 15
Spell: Necrotic Mass	page 15

Shield of Faith Studios - Umerica

Monster: Muckraker	page 17
<i>Muckraker</i>	page 17
Monster: Serpent Shrubs	page 18
<i>Serpent Shrubs</i>	page 18

**Material is previously unpublished and appears here specially for Free RPG Day.*

Special Thanks

We owe our profound gratitude to the publishers who answered the call and provided materials for this companion. Free RPG Day is all about supporting the community and these folks stepped up without hesitation. Be sure to visit them and check out the rest of the role-playing materials they have available!

Discerning Dhole Productions	http://discerningdhole.blogspot.com
Mystic Mouser Press	http://www.darktrailrpg.com
Sanctum Media	http://sanctum.media
Owl Knight Publishing	https://owlknightpublishing.blogspot.com
DIY RPG Productions	https://wrathofzombie.wordpress.com
Shield of Faith Studios	http://crawlingunderabrokenmoon.blogspot.com

Crawl-thulhu



The Shadow Eater

Shadow eaters appear as smoke-like ethereal tendrils attached to objects. They feed on the shadows of objects and are particularly attracted to things that cast moving shadows. This results in their most common targets being living things. The process of consuming a shadow results in the object phasing out of our dimension, one bite at a time, and into the dimension of the shadow eater. This process is horrifying for living things as they may watch their body slowly fade away.

The shadow eater can consume approximately 2 square inches of shadow per hour. The corresponding impact to the originating object varies depends on the size of the shadow being cast and thus depends on the positioning of the light source casting the shadow. While fading out of the dimension, a black translucent sheen separates the parts in our dimension and the shadow eater's dimension. Some unknown physics still holds the object together as the phasing commences. If for some reason, an object (or part of an object) doesn't cast a shadow then the shadow eater cannot cause it to phase into its own dimension as there is no shadow to consume.

The shadow eater's dimension is an endless smoky mist that overlays our own. Living things pulled into it after their shadows are consumed do not have the sensory input needed to see into our dimension. Humans in the dimension will either go insane from sensory deprivation or die of thirst. Any spell capable of dimensional shifts could potentially allow oneself or a target to return to our own world. However, once something returns it will never cast a shadow again.

Shadow Eater: Init +2; Atk bite +1 (0); AC 17 (magic or fire only); HD 1d8+2; ID 1d6; MV 60'; Act 1d20; SP *phasing bite, hide, vulnerable to magic and fire*; SV Fort -2, Ref +3, Will -4; AL N.

Phasing bite: Shadow eaters only bites the shadow of things and this causing it to slowly phase out of our dimension. It can consume 2 sq inches per hour. The impact this has on the source of the shadow is up to the GM's discretion.

Hide: Shadow eaters can hide inside of objects waiting for it to cast a shadow. If the thing they were consuming no longer casts a shadow, they will hide inside the object unseen in our dimension until a new target presents itself.

Vulnerable only to magic and fire: Shadow eaters can only be harmed by magic, magical weapons, and fire.

Dimensional Shift

Level: 3 (n/a) Range: target within 5' Duration: Permanent Casting Time: 1 round Save: Will vs. Check	
General	The caster forces the target(s) to shift into another known dimension. Any creature or thing can be a target. Anything the target contains also shifts. So, when targeting a person, all their belongings shift as well. The destination dimension must either be known from research, scrying into another dimension, or seeing a creature which exists in the dimension.
Manifestation	Roll 1d4: (1) a fog rolls in and your current dimension fades from view, the new one appears as the fog leaves; (2) a bright flash of light erases everything you see and when your eyes adjust, you're somewhere new; (3) the caster's shadow stretches into an impenetrable shadow which eventually dissipates to reveal your new location; (4) a ghostly world on top of the current appears all around you, eventually becoming clearer as the previous world fades away.
Corruption	Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.
Misfire	Roll 1d4: (1) targets are random within the immediate area; (2) destination becomes the dimension of the Judge's choice; (3) target's contents do not come along; (4) something from destination dimension is brought to caster's instead.
Roll	Result
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint; (5+) misfire. (Insane +misfire! in Crawl-thulhu)
2-11	Lost. Failure. (Lose 1d8 Sanity in Crawl-thulhu)
12-15	Failure, but spell is not lost. (Lose 1d6 Sanity in Crawl-thulhu)
16-17	The caster forces the target to shift to the destination dimension in the same spatial plane. All belongings on the target or contents of the target shift as well. Creatures unwilling receive a Will save versus the Spell check result. (Lose 1d4 Sanity in Crawl-thulhu)

