

SANCTUM SECORUM

Episode #37

The Maker of Universes

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #37 Companion

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Table of Contents

Contest Winners

Free RPG Day Drawing		page 4
Super Number 1 Contest		page 4

Campaign Tools

Death Throes	Bruce Priddy	page 5
--------------	--------------	--------

Locations

Kala Vale and the Thousand Lakes	Daniel J. Bishop	page 6
----------------------------------	------------------	--------

Magic Items

Draugmere, the Demonglass Blade	Daniel J. Bishop	page 8
“Faithless”	James Pozenel	page 8
Orb of Temptation	Daniel J. Bishop	page 8
<i>Orb of Temptation</i>	Bob Brinkman (w/ AStoKo)	page 8
Phandaal’s Arrow of Dreadful Gyration	James Pozenel	page 9
<i>Magic Arrow</i>	Bob Brinkman	page 9

Monsters

Batfaces	Bob Brinkman	page 10
Centaur	Bob Brinkman	page 10
<i>Centaur Sketch</i>	Benjamin McFadden	page 10
<i>Dreadnought</i>	Tom Wendt	page 11
Dreadnought	Tom Wendt (stats by B. Brinkman)	page 12
Drowning Man	Mario Garcia	page 12
<i>Drowning Man</i>	Mario Garcia	page 12
Felix Atrox	Bob Brinkman	page 12
Wishler	Mars Homeworld	page 13
<i>Wisher</i>	Mars Homeworld	page 13
Zebrilla	Bob Brinkman	page 13
<i>Zebrilla</i>	Bob Brinkman	page 13

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Contest Winners

Free RPG Day Drawing

What drawing, you ask? The Sanctum assembled a cadre of DCC Judges who were running games for Free RPG Day, built a community, and turned them loose. Known DCC games were run in 112 cities worldwide spanning 5 continents, 10 countries, and a total of 43 U.S. states. Those judges really went all-out this year and some of them didn't even get a copy of this year's Free RPG Day release.

We couldn't have that.

With the kind support of the folks at [Dungeon Games in Estero, FL](#), we managed to acquire enough copies of the DCC RPG Quick Start Guide to present one to every member of that community who was either running at an unofficial event with no Free RPG Day swag or who just selflessly gave out every copy of the release.

Our final list of winners is as follows: James Chodes, Scott Hill, Michael L, Brendan LaSalle, Christopher Lee, Stephen Newton, Diogo Nogueira, Tyler Thackery, Aerzyk Thomas, and Ngo Vinh-Hoi. Congratulations to you all, and our profound thanks to Josh and Amy Petrik, and the other folks over at [Dungeon Games](#) for making it possible!

Sanctum Secorum's Super Number 1 Contest!!

We would like to thank everyone who took part in our recent contest. Spanning six months and receiving funnel-level hordes of entries, it has been great fun seeing all the content flow in and being able to reward the creativity of some of the community's members.

January – Monsters

1st Place: Jon Hook - The OctoBear

2nd Place: James Pozenal Korpuz - Messenger of Ahriman

February – Character Classes

1st Place: R. S. Tilton - The Huntsman

2nd Place: Ari-Matti Piippo - Ancient Hyperborean

March – Spells

1st Place: Anton Wilsbach - Illumination

2nd Place: Ian Shears - Sunbolt

Honorable Mention: Christopher Lee - Drain Vitality

April – “Gonzo”, Anything Goes

1st Place: Daniel J. Bishop - The Altar of Woeful Consumption

2nd Place: Ian Shears - Infernal Voice

May – Maps

1st Place: Marc Elsenheimer - The Fate of the Ruthless Wizard

June – Art

1st Place (tie): Tom Wendt - The Dreadnaught

1st Place (tie): Mario Garcia - Drowning Man

1st Place (tie): Mars Homeworld - Wishler

Sanctum Secorum's Next Contest

So, with the contest over, does that mean that your chances of laying hands on a copy of *Super Number 1 Food Tower* have ended? Of course not! After we confirm that all of our winners have received their copies, we should have one or two copies left in the *Prize Closet of Mystery*. Once we know what we have left, they will certainly come up again in our next contest.

