

SANCTUM SECORUM

Episode #39

Circle of Light #1

Greyfax
Grimwald

COMPATIBLE WITH

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RPG**

Sanctum Secorum Podcast

Episode #39 Companion

Written By

Bob Brinkman
Jen Brinkman

Interior Art by

[Asanbonsom](#)
[Davey Baker](#)
[BraInEater](#)
[DarkTaraArts](#)
[Rose Marie Di Donna](#)
[Loone-Wolf](#)

Designed by

Bob Brinkman

Edited by

Jen Brinkman

Published by

Sanctum Media



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Table of Contents

<i>The Otter</i>	DarkTaraArts	page 4
<u>Magic Items</u>		
Bee Trees and Honey	Jen Brinkman	page 5
<i>Honey Bear</i>	Loone-Wolf	page 5
<i>Bees in Hive</i>		page 7
<u>Monsters</u>		
Brugnath	Bob Brinkman	page 8
<i>Furcas</i>	Davey Baker	page 8
Cakgor	Bob Brinkman	page 9
<i>Devil Wolf</i>	Rose Marie Di Donna	page 9
Doraki	Bob Brinkman	page 10
<i>Demon witch</i>	Davey Baker	page 10
Gorgoloc	Bob Brinkman	page 11
<i>Rat Ogre Charge (Detail)</i>	BrainEater	page 11
Werewolf, Atlanton Earth	Bob Brinkman	page 11
<i>Beast of Gevaudan</i>	Asanbonsom	page 11

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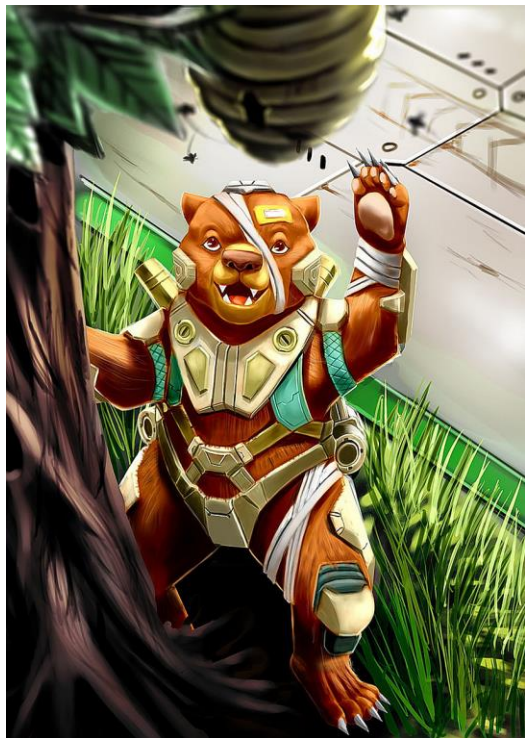


Magic Items

Bee Trees and Honey

“Bear was already away without answering, for he’d remembered as they talked that he’d found a honey stump along somewhere down in the area of the marsh pond, and that the tree was more than half full the last time he’d been there, which was beyond the fog of his day-by-day memory, but he’d liked the clover sweet taste of the marsh bees’ honey, and if one were forced to be out in the middle of winter, then it was good to have the pleasing prospects of a decent meal to keep one’s spirits up.”

- Neil Hancock, *Greyfax Grimwald*



Whether stored in bottles, flasks, tins, or barrels – or found in a dead, hollowed-out tree or stump (“bee tree”) that acts as a hive before larger forces of nature overcome the structure – honey is an important part of any diet, regardless of which side of Calix Stay one may be exploring.

Honey might be eaten whole, scooped with the comb and liquid together, or delicately drizzled into a cup of tea. In times of stress, honey can serve as a source of rejuvenation, or it may provide just the right amount of relaxation to allow one to sleep in unfamiliar (and even inhospitable) situations. The mere lure of the viscous stuff may even entice some creatures to act recklessly in their haste to get more.

In addition to being ingested orally, some honeys are also easily made into poultices, salves, and unguents to aid in healing physical wounds and combating the effects of poisons. The table below lists many types of honey that may become available or encountered while adventuring, based upon the geographical landscape and/or flowers potentially pollinated, and each honey’s effect upon a creature when either ingested or applied topically.