- 18-21 The caster forces the target and (optionally) 1d5 additional targets to shift to the target dimension in the same spatial plane. All belongings on the targets or contents of the targets shift as well. Creatures unwilling receive a Will save versus the Spell check result. (Lose 1d6 Sanity in Crawl-thulhu)
- 22-23 The caster forces the target and (optionally) 1d7 additional targets to shift to the target dimension in the same spatial plane. All belongings on the targets or contents of the targets shift as well. Creatures unwilling receive a Will save versus the Spell check result. (Lose 1d7 Sanity in Crawl-thulhu)
- 24-26 The caster forces the target and (optionally) 1d10 additional targets to shift to the target dimension in the same spatial plane. All belongings on the targets or contents of the targets shift as well. Creatures unwilling receive a Will save versus the Spell check result. (Lose 1d8 Sanity in Crawl-thulhu)
- 27-31 The caster causes 500 cubic ft of the earth shift to shift to the target dimension as well as everyone and everything in it. Creatures unwilling receive a Will save versus the Spell check result. (Lose 1d10 Sanity in Crawl-thulhu)
- 32-33 The caster causes .25 cubic mile of the earth shift to shift to the target dimension as well as everyone and everything in it. Creatures unwilling receive a -5 Will save versus the Spell check result. (Lose 1d12 Sanity in Crawl-thulhu)
- 34-35 The caster causes 0.5 cubic mile of the earth shift to shift to the target dimension as well as everyone and everything in it. Creatures unwilling receive a -10 Will save versus the Spell check result. (Lose 1d14 Sanity in Crawl-thulhu)
- 36+ The caster causes 1 cubic mile of the earth shift to shift to the target dimension as well as everyone and everything in it. All Will saves automatically fail unless a creature has a magical bonus to their Will save. In which case, only the magical bonus applies to the Will Save vs Spell check. (Lose 1d16 Sanity in Crawl-thulhu)







Mystic Monk

Most folks go through life without ever understanding the true flow of things. The universe is a beautiful complex dance between light and dark, good and evil, and one cannot exist without the other. You're one of the few that understands the necessity this balance, and the challenge that comes from becoming a spiritual-warrior dedicated to protecting it.

Perhaps you're a descendant from the Lands of the East, having come to see the wonders shared with you about the vast frontier firsthand, while offering guidance to those who seek the path to enlightenment. Or maybe you happened upon one such traveling monk, and through his teachings found an inner peace your soul had been yearning for throughout most of your life. What set you on the path of balance between all things is irrelevant, as you have more important things to study that will help you reach the perfect state of Zen.

Hours of meditation and studying philosophy matched with intense martial arts practice have helped you transcend mind and body, allowing you the ability to master your own "Ch'i", a living energy that constantly flows through your body, just as it does all through living things, only you've learned to channel the energy, using it perform inhuman feats.

Hit Points: Mystic monks use a d10 to determine hit points.

Crit-Die: d10

Fumble-Die: d8

Luck: Mystic monks add their Luck bonus to all Reflex saves.

Starting wealth: The Mystic Monk starts the game with 1d6 dollars.

Action Die: Mystic Monks use their action die for attack rolls and all class related ability/skill rolls unless otherwise stated.

Signature Weapons: Mystic Monks are considered masters of exotic weapons originating from the Orient and prefer them to the firearms most choose to carry in the Western territory. To reflect their mastery over exotic weapons Mystic Monks are allowed 4 signature weapon slots chosen from the exotic weapons table found on p. _____. Should the Monk choose to carry a firearm as a signature weapon it takes up two slots.

Alignment: Mystic Monks strives for balance in all things and must begin on the Path of the Lost. Though the Monk considers the Path of the Lost more a path of balance, most folks that ride their emotions and allow them to guide their decisions often consider the Monk "self-serving". Monks carefully weigh their actions and how they'll impact the grand scheme of things. This isn't to say the Mystic Monk is immune to emotion, friendship, and even love, but he does strive to walk a line that most find impossible.

Living weapon: Part of the training the Monk practices daily begins to harden his fists and feet to such a degree that he can shatter solid pine with a well-placed blow. Hand and foot attacks inflict d6 damage.

Flurry of blows: The Mystic Monk incorporates reflex-speed work along with the additional daily training he practices. He may strike twice in one round with fist or foot with no penalty.

Stealth: The ability to remain hidden from the enemy, along with moving silently while amongst them are talents the Mystic Monk is known for, and he is considered skilled when making any rolls related to moving silently and remaining unseen.

Ch'i die: According to philosophy from the Lands of the East every mortal shell hosts a spirit that is in constant flow. This spirit constantly resonates with a unique energy signature. Only the Mystic Monk has mastered the art of channeling the energy, or "ch'i" as it is known to monks. Ch'i is represented in game by the roll of a special die called the "ch'i die" determined by the level of the Mystic Monk. **The Ch'i die is added to attack and damage rolls for each melee attack made during the round.** Ch'i is also used during manifesting abilities bordering on the supernatural

Martial arts: The Mystic monk is a true master of martial arts and may declare a martial art "move" once per round that can add additional effects to the attack. To use martial arts, **the Mystic Monk declares a martial art move he wishes to perform before rolling for his attack. Should the result on the ch'i die total 3 or higher the declared move is a success and typically adds additional effects (disarming, tripping, or throwing a foe for example).** Remember only one move may be attempted each round.

Ch'i disciplines: The Monk can attempt any of the following disciplines. Manifesting disciplines is an exhaustive effort and is represented by the expenditure of temporary Personality points (see each discipline for costs) and should the Monk reach zero he is considered exhausted until a proper rest can be had. Disciplines may stack, and are considered a free action, but only one may manifested per round.

Dragon's Breath (Cost: 2pts.): The Monk taps into the Eastern spirit realm, channeling the breath of an astral dragon. **Both fists of the Monk ignite with supernatural flame causing an additional d6 fire damage.** Additionally, there is a 30% chance the target will catch fire suffering d6 burn damage each successive round until a round of patting/smothering out the flame can be performed. Dragon's Breath lasts one round per level.