Next contest?

Of course, there will be a “next contest.” Look for details to appear in December's Sanctum Secorum Companion. We are already planning, and it should be a fun contest with something for everyone.

Campaign Tools

Death Throes

As a dramatic alternative to bleeding out, when a player character is reduced to 0 hit points after an attack by an enemy during combat, on a successful Luck check they may enter a *death throe* – allowing them an opportunity for another attack, action, or otherwise affecting combat before dying.

Judges may roll on the below tables or choose one appropriate for the situation. A death throe check cannot be made if the character is killed outside of combat – for instance by a trap, from falling, being crushed by a boulder, etc. Note that a character may be healed during a death throe.

Death Throes Table I: Dwarves, Halflings, Thieves, and Warriors	
Roll	Result
1	The pain and shock of the fatal blow loosens the character's weapon from their hand, but they manage to strike out with the weapon before it falls from their possession, striking the enemy in a vital or soft area for 1d4 + Strength bonus damage (minimum 1).
2	Impaled on the enemy's weapon, the character pulls themselves toward the enemy. The character may make one attack against that foe. Additionally, the weapon is stuck in the character's corpse and the enemy must spend an action to retrieve it.
3	Brought low by the enemy's strike, the character makes one last desperate attack against their killer, attacking their legs. Damage is halved, but the enemy is distracted and receives a -4 penalty to all rolls and loses any Agility bonus to their AC for the next round.
4	In defiance of death, the character spits the blood welling in their mouth into the eyes of the enemy. The enemy is blinded for a round.
5	Witnessing the valiant efforts of their dying friend, the character's allies rally, gaining a +2 bonus on all rolls for the next round.
6	The PC refuses to die, clinging to life through either sheer determination or hatred for their killer. The character is granted one action the next round, ignoring all damage until they have acted.
7	Impaled upon the enemy's weapon, the player character uses the same weapon to run the enemy through, scoring a critical hit (where applicable). Roll damage for the weapon and critical hit as normal.
8	The PC dies, but their spirit returns at the beginning of the next round clad in gleaming armor. They may make one melee attack against the enemy before immediately vanishing in a burst of light. In addition, the enemy is left stunned for one round.

Death Throes Table II: Clerics, Elves, and Wizards	
Roll	Result
1	The character places a curse on their killer.
2	The PC's pain and anguish are released in a frightening, supernatural howl. All enemies within 50 feet must make a Will save, DC 10+PC's level, or flee in terror for 1d4 rounds.
3	Arcane/divine magic erupts from the PC, sweeping through the battlefield. If arcane magic, enemies within 30 feet receive damage equal to the character's level + their spellcasting ability bonus. If divine magic, allies within 30 feet heal hit points equal to the caster's level + their spellcasting ability bonus.
4	The caster's blood splatters on their killer and transforms into a sticky, acidic substance. It burns the enemy for 1 + PC's Stamina bonus for 1d4 rounds (minimum 1).
5	The PC's fatal wound spews a magic, noxious gas, choking the enemy. The enemy is wracked with coughs, stunning them for one round.
6	The caster beseeches their patron/god to avenge them. Death follows for the PC. The next round, a minor servant of the patron/god appears and attacks the PC's killer, vanishing as soon as it or the enemy is dead.
7	The PC refuses to die, surviving through either sheer determination or hatred for their killer. The PC may cast one last spell on their initiative next round, including a spell they may have previously lost. They ignore all damage until they have acted.
8	The PC dies but their spirit returns at the beginning of the next round, clad in gleaming armor. They may make one melee attack against the enemy. In addition, the enemy is left stunned for one round. The spirit immediately vanishes in a burst of light.

Locations

Kala Vale and the Thousand Lakes

The village of Kala Vale is located in a region known as the Thousand Lakes, where waterfalls, rivers, ponds, and freshwater lakes both great and small are found among the high hills and mountains. Everywhere there is the sound of water, running and falling, from spring to autumn. Even in the depths of winter, water runs beneath the ice. A few warm days can lead to a sudden thaw, and those traversing the straight path across previously-frozen ice can find themselves immersed in frigid waters without warning.