Unfortunately, honey is a forgiving substance, and can be the perfect delivery method for getting one’s prey to intake harmful substances (see Wheatflower honey; for more, refer to Appendix P: Poisons in the DCC RPG core book, p. 446).

Honey*	Description	Effect (Ingested)**	Effect (Applied)**
Bee tree	Very light color; delicate honey taste; good nutritional value	Overall sense of well-being. +1d3 hp.	Heals 1 hp and improves mood; +1 Personality for 1d3 hours.
Buckwheat honey‡	Dark golden brown; very strong flavor	Strength flows from within. +1d3 temporary Strength for 1d3 turns.	Ignore all penalties incurred from poisons for 1 hour. If not healed by the end of the duration, permanently lose 1 Stamina (in addition to the poison effects).
Chestnut honey	Reddish-brown; acrid, unpleasant taste	Grandma’s worst concoction yet. Lose 1d5 hp; must be healed within 3 rounds or those hp are permanently lost. If not healed, suffer -1 Stamina for 24 hours.	Helps with internal bleeding...in time. +1 temporary Stamina, but lose 1d10 hp. With a full night’s rest, hp and Stamina are returned to prior values.
Clover honey	From clear to red, depending on the source; solid flavor; easily solidifies with comb	The perfect traveler’s honeycomb. +1 temporary point to Stamina, Strength, and Personality for 1d8 hours.	Heals 1 HD but leaves a rash on the patient for two days. Nothing but magical healing provides relief for the relentless itching.

Dandelion honey	Bright yellow; sharp taste; crystallizes quickly	Hangover cure achieved. (If dandelion wine was the cause of the hangover, +1 temporary Intelligence for 24 hours.)	Immediately crystallizes. No effect.
Forest honey‡ (also pine honey or honeydew)	Made from evergreen sap; very dark brown; pleasant, woody taste	Decreases appetite; one serving fills a human-sized creature for an entire week.	Open wounds heal fully, without swelling or infection, with one full day of bed rest. Patient smells of pine trees for the next week.
Fruit blossom (various)	Very light; aromatic, reminiscent of blossom's origin	Overall sense of well-being. +1d3 hp.	Heals 1 HD and the area of the wound turns color, to the corresponding fruit from which this honey was derived.
Goldenrod honey	Golden yellow; floral scent; unforgettable flavor	Makeshift antitoxin. Make Fort save vs. poison again, with +1d bonus.	Powerful diuretic to purge the system. Negate any poison effects, but suffer -2 to both Strength and Stamina for one week.
Hawthorn honey	Brown; strong aroma	Embrace the calmness. +2 to Will saves for 1d10 hours.	Mixed with cinnamon, this is treasured as a burn salve. Heals 2 HD and removes scarring.
Liquid amber (also "bark bear honey")‡	Golden resin seen atop damaged bark of sweetgum tree, often mistaken for small amounts of honey; smells of ambergris	If chewed with the sweetgum bark, +1 to Fort saves for the next 24 hours; partaken with regular food, +1 temporary Personality.	+1 permanent Strength, at the cost of 1 permanent point of Intelligence and short-term memory loss. (Casters much make a Luck check each day; failure means one random spell may not be accessed that day, even using spellburn.)
Linden honey‡	Clear to nearly transparent; extremely sweet	The perfect host for harmful substances. DC 12 Handle Poison or DC 15 Intelligence check required prior to partaking. If successful: it's clear, if shockingly sweet. +1d temporary Will save bonus for 1d3 hours. If check failed: pick another from this list (surprise!) or one from Appendix P.	Induces profuse sweating to eliminate impurities. Ignore all penalties incurred from poisons and/or stomach ailments for 24 hours. If not healed by the end of the duration, permanently lose 2 Stamina (in addition to the poison effects).
Mountain honey	Made from wild herbs, shades vary based on source; mild taste; most commonly used in folk remedies	Everyone says this one will cure all ills. Just a spoonful a day, three times a day... until the armor doesn't fit.	Cures the common cold, flu, and respiratory ailments in 10 to 14 days...or up to two weeks.
Rosemary honey‡	Light yellow; very sweet, strong flavor	This is nothing like rosemary. -1 temporary Personality until imbibed can eat a full meal... preferably with chicken.	A specialty for treating gout and malnourishment. Must be reapplied once daily for a full week before effects are seen, then all physical stats are replenished to full starting value. This should not be easily accessible.