Healing fires (Cost: 2 pts): Mystic Monks can channel their inner ch'i to heal themselves and others of physical damage. Once manifested the Monk must place his hands on the injured area to heal it. To determine the amount healed roll the Monk rolls his ch'i die+ level. An allies wound can only be successfully healed once by healing fires, but there is no limit to the healing a Monk wishes to impart upon himself.

Tower of the Mind (Cost: 1pt): The Mystic Monk harnesses his inner ch'i, weaving a virtual fortress around his psyche resulting in a higher resistance to mental based attacks. Once activated the Monk doubles his Will save modifier against all fear and mind-altering affects (including magical). Tower of the Mind lasts 1d3 rounds per level.

Flight of the Feather (Cost 1pt): The Monk may use his inner ch'i to temporarily alter his body mass, effectively becoming light as a feather, allowing the Monk the ability to fall harmlessly, climb walls, run across water, etc. Should the Monk already be mid-fall a DC 12 Reflex save is required to trigger the discipline before reaching the ground. Feather's Flight lasts 1d3 rounds per level.

Dragon Hide (Cost: 2pts): The Monk channels and shapes his inner ch'i forming a protective barrier serving as a second skin over his body. Upon activation roll the ch'i die and apply the result as a positive modifier to the Monk's current AC. Additionally, reduce the damage of any incoming melee attack by -1d. Dragon hide lasts 1d3 rounds per level.

Monk Progression Table

Level	Ch'i die	Crit die	Fumble die	Action Dice	Ref	Fort	Will
1	+d3	D10	D8	1d20	+1	0	+1
2	+d4	D12	D8	1d20	+2	+1	+1
3	+d5	D14	D6	1d20	+3	+1	+2
4	+d6	D16	D6	1d20	+4	+2	+3
5	+d7	D16+1	D5	1d20+1d14	+5	+2	+3
6	+d8	D16+2	D5	1d20+1d16	+6	+3	+4
7	+d10	D20	D4	1d20+1d20	+7	+3	+4
8	+d12+1	D20+1	D4	1d24+1d20	+8	+4	+5
9	+d12+2	D24	D3	1d24+1d20	+9	+4	+6
10	+d14	D30	D3	1d24+1d24	+10	+5	+6



The Jonah

Sailors whisper to themselves when a line snaps and begin to murmur should someone be injured. Bad luck, misfortune, and woe are the hallmarks of there being a Jonah on board a ship. Whether the sailor has run afoul of an islander curse, has angered the spirits of the sea, or was born under a bad sign, none of that matters. They are a curse to all around them, a burden only ever grudgingly borne and are always facing the risk of simply being tossed overboard.

Hit Points: A Jonah gains 1d7 hit points per level.

Weapon Training: Jonahs are familiar with weaponry common to sailors: dagger, cutlass, truncheon, boarding axe, and shortbow.

Armor Bonus: Jonahs may substitute their Luck modifier for either their agility or stamina bonus for the purposes of Armor Class.

Bad Luck Charm: Party members accompanied by a Jonah suffer a +2 penalty to all Luck checks, including those made for the purposes of *rolling the body*.

Re-Align the Stars: Upon failing a Luck check, the Jonah may target a party member within 20' and draw upon their fellow crewmate's luck and attempt to negate their own bad luck. This allows the Jonah to make a second Luck check. Failure on the second roll indicates that both individuals suffer from the misfortune of the failed roll (or some other judge-chosen calamity). This power may only be used once per original failure and may not extend its use beyond a single target.

Spreader of Misfortune: The Jonah may spend Luck to reduce the effectiveness of any roll of any target not warded against misfortune. This power must be spent prior to the die being rolled. It can negate critical successes and can cause a "natural" fumble on a final result of zero or less.

Luck: Jonahs recover their level in Luck points per night.

Movement: A Jonah has a base movement speed of 30'.

Jonah							
Level	Action Dice	Bad Luck	Crit Die/Table	Attack	Ref	Fort	Will
1	1d20	1-1	d6/l	0	-1	-1	-1
2	1d20	2-1	d6/l	0	-1	-1	0
3	1d20	d3	d8/l	0	-1	0	0
4	1d20	d4	d8/l	+1	0	0	+1
5	1d20	d5	d10/l	+1	0	+1	+1
6	1d20	d6	d10/l	+1	+1	+1	+2
7	1d20+1d16	d7	d12/l	+2	+1	+2	+2
8	1d20+1d16	d8	d12/l	+2	+2	+2	+3
9	1d20+1d20	d10	d14/l	+2	+2	+3	+3
10	1d20+1d20	d12	d14/l	+3	+3	+3	+4

Title by Alignment and Origin

Level	Lawful	Neutral	Chaotic
1	Ill-fate	Ill-Star	Jinx
2	Tribulant	Wretch	Gloom
3	Misery	Star-Crosser	Hex
4	Albatross	Tragedy	Woe
5	Jonah	Curse	Doom

Sea Serpent

"Mr. Jackson says he saw the monster with his naked eye a half mile from shore, and also had a view of it when two miles away, though Mr. Shaw's Marine glasses.

