

The Kakondo



The Kakondo is an evil creature that appears at night and scares people. Right back in primary school, a lot of stories emerged about kakondo. Some people say it's a tall dark creature with a small, long straight head. Some say it's tall with a massive body and long black nails.

But surprisingly, that was all that was felt—its presence. It was not *seen* by anyone.

Kakondo are especially heard of, and whispered about, at schools which are said to be haunted. More so, my primary school was said to be built on a past graveyard. After night preps, everyone gets down to sleep. The creature is mostly heard in the rooms between 2:30 am and 5:00 am.

It appears to come to different a person each night. In loud silence, sharp footsteps are heard in the room. They always direct to the person the creature is to meet. It always attacks members who sleep on upper beds. (Since we used double- and triple-deckers, we would go to school earlier in order to sleep on lower beds.)

Kakondo always get close to the person and spells something on them. This disables the person from moving, turning, shaking, or even making a sound (like calling in a loud voice for help). It then moves its fingers on the person, though without leaving any track. It remains doing that for some good minutes. The person trembles with fear, without any hope of help.

The Kakondo's intention of haunting students is not clear, but we always thought prayer would help you at night. As the kakondo is moving back, sharp footsteps are again heard towards the door. Almost everyone in the room hears these footsteps. The door is heard opening, although no one is seen going out nor entering.



Kakondo: Init +1; Atk claw +5 melee (2d5+3) or yakoma +7 melee (1d5+3; +1 to Critical Hit results); AC 13; HD 4d8+4; hp 25; MV 30'; Act 2d20; SP eerie presence, invisibility (at will), paralyzing gaze (2d4 rounds, DC 15 Will negates), terrifying caress; SV Fort +5, Ref +3, Will +4; AL C; Crit M/d10.

Eerie presence: So vile a creature is the kakondo that, despite its invisibility, any living being within a 20' radius is instantly aware that something unnatural is present. While this does not allow them to determine its whereabouts, it does provide some warning.

Terrifying caress: The kakondo may spend a round, running its fingers along the face of a paralyzed victim, inflicting unthinking terror and draining -1 temporary Personality per round of feeding. These points are converted into temporary Hit Dice, which fade at a rate of one per night until gone – forcing the kakondo to feed once more.



Weapon	Damage	Special	Cost in GP
Yakoma	1d5	+1 to Critical Hit results	10

Yakoma: This “sickle sword” has a blade which widens to a leaf point. It is lightly serrated on the outer edge, while the interior edge is honed to razor-sharpness. In combat, the blade can be used to hook and tear, increasing effectiveness to Critical Hit results.

Mighty Deed: When used to hook an opponent, the yakoma can throw an enemy off balance and cause them to trip. If a character with a yakoma does not declare any other Mighty Deed, they are automatically considered to be making a trip attack on any successful hit.

All Sanctum Media proceeds from this product go directly to the writer, Ashraf Braden. Ashraf is an aspiring game designer and author living near Kampala in Uganda.

In the areas around Kampala, it is not uncommon for workers to make as little as \$2/day. By purchasing this product, you are contributing to Ashraf's ability to be able to continue to write and design games by allowing him the financial breathing room to do so.

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