Sage honey‡	Varies from light yellow to light green; bitter aftertaste	The bitter taste gives way to insight: +1d to Intelligence-based checks (applies to all associated occupation and thief skill rolls) for the next 2d3 days.	Patient must make DC 10 Fort save when this unguent is applied or begin coughing for 1d6 turns. 1 point of Stamina is temporarily lost for each turn they are wracked with coughs. Speech is impossible (as is casting). Afterward – and if save is successful, 3 HD are healed. Lost Stamina points will return as normal (1 per day).
Sunflower honey‡	Bright sunflower yellow; pleasing taste; crystallizes quickly	Bonus of -1d on all Luck checks until nightfall, or as long as there is natural light present (excludes flame).	Heals 1 HD and imparts a boost of energy as it crystallizes. +1d5 to all actions (as a deed die) for 1d3 hours.
Wheatflower honey‡	Collection of aged wildflower honey held by tavernkeep Jason Wheatflower	No effect for 2d3x10 minutes, then as <i>sleep</i> , result 20-23 (supernatural).	As if Mummy rot (see Appendix P): DC 12 Fort save or -1 permanent Stamina loss per day; can only be healed via magic.
Wildflower honey	Amber hues; deliciously aromatic – to distraction	False sense of invulnerability. +1d to all saves for 24 hours <i>until one saving throw is lost</i> . Afterward, +1d penalty to all Luck checks for the rest of the period.	After 4 hours' rest, either regain 1d4 ability points lost due to spellburn, or gain a +1 permanent Will save bonus.

* Certain types of honey are rare (marked with ‡), and multiple varieties of honey are not normally accessible at once. The possibility of stacking effects (e.g., eating one serving of fruit blossom honey while having a poultice from hawthorne honey applied, or consuming buckwheat honey while benefitting from an unguent of the same) is subject to the setting, and judge's discretion.

** Effects listed are per serving/dose. The columns are not interchangeable: if honey is used to prepare a topical application, that salve will have no effect if taken orally.



Monsters

Brugnath (Type IV Demon)

“Doraki, astride the great black steed Brugnath, circled the battle in the cloak of the snowstorm, maddening all those who saw him, and the tall, powerful, iron-crowned servant who was in the form of a horse demon to bear down Doraki from the World Between Time breathed out choking grayish poisoned gases over the field, deadening men’s minds and hopes.”

- Neil Hancock, *Greyfax Grimwald*

A powerful demon in its own right, Brugnath is the servant of the demon prince Doraki. Both serve Dorini, *she who dwells in the palace of darkness*, in her never-ending war upon her sister Lorini and all the forces of light. Brugnath is fearsome when he strides out into the lands, but is most often encountered in its form as the demon steed of his master.

Brugnath: Init +6; Atk claw +12 melee (3d8+6) or +4 *blade of darkness* +16 melee (2d10+10 plus 1d20 vs. lawful creatures); AC 22; HD 10d12; MV 50'; Act 2d20; SP infravision 100', *darkness* (+16 spell check), immunities (cold, electricity, gas, weapons of less than +3), demon traits, creature of shadow, planar travel, steed form, critical threat range 17-20; SV Fort +12, Ref +10, Will +12; AL C.

Creature of shadow: As a demon bound to darkness, Brugnath is susceptible to the magically bright light of *divine symbol*, taking an additional 2d10 damage when struck by such an empowered holy symbol and 1d6 per round spent within 100' of such a symbol. Further, Brugnath is empowered within the divine darkness of Dorini. When within *darkness* (including its own), Brugnath regenerates 10 hit points per round.

Planar travel: Brugnath can transport himself (and rider, if in steed form) anywhere within the multiverse – save for the realms of light ruled by Lorini.

Brugnath (Steed Form): Init +8; Atk hoof +14 melee (2d12+6); AC 26; HD 10d16; MV 75'; Act 2d20; SP infravision 100', *darkness* (+16 check), doom breath, immunities (cold, electricity, gas, weapons of less than +3), demon traits, creature of shadow, planar travel, critical threat range 16-20; SV Fort +12, Ref +10, Will +12; AL C.

Doom breath: The demon steed exhales clouds of gray billowing miasma. All within 200' must make a DC 18 Fort save or suffer a -5 penalty to all actions for 1 hour, as the futility of resisting oncoming doom darkens their souls.