He says it was traveling through the water at a great rate of speed, and was about 100 feet long. A number of folds in his body were plainly seen as they rose and fell. At times the monster raised his body ten feet in the air, and it then presented a terrible sight. Mr. Jackson says that, so far as he is concerned, he has no doubt that the object he saw was a genuine sea serpent."

New York Times – September 30, 1985

As long as man has ventured out into dark waters there have been strange sightings of things that cannot be explained. Most fearsome among them are the sea serpents, colossal snake-like beasts that have been known to follow ships and, in extreme cases, even attack them.

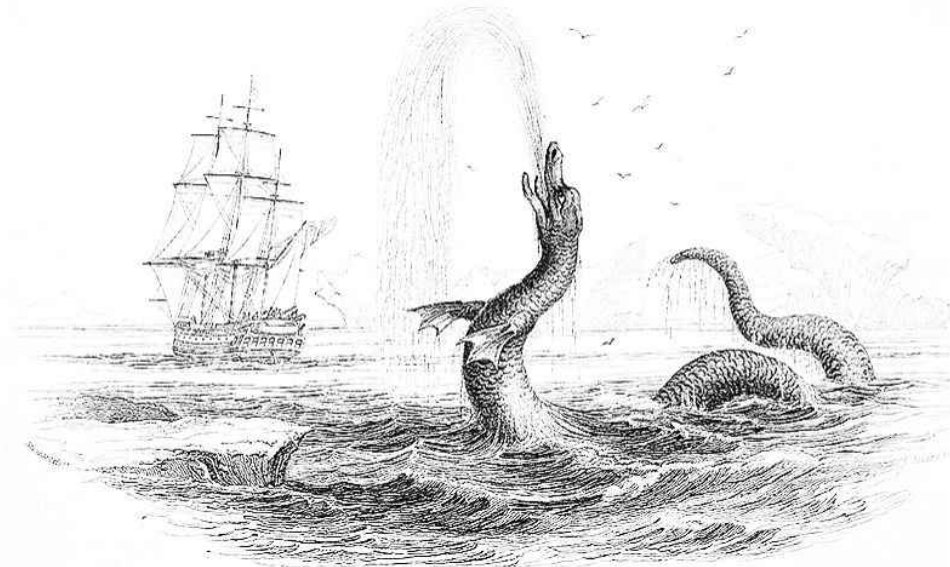
In combat, the sea serpent's attacks vary based upon the challenge presented. Powerful ships are rammed again and again in an attempt to sink them, crew upon the decks may be swallowed whole, and sailors in the water may be subjected to a thunderous tail slap crushing them into the depths.

Sea Serpent: Init -4; Atk bite +6 melee (1d12+8), tail slap +0 melee (10d10, or 1d10 structural damage), or ram +0 melee (50d10 structural damage); AC 18; HD 10d12; MV swim 8 knots (eight 15' hexes per round); Act 1d20; SP aquatic, structural damage, swallow whole; SV Fort +8, Ref +4, Will +4; AL N.

Aquatic: These large behemoths of the deep are reliant upon their buoyancy in water to maneuver their colossal mass. If forced into the shallows or washed ashore, the sea serpent's move is reduced to 1d6-4' per round.

Structural damage: The ramming power of a sea serpent is so great that no mortal man could ever survive such a blow. It is "fortunate," then, that the creature uses its great strength to ram vessels and not men. The damage inflicted by the attack is directly to the ship's superstructure, just as any ordinary attack (such as cannon fire or mundane collision).

Swallow whole: Plucking a sailor from the decks and plunging them into their gullet is the attack that haunts the nightmares of sailors across nearly every culture. If the sea serpent succeeds in a bite attack, it may immediately make another bite attack in the same round and attempt to swallow the target. If the second bite attack succeeds, the target does not take damage—but instead plunges down the sea serpent's throat and into the acrid dark of the creature's stomach, where it takes damage each round thereafter equal to 2d14 acid and 1d10 constriction. A trapped creature can try to cut its way out with a weapon (such as a dagger) by inflicting 20 points of damage against AC 18.



Skull & Crossbones Classics
Launching this Fall



It Trembles

A 0/1 level adventure for DCC-RPG

Background: In the crypts below the stately manor of Count Louis Von Stemple VIII something trembles, shaking the very foundations to their core. The trembling begins in the wee hours and lasts all throughout the night. The Count, his wife, the many mistresses, ungrateful children, mother-in-law, servants and guardsmen have for weeks now been unable to get a good night's rest. Every guard and servant (indentured or otherwise) that has ventured into the crypts have never been seen again! Fearful for his life and sanity, the Count has proclaimed that any person of whom can rid his manor of this accursed state of affairs will be greatly rewarded in whatever manner they see fit, be it treasure, titles, land, or all the above!

Judge's Notes: Unless otherwise noted, all areas are void of light. The air tastes of stale earth and decay. Areas 1-5 are part of the manor's crypt and are constructed of stone and mortar while Areas 6-11 are cavernous tunnels. Once the PCs enter the once of the cave areas the trembling begins anew, causing loose rocks to fall (PC with the lowest Luck score must succeed a check or be conked on the head for 1hp). Core Dwellers wander the tunnels and there is a 1 in 6 chance the PCs will encounter 1d3+1 of the monsters whilst moving from one area to the other. The Core Dwellers have a 50% chance to surprise the party.