Deep magic runs with the waters of this land. Runestones give hints of lost spells, or mark the focal points of arcane powers. Here music has power, and many of the region's legendary figures sang and chanted to shape their adventures as they would.

Many are the mysteries of this land. A few of them are described below.

Mårtenson's Ring of the Eagle's Shape

This curiously carved ring is made of finnstone, a blue-green material with a slick texture not unlike that of soapstone. It has been carved with many strange runes and sigils from Elfland. Whoever wears the finnstone ring and knows the hidden song of Mårtenson may take a sea-eagle's form, for as long as he wills, but each time he does so, some portion of his soul remains in that form.

In sea-eagle's form, the PC has exceptional eyesight for spotting creatures when flying. He can fly at a rate of 60', and has an AC of 14. The character's gear and accouterments within 5' of his body transform with him; larger items must be dropped or carried. Magic items retain their effects unless they must be manipulated in some way, but armor loses its normal bonuses. A sea-eagle can make a claw attack for 1d3 damage, and, if diving from at least 50', has a critical range increased by 2 (i.e., a level 1 wizard would crit on 18-20, and a level 1 warrior on 17-20). The character can only cast spells which do not require a human voice or somatic component.

Each transformation to sea-eagle's form requires a DC 10 Will save. On a failure, the character takes 1 point of permanent Personality damage and must roll 1d5 on the table below. Rolling the same result multiple times has no additional effect, but each time the character gains a new result he is reduced by -1d on the Dice Chain when making further Will saves due to transformation.

1d5	Effect
1	The character refuses to eat any food other than fish.
2	The character blinks far less often than normal.
3	The character has a tendency to stare at others.
4	The character's preening behavior reminds onlookers of a bird cleaning its feathers.
5	The character has a marked preference for being outdoors under an open sky.

If the character's Personality falls below 3, he never transforms back to human or demi-human form. After 2d6 rounds, the character is lost forever to his new form. The finnstone ring falls to the ground as the character flies away to live the remainder of his life in the wild.

At the judge's discretion, the character's allies may undertake one or more adventures to restore the lost character's humanity. Such an undertaking is fully in the nature of DCC's "Quest For It" ethos, and would require, at a bare minimum, locating the lost character in sea-eagle form and destroying Mårtenson's Ring of the Eagle's Shape to release his soul. Indeed, some say that the great bard-wizard Mårtenson of the Keys was lost to his ring, and still haunts the world in avian form.

The Drowned Maid

The ghost of a fair young maiden wanders the shores of Tomi Lake, north of Kala Vale. This unfortunate maid slipped into the cold gloomy depths through a crack in the ice one black winter day. She appears now fair but cold, with skin that is bluish-white. Seldom does she appear as a wraith, and often she is mistaken for a living maiden, solid to the eye if not to the touch.

The Drowned Maid seeks forever her lost lover, although she can no longer remember his face. It is said, in folklore, that she was drowned on her way to a tryst with the youth. Some say he sought for her high and low through the Land of the Thousand Lakes. Others say that he was with another, and that the Drowned Maid was a suicide.

This spirit is drawn only to those young men with exceptional good looks, or who have a Personality of 13+. She seeks only to draw them to her, but her touch causes 1d12 cold damage each round. Only when her one-time lover, reborn into a new body, willingly comes into her clasp and speaks her name can the Drowned Maid be laid to rest.

The Drowned Maid: Init +2; Atk incorporeal touch +1 melee (1d12 cold); AC 10; HD 2d12; hp 15; MV 30' or fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons; SV Fort +4, Ref +5, Will +3; AL C.

Holopainen's Lost Ship

Somewhere amid the Thousand Lakes, an ornate anchor of black iron rises up from the water and rests on land. Its chain leads below the surface to the lost ship of Holopainen Ironhand, a reaver of great renown, whose heavy metal axe of meteoric iron, Esa, remains the subject of many legends in the Land of the Thousand Lakes.