Cakgor (Type V Demon)

Greater Demon, C – Darkness, Terror

“Cakgor had heard Bear’s great defiant war cry, and laughed to himself at the thought of how puny and helpless the bear would find himself should Cakgor reveal to him his presence in any one of his terrible forms. Sometimes he chose the wolf, such as his father Suneater, or the body of a burning wind, a cold blue figure that closely resembled a cloud of snow or sleet, but with a great, yawning mouth with long, jagged teeth that shone a vile greenish glow and eyes that were taller than high mountains and phosphorescent in all their dim depths. His dreadful laughter had rung out over the mountains, and took up the sound of the trees rattling dry leaves, or the grating, harsh sound of sand across parched skin.”

- Neil Hancock, *Greyfax Grimwald*



Grandchild of the dark mother Dorini, sired by Suneater and Fireslayer, Cakgor is exceptionally cruel – even for a demon – towards all who dwell within the light. Often accompanying Doraki, this demon does not serve Doraki so much as begrudgingly work with him, for Doraki is a rival to Dorini’s affections.

Cakgor: Init +6; Atk claw +12 melee (3d12+15) or bite +16 melee (2d10+15, DC 15 Strength check or be held helpless until released or freed); AC 25; HD 15d12; MV 60’; Act 2d20; SP infravision 100’, *darkness* (+20 spell check), immunities (cold, electricity, gas, and weapons of less than +4), demon traits, creature of shadow (see previous page), freezing touch, fearful presence, planar travel, shifting forms, vulnerable to fire (double damage), critical threat range 16-20; SV Fort +12, Ref +12, Will +10; AL C.

Fearful presence: Creatures within 1 mile of Cakgor instinctively feel dread at even so distant a proximity and suffer a -1d penalty on all actions while within the radius. Intelligent creatures may make a DC 15 Will save to ignore the penalty, while still feeling the grave dread. Beings of 7 HD or greater are immune to this effect.

Freezing touch: The heart of Cakgor burns at near absolute zero, radiating outward through his form. So cold is his flesh that merely touching it inflicts 10 points of damage (factored into attack damages above) unless he wills it not to be. Further, it allows the creature to walk across any liquid surface, freezing it solid with its steps.

Shifting forms: Cakgor is capable of assuming a number of varying forms, each more horrifying than the last. His most common are his wolf form and his body of burning wind, but judges are encouraged to create strange powers for other forms that he may take. Each of these forms brings with it a special power:

Death form: As above, plus additional 4 HD; SP doom shroud.

Burning winds form: As above, plus additional 100 HD; SP mind-shattering; no physical attacks.

Wolf form: As above; SP icy blast.

Doom shroud: Cakgor exhales a slimish green-colored breath that extends forward at a rate of 100’ per round for 1d10 rounds. Intelligent creatures caught in the shroud must make a DC 18 Will save or fall into a waking, nightmare-ridden sleep for 2d12 hours. Non-sapient creatures of 2 HD or less are immediately slain, and mundane objects that are the focus of the shroud are rent asunder with explosive force.

Icy blast: As an action, Cakgor releases a blizzard-like blast of freezing air from deep within. The gust inflicts 2d24 cold damage to a selected target and all creatures within a 20’ radius of the victim.

Mind-shattering: The mere sight of Cakgor in his largest form, towering into the stars, breaks the minds of lesser creatures. Creatures of 1HD or less immediately die, gibbering in fear. Creatures of up to 5 HD must make a DC 15 Fort save or suffer heart failure and die in 1d3 rounds without magical aid. Creatures of 6-10 HD must make a DC 12 Will save or flee in terror. Beings of greater than 10 HD are immune to this power but still apply caution in dealing with the colossus of icy winds.

Doraki (Type VI Demon)

Demon Prince, C – Darkness, Death

“Up one cloud mountain, then crashing down another, the phantom warriors struggled, the prince Na'tone afoot, Doraki mounted, and loud thunder clapped and rolled across western Atlanton Earth, and great geysers of fire and lightning rolled and flashed, lighting the darkness until it was as bright as full day. Time and again, the tide turned first one way, then the other, as Na'tone and Doraki fought. The black-clad armies below howled and sent up a great cry as they saw Doraki throw the white prince down, and Brugnath reared to smash the hated figure with his coal-black forehooves.”