Area 1 - Crypt Foyer

This 30'x40' chamber is filled with broken and shattered vases. Wilted flowers and dirt litter the floor. A wooden door stands closed on the opposite wall while a closed door to the left has been marked with an 'X'.

Walking across the littered floor without making a sound requires a DC 10 Agility check; failing alerts the Core Dwellers in Area 3 (see below). A thorough search of the vases reveals a wild herb of healing properties (DC 11 Int to identify). There are 1d3+1 uses that heal up to 1 HD. Inspecting the closed door reveals it to be bolted from inside the foyer. The door is easily unlocked but doing so will release 1d3+1 trapped Core Dwellers that immediately attack the party.

Area 2 - Mourning Chamber

This chamber is smaller than the last. Inside are several broken pieces of a furniture along with more broken vases. Hanging crooked on the far wall is a framed oil painting.

The oil painting depicts a plump man with a large mustache wearing elaborate furs and jewelry that resembles the current Count, but is actually a portrait of Louis Von Stemple I. The painting and frame are ruined and are of no value but could possibly be salvaged and fashioned into a makeshift 1d3 torches.

Area 3 - Resting Place of Counts IV-VII

The following text assumes the PCs were not quiet in Area 1 and therefore alerted the Core Dwellers that are now hiding in the four sarcophagi. Otherwise the Core Dwellers are surprised. Read or paraphrase the following:

Four ornately carved stone sarcophagi sit in each corner of this square room. Open passageways on adjacent walls lead further into the crypt.

Each sarcophagus is carved with the name of a deceased Count (IV-VII), dates of death, and an oval portrait depicting their likeness in life, all of whom look somewhat similar in appearance. If any PCs attempt to open any of the sarcophagi (DC 15 Strength check), all four of the lids burst open as the Core Dwellers surprise the party. PCs inspecting any of the sarcophagi and succeeding a DC 13 Intelligence check will notice a fine layer of pale green slime at the lid's seam caused by each of the protoplasmic

Core Dwellers as they slithered into the sarcophagi to hide. If the PCs ignore the sarcophagi, the Core Dwellers will remain hidden in the hopes to surprise the party in another area. Each sarcophagus holds jewelry worth 1d10 worth of gold and 2d10 worth of silver.

Area 4 - Resting Place of Counts II-III

Two sarcophagi lie on either side of this room. A close wooden door stands towards the back.

Lifting the lids requires a DC 15 Strength check. Both hold jewelry worth 2d10 gold. Sitting in one sarcophagus is a staff of ivory (1d6+1 damage) and in the other is a bejeweled +1 dagger (worth 10 gp).

Area 5 - Tomb of the Mis-Treated Mistresses

The door to this tomb is locked (DC 13 *pick lock* / DC 15 Strength to break).

Multiple alcoves line the walls of this room, each housing the mummified remains of a female dressed in the finest silks. Gossamer webs cover the walls and you soon realize that it isn't the webbing that glitters, but the diamond necklaces on all the corpses. To the left of the doorway is a gaping hole in the wall that leads into a cavernous tunnel.

There is a total of 28 corpses lying in various alcoves. To quell the Mistresses' souls after death, the Counts gifted the dead with a blessed diamond necklace, therefore each corpse has a necklace worth 25 gp, totaling 700 gp. If any of the necklaces are taken, the spirits of the mistresses rise to attack the thieves. 1d4+1 spirits rise every round until all 28 have risen. The spirits will not venture into the tunnels (Areas 6-11) but do follow the PCs into the rest of the crypt, floating through walls and doors alike. Replacing the necklace will lay the spirits back to rest on the following round.

Area 6 - Tomb of the First Count

This part of the crypt used to house the sarcophagus of the first count, but since the passing of the Trembler, the tomb was shattered and pieces of it are scattered along the tunnel leading to Area 7.

This area of the crypt is torn asunder at the center. Rubble and debris are piled on either side of a great tunnel opening that leads from East to West. Somehow unscathed from the destruction is a statue of an astute plump male sporting a large mustache and wearing elaborate robes.

The base of the statue reads: Count Louis Von Stemple I, May His Soul Forever Rest in Peace. If PCs think to inspect the rubble they will find bits and pieces of the First Count's skeleton ground into the untorn earth. There is nothing of value in this room.

Area 7 - The Crazy Guardsmen

Within this small cavern are the remains of several of the Count's guardsmen. All dead except for a few who turn upon the party with a crazed look in their eyes!

There are 1d3 guardsmen here. For days these guardsmen have been trapped and fighting for their lives. They are at their wits end and can't tell friend from foe. If the PCs can convince the guardsmen they are not foes and were sent by the Count (DC 13 Personality check) then they will join the party, but each must succeed a DC 13 Will save at the start of each encounter or flee screaming.

Area 8 - Cave Reservoir

The tunnel opens into a large reservoir that fills the center area. It's impossible to tell how deep the still black water is.

The PCs can circumvent the reservoir by crossing along the dry narrow sides of the cavern. This takes exactly 3 rounds. Each round the PCs must succeed a Luck check or be attack by the abnormally large Face Swallowers who leap high out of the water to bite their faces. PCs attempting to swim the reservoir will be set upon by 1d4 Face Swallowers every 1d3 rounds.