Holopainen's ship, the Darkland Queen, is said to be carrying many precious things ravaged from the gorefest of the Chaosbreed in lands to the east. Should the ship ever be recovered, who knows what treasures weigh it down?

According to legend, the winged witch Louhi brought Holopainen low. His ravagers, the Chaosbreed, drowned in the waters of a many-leveled lake, amid waterfalls and ringed with hills. At least one artifact was lost with the ship: The Sampo, which takes many forms, and which brings good fortune to whomever can keep it.

The Blessed

Perhaps the Sampo brought fortune to the Chaosbreed even as they flailed beneath the waters of that unknown lake. Perhaps the malice of Louhi transformed the warriors of Holopainen. Or perhaps some other story is true, but the waters where the Darkland Queen was lost are now inhabited by creatures which call themselves the Blessed.

The Blessed are amorphous things with dark leather skin, capable of growing any number of limbs, either jointed or tentacular. Most of the Blessed are man-sized, hinting at a perhaps-human origin. Others have grown to a colossal size. All hate human life - perhaps because they were once human, or perhaps because the harpy-witch Louhi nursed dark emotions within them.

The following represents a typical member of the Blessed. Larger ones have far more impressive statistics.

The Blessed: Init +3; Atk claw +2 melee (1d3+1) or bite +0 melee (1d5); AC 14; HD 1d8+4; MV 20' or swim 50'; Act 2d20; SP regenerate 1d3 hp/round while alive; SV Fort +3, Ref +4, Will +0; AL C.

Magic Items

Draugmere, the Demonglass Blade

Draugmere appears to be made of black glass, but is as hard as steel, and its golden crossguards are twining dragons. The name of the blade is imprinted in the mind of any who grasps its hilt, as is the simple nature of the bargain *Draugmere* offers.

Draugmere, artifact, +1 longsword: Int 4; AL C; bane: clerics; communication: simple urges; special power: infernal pact.

Infernal pact: *Draugmere* grants +1 bonus hit point for every comrade its wielder slays with the blade. These hit points cannot be healed and are always used first. But it is easy to gain new bonus hit points, if you have any friends nearby...

Faithless

Faithless is an utterly plain blade with a simple, straight steel crossguard, a utilitarian black grip, and a small steel oval pommel. The sword's special purpose is to destroy organized worship and its trappings, art, and buildings. When the sword comes near to an ecclesiastic of any god, it tugs the wielder towards the priest so it may deal him a most grievous wound.

Faithless, artifact, +1 longsword: Int 4; AL N; bane: clerics; communication: simple urges; special purpose: destroy organized worship and its trappings; special powers: festering wound, cosmically renounced.

Bane – Clerics: Additional +1 bonus to attack and damage

Cosmically renounced: The possessor of *Faithless* is marked by the gods. He who takes up arms against the gods' hands and eyes cannot expect any favors in turn. While the character owns *Faithless*, the use of *lay on hands* applied to them suffer -1 die of healing and the hit die used for healing is reduced by -1d. Any failure by the administering cleric results in 2 levels of disapproval, and any disapproval rolls incurred receive a +2 penalty. Additionally, any clerical spells used against the possessor receive +1 caster level.

Festering wound: Any blow dealt to a cleric deals a festering wound that inflicts an additional 1d6 damage and an additional 1d4 during the subsequent round.



Orb of Temptation

A glass orb, 6 inches in diameter, which seems to contain a naked human woman. A PC gains 1 point of Strength as soon as he picks it up. The woman within the orb will answer one question for any given character, but only one question ever. The orb must be passed to another character to get another answer. As soon as the new character takes the orb, he gains 1 point of Strength, and the previous character loses 1d3 points of Strength.

The woman in the orb always answers questions truthfully, as succinctly as possible, and she knows everything that the judge knows. She answers the question asked, rather than the question intended. The players may choose to pass this object to new characters as often as they like, so long as they are willing to pay the price.