- Neil Hancock, *Greyfax Grimwald*

Child of Dorini, and her second in command, there are few beings outside of legend who can directly stand against his awesome might. Able to change his size from that of a man to a towering, shimmering warrior of the skies, Doraki commands the obedience of all Dorini's armies, save for that of Cakgor, who bides his time waiting for its moment to crush Doraki and leave Suneater as supreme among Dorini's children.

Cruel to a fault, Doraki's mind vacillates between smug superiority and terror of failing his mother.

Doraki: Init +4; Atk claw +24 melee (2d16+8) or +6 *blade of darkness* +30 melee (2d10+14 plus 1d30 vs. lawful creatures); AC 28; HD 30d10; MV 50'; Act 2d20; SP infravision 100', *darkness* (+20 spell check), immunities (cold, electricity, gas, weapons of less than +4), demon traits, creature of shadow, poison touch, chaos lightning, critical threat range 16-20; SV Fort +12, Ref +10, Will +12; AL C.

Chaos lightning: As an action, Doraki may throw a bolt of green chaos lightning at any target within sight. The bolt's strike is rolled as a +10 ranged attack doing 3d30 points of damage. Victims who are slain explode in a cloud of singed flesh and bone dust and may only be recovered through an act of divine intervention.

Poison touch: Doraki is so corrupt and foul that any non-chaotic creature he touched must immediately make a DC 25 Fort save or suffer 10d16 points of damage. This damage is reduced by one die for every hit die of the creature touched (with creatures of 10+ HD suffering no damage). In contract, chaotic creatures touched gain 1d3 temporary HD for 1 hour.



Gorgolac

The rank and file of Dorini's armies, gorgolacs are descended from men who long ago surrendered their humanity to the corrupting power of the darkness of primordial chaos. Their forms twisted and obscene, no gorgolac looks exactly like any other, although they share a similarity of brutish size (ranging from 7'-9'), hulking form, and brooding cruelty. Flesh eaters, gorgolac raiders have been known to descend on a village and devour all who reside there (often while the victims still live), while leaving only a single survivor to spread the terrifying tale of their attack

Gorgolac: Init +1; Atk slam +6 melee (1d8+7), bite +5 melee (1d4+6 and gorgolac regenerates 1 hp), or great club +4 melee (1d12+5); AC 16; HD 3d12+3; MV 20'; Act 1d20; SP death throes; SV Fort +6, Ref +5, Will +5; AL N.

Death throes: So dedicated to their hatred, so are they by their hunger, that Gorgolacs continue fighting for two rounds past the receipt of their mortal wound.



Werewolf, Atlanton Earth

"On silent feet the two beasts slipped away, leaving only the foul odor of their filth to stain the earth where they had hidden, and the birds hung to their branches high above, terrified and silent. Soon afterward, a silence fell in the green woods that guarded the valley, for a dark presence was felt to descend into its undisturbed tranquility..."

- Neil Hancock, *Greyfax Grimwald*

Stealthy flesh-eaters in the service of the darkness, Atlanton Earth werewolves, unlike their lycanthropic counterparts, cannot change from man to beast and back again. Instead, once changed they are forever bound in their wolfen form.

Werewolf: Init +4; Atk claws +6 melee (1d6+2) or bite +6 melee (1d8+2); AC 14; HD 3d6; MV 40'; Act 1d20; SP bloodlust, eerie presence, heightened senses, hunger, hide in shadows +13, sneak silently +10, SV Fort +6, Ref +5, Will +5; AL N.

Bloodlust: Driven to a frenzy by the scent of blood, werewolves gain a +1d bonus to their attacks when made against an already bleeding foe.

Eerie presence: The unnatural taint of the werewolf casts a pall over the immediate vicinity. Mundane animals and insects go quiet and intelligent creatures feel that something is off, when a werewolf stalks within 200'.

Heightened senses: Werewolves can track a foe by scent (+20 to tracking rolls using scent) and, thanks to their glowing yellow eyes, can see in complete darkness.

Hunger: These feral beasts are constantly hungry. After a successful bite, they must make a DC 12 Will save to avoid continuing to attack by biting and chewing, ignoring all else, until their prey is devoured.

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Episode #40

A Martian Odyssey

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