Area 9 - Chewed Cavern

This cavern, like the rest, appears unnatural, as if it was jaggedly carved by something...

If the PCs inspect the back of the cavern wall they will find a large sharp tooth the size of a man's leg embedded in the stone (DC 12 Strength to retrieve, 1d6 damage, -1d to attack roll).

Area 10 - Mass-O-Shat

The stale air turns hot and sickly as the stench of excrement fills the tunnel. Inside this pocket cavern is a wide mass of feces. Several broken and jagged bones are mixed into the mass along with solid chunks of rock and undigested earth. Something red sparkles at the top of this mass.

Passing this section of the tunnels to reach Area 11 requires all the PCs to succeed a DC 15 Will save. Failing results in the PCs suffering a 1d3+1 temporary Stamina loss. Any PCs that fumble the save suffer double the Stamina penalty and -1 hp from profuse vomiting. At the top of the mass is a large gold and ruby necklace which belonged to the first Count worth 500 gp.

To climb the mass, a PC must succeed a DC 13 Agility check, failing the check results in the PC slipping which causes an avalanche of poo to slide over top of them, effectively burying them alive. It takes three successful DC 13 Strength checks to dig out the buried character. Every round the PC is buried they must succeed a DC 15 Fort save or suffer a 1d6 temporary Stamina loss. Once a PC's Stamina reaches 0, they have suffocated to death.

Area 11 - Hole of the Trembler

A giant hole, black and steaming, fills the center of this large cavern. The earth begins to tremble violently as a massive worm with multiple spikes piercing through its hardened segmented hide rises out of the hole. It turns a great maw filled with multiple rows of jagged teeth towards the intruding party.

As the worm rises, the cavern shakes violently causing sections of the rock to come loose and revealing the Northwest foundation of the manor above (DC 12 Intelligence check to notice). Should the PCs figure out a way to knock the foundation down, the entire cavern will fall in within 1d3 rounds, smothering and killing everything inside as half the manor comes crashing down. It is up to the Judge to determine, based off the PCs actions, whether or not the Trembler fully leaves its hole or merely pokes its head up to attack.

The Trembler: Init +3, Atk spiked bash +2 melee (1d6+1) or bite +2 (2d4); AC 15; HD 3d10; hp 25; MV 60; Act 1d20; SP tremble (DC 10 Reflex save or suffer 1d3+1 damage from falling debris); SV Fort +4, Ref -2, Will +0; AL N.

Core Dwellers: Init +1, Atk acidic touch +1 melee (1d4+1); AC 13; HD 1d8+2; hp 6; MV 30; Act 1d20; SP 50% chance to surprise, half damage from edged weapons; SV Fort +1, Ref +1, Will +2; AL N.

Mis-treated Mistress Spirits: Init +2, Atk withering speech +2 range (Will save vs atk roll or suffer 1 hp + 1d3 temporary Stamina); AC 12; HD 2d8+1; hp 13; MV 30' hover; Act 1d20; SP incorporeal, undead traits; SV Fort +2, Ref +2, Will +3; AL C.

Crazed Guardsmen: Init -1; Atk short sword -1 melee (1d6-1); AC 10; HD 1d6-1; hp 3 each; MV 30; Act 1d20; SP lower morale (DC 13 Will save or flee); SV Fort +0, Ref +1, Will -1; AL L or N.

Face Swallowers: Init +1; Atk bite face +1 melee (1d3-1) or swallow head (see special); AC 8; HD 1d3; hp 2 each; MV 30' swim; Act 1d20; SP improved crit range 18-20; 2d3-1 dam + target's head is engulfed, target suffers 1d3-1 damage each round until removed (DC 12 STR) or head bitten off; SV Fort -1, Ref +2, Will +0; AL





HUBRIS

A WORLD OF VISCERAL ADVENTURE

Unicorn

Unicorn: Init 3; Atk horn +6 (2d4 + curse DC 20 Will or suffer one effect), Effect- roll 1d4: 1) -4 to all rolls; 2) -2d3 from one Attribute; 3) 50% chance each round that the target will be unable to act; 4) There is a 25% chance that each day something horribly unlucky will happen to you) or hoof attack +4 (1d4+2 dmg); AC 14; HD 4d10; MV 60'; Act 1d20; SP Gaze (DC 14 Will or unable to act while looking at the unicorn, only broken upon successful save), Unlucky Aura (DC 20 Will or Luck stat becomes a 3 while within 30' of a unicorn. The unicorn cannot suppress this ability), Infravision 120', Death Curse (20% of occurring upon death- use curse stated above but roll twice with two saves); SV Fort +4, Ref +4, Will +6; AL C.

Mythology and conjecture claim the unicorn is a graceful and gorgeous creature created by ancient and long-forgotten gods, and to be in the company of one is to be blessed with good fortune. The reality is that the unicorn is a truly lamentable creature that lurks in the thick wooded groves of the Weeping Forest of Forgotten Memories. Its pitiful mewling and awkward gait makes those who look on this creature uncomfortable, as if they are looking on something indecent. Even the Court of Delirium, with its influence over the forest and its creatures, gives the unicorn a wide berth. The fae of the forest whisper stories that the killing of such a pathetic creature is an unforgivable and cowardly act, and those that commit such an atrocity will be forever cursed.