Phandaal's Arrow of Dreadful Gyration

This arrow appears to be made of a strong, dark wood with hundreds of tiny sliver spirals inlaid along its shaft, creating an impression of a gale of wind billowing towards the point. It is said that Phandaal himself softly muttered the words of his eponymous Gyrator spell over each shaft while he worked the alchemically prepared silver wire into each shaft.

Wizards have coveted these exceedingly rare missiles for millennia. There is a long-standing theory that if the alchemical process that recorded Phandaal words can be reversed, the formulae to his long-forgotten spell might be recovered. However, the arrows have been lost and/or scattered with no known exemplar in existence. Rumors abound asserting that there are still a few buried with the archmage's acolytes or among treasure hordes of legendary dragons and mythical horrors, but none have proven to be reputable nor has anyone returned from such foolish enterprises. Some speculate that even a broken arrow might somehow yield Phandaal's arcane secret if placed in the hands of a gifted researcher.

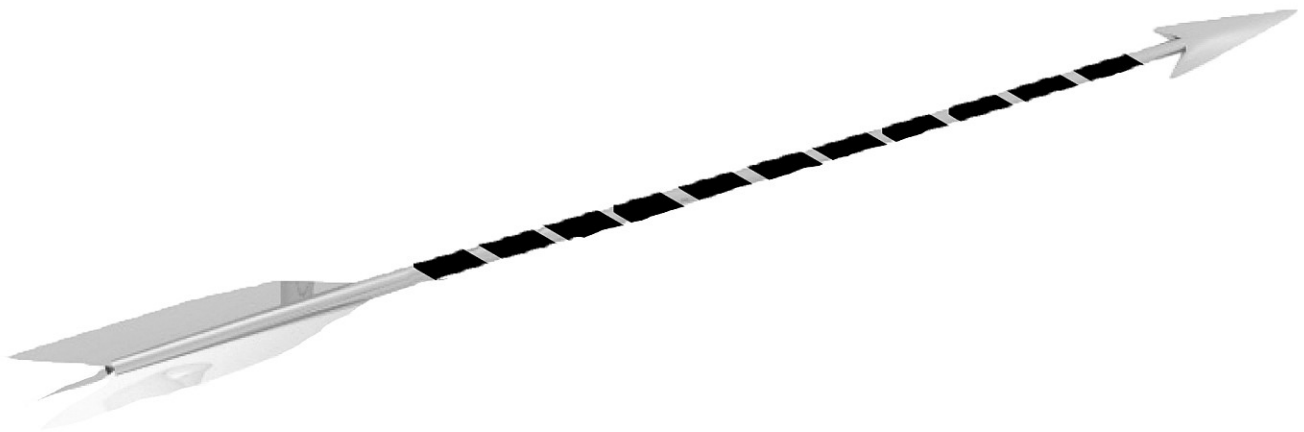
Phandaal's Arrow of Dreadful Gyration, artifact, +2 arrow: special powers: additional damage, arcane durability, gyration vortex, increased crits.

Additional damage: If used without speaking the command word, the arrow launches towards its target and improbably seems to alter its trajectory. A keen of eye will also note that the shaft rotates at a high rate of speed once loosed from the bowstring. When the arrow strikes it bores through the target inflicting +1d8.

Arcane durability: The arrow is extremely durable and may be gleaned from combat. In the event of a critical miss, the shooter must make a Luck check, or the arrow is damaged beyond use.

Increased crits: The rifled arrow is also more likely to cause critical hits and grants +1 to the shooter's critical hit range and adds +2 to their crit die roll.

Gyration vortex: If the command word is discovered for the arrow and spoken aloud as it is loosed, the arrow behaves far differently than a customary missile. The arrow immediately starts tumbling end over end at great speed and stops wherever the owner wishes. Once the projectile is stationary, its rotation accelerates, creating a powerful vortex that whisks all within 10' of the missile off their feet. Each target suffers 1d8 damage in the first round, 2d8 in the second, and 4d8 in the third. Targets within the whirling vortex are allowed DC 18 Ref save each round, a successful save means the target can escape the vortex. After the third round of gyration, the arrow and its magic are consumed by the now collapsing vortex. Any targets slain by the gyrating vortex are rent into a gory mess from the extreme centrifugal force. Those surviving the spin effect suffers a -3 to attack and damage rolls for 2d4+1 rounds due to extreme dizziness and disorientation. Those escaping or surviving face one last danger: a fall from 10' as they have been pulled off the ground by the arrow's gyration vortex. Use standard falling rules (see pg. 96 of the DCC RPG core rulebook).



Monsters

Batfaces

"The moonlight showed several score bipeds, each about two and a half feet high. They were covered with sleek gray fur, mouselike, but had a white ruff around their necks. The faces were black and pushed in and resembled a bat's. Their ears were enormous and pointed."

- Philip Jose Farmer, *The Maker of Universes*

Small, predatory humanoids who dwell in the darkness of cliffside warrens, emerging only by night to stealthily search for unwary prey. The batfaces speak a language of their own, and also can understand (though not speak) the common tongue.

Batfaces: Init +2; Atk claw +2 melee (1d3+1) or bite +2 melee (1 plus venom); AC 11; HD 1; hp 5 each; MV 20'; Act 1d20; SP silent, strong, soporific venom; SV Fort +0, Ref +1, Will +1; AL C.

Silent: Batfaces are capable of operating in complete silence. While this effect is non-magical in nature, its effect upon their actions is equal to that of magical silence, allowing the creatures to stealthily move up on sleeping or otherwise unsuspecting targets and surprise them. Even while in the midst of attacking and feeding, the batfaces use this talent to avoid alerting other creatures in the area to their presence.

Soporific Venom: The soporific venom of the batfaces is capable of rapidly diminishing their victim's will to struggle. Each bite injects a small dose of venom, requiring a DC 12 Fort save to ignore. Those succumbing to the venom lose a temporary point of Personality. Once successfully injected, a DC 10 Will save is required to attempt to escape from or take action against the batfaces as the victim becomes more and more lethargic.

Strong: Unsuspecting victims grabbed by batfaces (requiring the target to be unaware or otherwise surprised) are often taken aback by just how strong these small creatures are. Escaping the grasp requires a Strength check vs. a DC of 9 + 1 per batface holding the target.

Centaur



"The equine part was about the size of an Indian pony of Earth. The hides were red, black, white, palomino, and pinto. The horsehair covered all but the face. This was almost twice as large as a normal-sized man's and was broad, high-cheekboned, and big-nosed. They were, on a larger scale, the features of the Plains Indians of Earth, the faces of Roman Nose, Sitting Bull, and Crazy Horse. Warpaint streaked their features and feathered bonnets and helmets of buffalo hides with projecting horns were on their heads."

- Philip Jose Farmer, *The Maker of Universes*

Living in a society driven by the respect of bravery won through counting coup, these plains-dwelling Hoi Kentauroi were engineered using the genetic stock of North American plainsmen.

Respecting only strength and courage, the younger centaurs will often engage in single combat with a chosen target who has proven dangerous, to prove their ferocity. Success in such a combat brings great honor, while victory over many centaurs will earn their grudging respect...posthumously. The older centaurs generally will not allow too many young braves to fall before launching an all-out attack on their foes.

They are known to mutilate the corpses of their victims prior to stripping the flesh from their bones to serve in orgiastic feasts. Those they have come to respect or admire will not be mutilated prior to being devoured.

Centaur: Init +2; Atk hooves +1 melee (1d5+2), lance +3 melee (1d12+2) or war club (2d3+2), bow +3 missile fire (1d6) or bola +3 missile fire (1d4+2; Ref save vs. attack roll or be entangled for 1d3+1 rounds), or other weapon; AC 14; HD 2d12; hp 13; MV 60'; Act 1d20; SP none; SV Fort +3, Ref +0, Will +2; AL C.



Dreadnought

The Dreadnought is an arcane creation of some unknown sorcerer who it is conjectured conjured a creature out of dust, cobwebs and lint, and embedded it in a metal amulet bearing an eye.