Unicorns prefer not to fight, relying instead on their gaze attack and unlucky aura to dissuade aggressors from harming them. However, if forced into conflict the horrible curse of the unicorn's horn is more than sufficient to deal with enemies or predators.



Necrotic Mass

Level 3 (Wizard) Range: 30' (varies) Duration: Varies Casting Time: 1 round Save: Fort vs. Spell DC

General The wizard channels the energies of death and alters the cells of the victim within 30' causing a large necrotic mass to grow. The mass is black, painful to the touch, and smells rotten. The mass takes one round to grow and fully form. On the next round the wizard can make the effect that they rolled on the spellcheck to occur. A wizard can choose to hold off on the effect as long as they want with the necrotic mass, instead keeping the person alive and using them as a useful tool (see description). Once the mass has grown on the target the wizard can cause the effect to happen at any distance, so long as they are both located on the same plane of existence. The caster must spellburn at least 3 points to cast this spell.

The wizard gains the ability to see and hear through the victim any time they desire. After one month the wizard can make another spell attempt against the target (for a higher result) should they desire. If the wizard rolls a 1 on this spell check, aside from suffering other nasty things listed above, the victim's immune system beats the necrotic mass and it disappears within 1d4 months.

Manifestation	Roll 1d4: (1) the wizard vomits a fleshy lump with hundreds of legs. It skitters at the target, climbs up their leg and attaches to their body; (2) the wizard exhales a malignant plume of black smoke that forces its way down the victim's throat and into their lungs; (3) the wizard does a bizarre dance and verbally coaxes the mass, almost lovingly, to grow on the victim; (4) the wizard creates a small doll out of thin air that resembles the intended target. They then touch the area they want the necrotic mass to grow.
Corruption	Roll 1d5: (1) the wizard's fingers become fat tumors, making it difficult to use their hands or do fine motor manipulation. They suffer -2 to any roll that fits that description; (2) a massive black tumor grows on the wizard's back, causing them to stoop. It smells like garbage; (3) the wizard's ears become necrotic, melt, and then fall off; (4) the wizard's entire body becomes covered in small protuberant masses; (5) the wizard's tongue swells and becomes covered in boils, making it difficult to talk.
Misfire	Roll 1d4: (1) the wizard accidentally casts the spell on an ally; (2) the wizard's hands become large tumors, making it impossible for them to hold anything for 1d4 days; (3) the wizard's eyes become bloated and covered in crust and pus for 1 week, rendering them near blind; (4) a mass grows inside the wizard (as if a 16-17) were rolled on the spell check— this lasts for 1d4 months.
Spell Check	Result
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure
12-15	Failure, but spell is not lost.
16-17	The wizard successfully causes the necrotic mass to grow in a target, dealing 1d6 points of damage. The mass is painful and extremely uncomfortable and causes the target to suffer -2 to all rolls permanently.
18-21	The wizard causes the necrotic mass to bloat, causing it to swell and tear the afflicted victim's tissue and muscle, resulting in 3d6 damage. The mass is extremely uncomfortable and causes targets to make all rolls one step lower on the die ladder permanently.
22-23	As 18-21 but increase the damage to 5d6.
24-26	The wizard is able to link with the necrotic mass and syphon off the life force of the victim. The wizard is healed for 2d4 HP (half of which is drained from the target) per round and gains +4 AC and +4 to Fort save. Once the afflicted target is killed this effect ends after CL rounds have passed.
27-31	The wizard causes the necrotic mass to burst, resulting in 5d10 damage to the victim. If caster is 5HD or higher than the victim, the infected must make a Fort Save (DC same as spell result) or die from the damage.
32-33	The wizard uses the necrotic mass to seize control of the victim's motor functions and use them like some perverse marionette puppet. The wizard cannot act during this time, but instead must concentrate on controlling the victim. If the wizard attempts to have the victim harm themselves, they are allowed a Will save VS the spell result to cancel the effect. The wizard can cancel and use this effect as often as they like, each time allowing the victim a new Will save.
34-35	The wizard causes the necrotic mass to grow to an alarming size and erupt, rupturing the victim's tissue and internal organs, doing 8d10 damage. Blood and pus shoot out of the victim's torn flesh and spray any in a 15' radius. Those targets must make a DC 20 Fort save or also become infected with a necrotic mass that the wizard can now manipulate.
36+	The wizard has gained full control of the necrotic mass and can use it to instantly kill a creature. The afflicted must succeed a Fort save (DC same as the spell check) or die. If the creature succeeds, the wizard cannot attempt to kill them again for 24 hours.

Alternatively, a caster can release the ability to control the mass. It then which instantly forms into a well-developed tumor and instead allow it to ravage the victim, growing at an alarming rate over the next 2d5 years. During this time, they make all rolls two steps lower on the die ladder and cannot do anything physically exerting without suffering adverse effects. Should the infected person have any children during this time, they are born with a necrotic mass that the caster can control. At the end of 2d5 years the victim will be completely swallowed by the mass, until all that remains is a horrific meaty lump of flesh.