Usually found in a pile of dust, anyone touching the amulet will have a sensation of panic and have to resist the desire to flee uncontrollably. If they fail their save, a dust devil will rise from the dust, form into the creature, and pursue the character or NPC until they are successful in their saving throw, at which point the creature will leave and search for another.

If the dreadnought is encountered in its physical form (looking like some giant dusty cornucopia lying on the ground), and the characters approach its closed eye, they will have the same panic experience when the eyelid opens.

Attacks on the dreadnought will cause it to sink down, and when killed, it will revert to a pile of dust, cobwebs and lint with an amulet buried inside.

Dreadnought: Init +2; Atk special (see below); AC 12; HD 6d10; hp 33; MV 40'; Act 1d20; SP ravaging fear, sense weakness, SV Fort +3, Ref +3, Will +3; AL N.

Ravaging fear: Each round, the dreadnought's target must make a DC 17 Will save. For each round the victim fails, they lose a temporary point of Stamina and must continue running uncontrollably. Victims will run until their Stamina reaches zero, wherein they then curl up into a ball, only reviving with full Stamina points restored after 24 hours of rest. The dreadnought will remain active until it is destroyed or until it has devoured Stamina equal to its maximum hit points.

Sense weakness: The dreadnought seems to sense the character with the weakest constitution, so this is a bane to wizards. It is rumored a clever wizard could use this amulet as a trap for other wizards or fling this amulet from a container to cause real problems for any who pick it up, or, for a person with a weak stamina (such as another wizard) – cause them to panic at the mere sight of it.



Drowning Man

These massive fish live in dark deep lakes both on the surface or underground their large eyes let them see prey from a long distance away.

They move slowly in the shallows looking like large boulders. They have a fleshy lure on their head that is in the shape of a human. When thrashed in the water, air and water moving mimic the sight and sound of a person struggling in the water. When a rescuer approaches and tries to assist, the drowning man will strike lightning fast and with piercing teeth and attempt to swallow the rescuer.

If a rope is thrown and looped around the lure the fish will try to pull the thrower into the water (DC 10 Reflex Save). If several people have hold of the rope, they can try to pull the fish from the water (DC 15 Strength check). On land, the drowning man will jump around on its powerful front fins, attacking with bites and tail thrashes.

Drowning Man: Init +5; Atk bite +3 melee (1d8) or tail thrash +1 melee (1d6); AC 13; HD 3d6; MV 10' or swim 50'; Act 1d20; SP swallow whole; SV Fort +2, Ref +1, Will +3; AL N.

Swallow whole: On a critical bite attack the fish swallows the victim whole for 1d6 per round as they are squeezed and shredded by the powerful gut.

Felix Atrox (American Lion)

Covered in short, reddish hair, these mane-less lions measure up to 8' long and stand 4' tall at the shoulder. Larger than the saber-toothed cat, the American lion can weigh over 1,000 lbs.

Felix Atrox: Init +2; Atk bite +8 melee (2d7) and claw +4 melee (1d5); AC 15; HD 6d10; hp 30; MV 30'; Act 2d20; SP ambush; SV Fort +7, Ref +8, Will +4; AL N.

Ambush: The *felix atrox*, or American lion, is so well adapted to its environment, and attacks with such vocal ferocity, that when in plains-based terrain it nearly always strikes with surprise. A DC 18 Reflex save allows a PC to act normally in the first round of combat.



The Wishler

The Wishler is a creature that is summoned by uttering the phrase “I wish...” The creature uses the sound vibrations of the person speaking as a conduit, and teleports to the utterer’s location.

Once the Wishler is within the presence of its intended victim (for sadly these creatures are chaotic and delight in ruining people’s lives for their own amusement), the creature will attempt to charm the victim (DC 15 Will save) with a promise of granting the aforementioned wish.

If the person agrees, or if the save fails (on the chance the character doesn’t agree to the deal) no save is needed as the Wishler will begin a low melodic whistle/hum that will enthrall its victim. This acts as a curse that will ensure the character’s wish arrives as a perverted and wholly undesirable version of its intended purpose. The judge is encouraged to indulge themselves and create an ongoing series of dilemmas that will chase the character until a proper removal of the curse is performed by a lawful cleric.

The Wishler: Init +2; Atk by weapon; AC 13; HD 2d6; hp 12; MV 30’; Act 1d20 or 2d16; SP summoned by wishing aloud; cannot be permanently slain; SV Fort +2 , Ref +4, Will +2; AL C.

Zebrilla

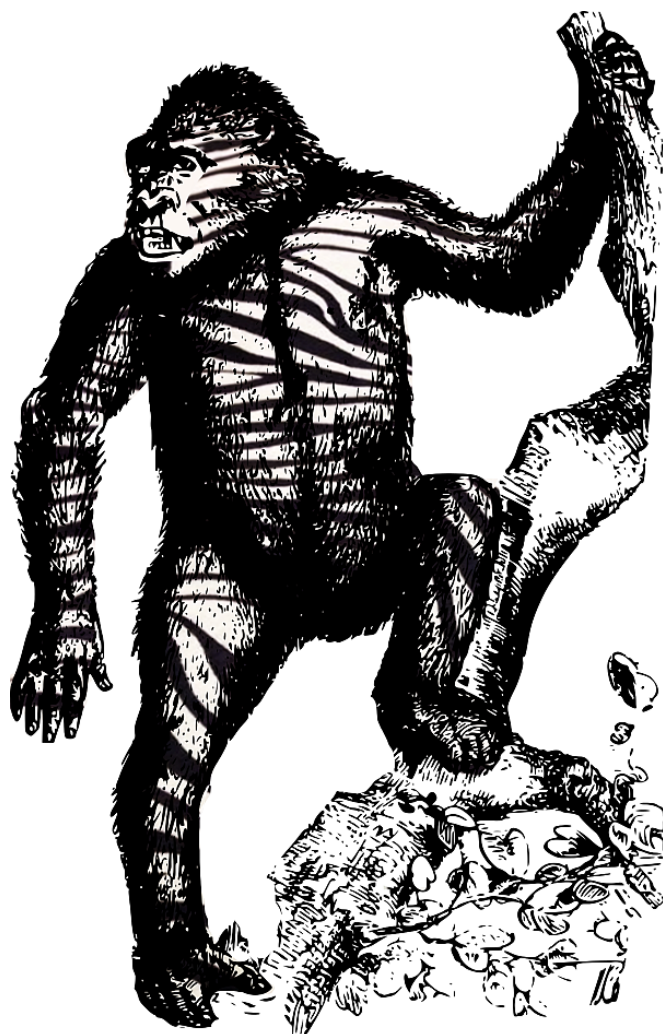
“However, it was not a gorilla—not a Terrestrial one, anyway. Its fur was not a solid black. Alternate stripes of broad black and narrow white zigzagged across its body and legs. Its arms were much shorter than those of its counterpart on Earth, and its legs were not only longer but straighter. Moreover, the forehead, although shelved with bone above the eyes, was high.”

- Philip Jose Farmer, *The Maker of Universes*

Gifted by their creator with high human-level intelligence, zebrillas are often fluent in numerous languages to accompany their gorilla-level strength. Unfortunately, with lifespans measured in centuries and millennia rather than years they tend to succumb to ennui which leaves them unable to take decisive action unless directly confronted. To dull their existential pain, zebrillas spend much of their lives (from the second century onwards) in a state of heavy intoxication.

Zebrilla: Init +1; Atk slam +5 melee (1d8+3) or thrown stone +3 missile fire (1d6+1); AC 12; HD 3d12; MV 30’ or climb 15’; Act 1d20; SP long memory; SV Fort +8, Ref +2, Will +0; AL N.

Long memory: Because of their artificially long lifespan, and coupled with their high intelligence, zebrillas make wonderful sources of information – if they are focused (and sober) enough to remember. Upon succeeding at a DC 15 Will save, the zebrilla can remember details from virtually any event of the past 1d24 centuries (judge’s discretion).



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