MUCKRAKER

(*agro algae*)

Seething hatred floats in the southern backwaters of Umerica, merely waiting for its next victim: human, mutant, or other. Feeding by forcing its victims into blind rages where they either slay something on behalf of the slime or simply stumble into the water and drown. Blending seamlessly into their environments, even a rumor of a muckraker drifting into the area is enough to send fishermen and swamp folks searching for a safe haven.

Muckrakers tend towards warmer climates, being unable to deal with extreme cold, and yet they all seem to originate from the north, flowing south. How these creatures propagate and spread is not remotely understood with theories ranging from teleportation to secret underground breeding colonies that feed upwards into the rivers and streams of Umerica.

Muckrakers increase in size by a 5-foot square for each additional HD over 1.



Muckraker (telepathic slime): Init +1; Atk special; AC 12; Armor Die n/a; HD 1d8-6d8; MV 1'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons, camouflage, sow strife, double damage from cold-based attacks; SV Fort +0, Ref +0, Will +1/HD; AL C.

Camouflage: When floating in its natural environment the muckraker is virtually indistinguishable from any other algae floating on the surface of the water. Only those who shrug off its attack detect its presence and, with a successful DC 12 Willpower save, location.

Sow strife: The sole attack ability of the muckraker is the very reason why the agro algae are so feared. As an action the muckraker may reach out into the mind of a nearby creature and meddle with its emotions, triggering the adrenal gland and flooding the target's body with fight or flight impulses – with a focus on "fight". The target must succeed in a Willpower test vs. DC 12+HD or enter battle rage (USG pg 101) and attack the nearest ally. During the rage, the PC must spend a point of Intelligence or Personality on each successful hit (adding 1d12 to the damage inflicted by the blow). The battle rage lasts 1d3 rounds with any subsequent sow strife successes adding an additional round to the target's rage. This ability only functions against organic minds.

Adventure Hooks

- The party is asked to investigate a series of grisly murders among the fishermen of the Mississippi Delta. Unbeknownst to the locals, a 6HD muckraker has drifted into the area, carried down river by the currents and has anchored itself near one of the better fishing holes.
- While crossing a swamp, the party is attacked by numbers of prey animals (deer, rabbits, pigeons) working in concert with their natural predators (alligators, lion snakes, etc.). Confronted with a seemingly unending tide of attackers, the party must quickly solve this enigma or be slain by sheer attrition.
- The party is called in to investigate a dying muckraker. The creature is starving, apparently unable to use its powers to feed. Can the party unravel the cause so that it can be used against others of its kind, or in doing so will they unleash a powerful burst of pent up hatred?

SERPENT SHRUBS

(plant/reptile abomination)

In the forests of Umerica, the soothing sound of the wind rustling the leaves of the bushes and trees conceals a hidden danger. Serpent shrubs, (also known as "vegetation vipers") are the result of a trans-dimensional rift explosion that fused a timber rattlesnake with a cluster of richweed (also known as "white snakeroot") into a deadly hybrid that is both venomous as well as poisonous.



Looking like a harmless low-growing, white-flowering bush, serpent shrubs are anything but. The mutant survives by allowing small animals and large insects

to find shelter within its branches before its snaking vines lash out and devour them. When approached within 10 feet by a larger creature, the shrub begins to rattle its leaves in warning, something often overlooked by those unfamiliar with this deadly plant. If forced to attack, the creature extends its long vines, each tipped with the scaled head of a serpent.

Serpent shrubs are found from mid-Umerica to its east coast, growing in forested areas as well as grassy plains. It is said that the Dubaity Hill tribesman dine on salads of the creature's leaves so that they may taint their flesh and make it undesirable to predators.

Serpent shrub: Init +4; Atk tendril strike +1 melee (1d6 + poison DC 12 Fort or 1d4 Stamina, range 10'); AC 12; Armor Die 1d4; HD 2d8; MV 0'; Act 1d20; SP camouflage; totally toxic; SV Fort +2, Ref +0, Will +0; AL N.

Camouflage: Simply looking like any other bush, serpent shrubs are beyond merely being camouflaged, they are a true part of the environment. Unless one is familiar with them, they are indistinguishable from other local flora. When the shrub begins to rattle its branches, a successful DC 15 Intelligence check determines the source and, most importantly, the unusual nature of the sound. Characters failing this test remain unaware of the creature's presence.

Totally toxic: So strong is the poison of the serpent shrub that creatures that eat of its greenery are wracked with agony as the poison flows through them (DC 12 Fortitude save or die) and those which survive carry that toxicity in their flesh (and even, in the case of cattle, their milk). The poisonous taint lasts for one week from the time of exposure and inflicts 1d8 Stamina damage (DC 16 Fortitude save for half) within twelve hours of consumption. This secondary consumption bestows no toxicity.

Adventure Hooks

- Ironically, the poison of the serpent shrub's leaves is useful in making a poultice to aid in the recovery of snakebites. The party is asked to gather the leaves from six serpent shrubs and return them to a tribal shaman at the base of Dubaity Hill.
- While following an old game trail through the forest, the leaves of several flowering bushes begin to rustle although there is no breeze.
- A komo-doan gang, the Fangs, offer the party a place within their membership but the characters must go through initiation; allowing themselves to be struck by a serpent shrub before killing it and dining upon its leaves. If the characters pass, they will be accepted into the gang as full patch-holders, right before a turf war with the Hissians breaks out



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