

SANCTUM ECCORUM

Episode #21

The Dying Earth

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #21 Companion

Written By

Marc Bruner
Bob Brinkman
Forrest Aguirre
Jonathan Nichol

Additional Concept By

[Ethan Nicolle](#)

Interior Art by

[Skryrimphotographer](#)

[Dove & Bloo](#)

[Dandy Jon](#)

[RiderB0y](#)

[Ozgur Maden](#)

[Geralt](#)

[Alchemist-Pac](#)

Additional Art Provided By

[Bearmageddon News Network](#)

Designed by

Bob Brinkman

Edited by

Jen Brinkman

Published by

Sanctum Media

COMPATIBLE WITH


**DCC
RPG**


This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games.


All rights reserved. For additional information, visit
www.goodman-games.com or contact info@goodman-games.com.


Table of Contents

<i>Frozen Wasteland (detail)</i> [Illustration]	Skryrimphotographer	page 4
<u>Campaign Tools</u>		
Vancian Word List	Marc Bruner	page 5
<u>Mighty Deeds</u>		
Vinery	Forrest Aguirre	page 11
<i>Background V - Jungle (detail)</i> [Illustration]	Dove & Bloo	page 11
<u>Monsters</u>		
Bearboon (I)	Bob Brinkman	page 12
<i>Bearboon</i> [Illustration]	Courtesy BNN	page 12
Bearboon (II)	Bob Brinkman	page 12
<i>Baboonrun</i> [Illustration]	Courtesy BNN	page 12
Devourer of Beauty	Bob Brinkman	page 13
<i>27 Ghosts III</i> [Illustration]	Dandy Jon	page 13
Twk-Man	Bob Brinkman	page 13
<i>Kamen Rider Farfalla</i> [Illustration]	RiderB0y	page 13
<u>Patrons</u>		
The Curator	Bob Brinkman	page 14
<i>Library on Heavens (detail)</i> [Photograph]	Ozgur Maden	page 15
Pandelume	Marc Bruner	page 16
<i>Mathematics-1453828</i> [Illustration]	Geralt	page 18
<i>Mystic Deity</i> [Illustration]	Nathan Park	page 19
<u>Spells</u>		
Life Gong	Marc Bruner	page 20
<i>Alchemy Circle</i> [Illustration]	Alchemist-Pac	page 22
<u>Transportation</u>		
Live Boots	Marc Bruner	page 23
Oasts	Marc Bruner	page 23
<u>Weapons</u>		
Lasso	Jonathan Nichol	page 24


Frozen Wasteland  This work is licensed under a Creative Commons Attribution 3.0 License.

Background V – Jungle  This work is licensed under a Creative Commons Attribution-Noncommercial 3.0 License.

Kamen Rider Farfalla  This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Library on Heaven  This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.
Mathematics-1543828 is in the public domain.

Mystic Deity  This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Alchemy Circle  This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Bearboon concepts created by Ethan Nicolle, used with permission.

Bearboon art used with the permission of Ethan Nicolle and Bearmageddon News Network.

Jack Vance's *The Dying Earth* is under license to Goodman Games – Materials used here with permission.

Submissions welcomed! Send your art, stats, and comments to TheHub@sanctum.media



Campaign Tools

Vancian Word List

Roqual	Unguent	Belled	Knoblolly	Rill	Jacynth
Eructated	Fretwork	Stanchion	Massy	Spikenard	Mind-weft
Febrile	Scarp	Aquiline	Hetman	Postulates	Propounded
Pennon	Furze	Spasmodic	Wattle	Voyevode	Fuscous
Skein	Libidinous	Curvet	Disapprobation	Concomitants	Smalt
Pediment	Weft	Floss	Unwonted	Pulchritude	Rhodochrosite
Architrave	Cloison	Torpid	Balustrade	Apochrypha	Wen
Rostrum	Entablature	Vitreous	Kirtle	Cordon	Avaunt
Lassitude	Ferrule	Ensorcelment	Withal	Claret	Captious
Pap	Faddishness	Poinct	Supernal	Chlamys	Audiarium
Skeel	Metathasm	Aver	Illimitable	Stultify	Nonplussed
Librams	Corolopsis	Demesne	Tarantella	Yu-sapphires	Actinics
Equipoise	Profundity	Scintillant	Obbligato	Brainfilling	Lycurgat
Bereft	Ascetic	Caparisoned	Arpeggios	Cozened	Aureole
Solvent	Salutary	Puissance	Surcease	Impingement	Pleasaunces

Vancian word list instructions: Print the word list and cut each word into separate slips of paper, placing them in an opaque container such as a bag or bowl. When the players encounter a series of runes or a magical grimoire that they attempt to read or decipher, have the players draw 3d3 words from the container and give them 2 rounds (20 seconds) to assemble a sentence using the words. The players can use common articles such as 'a' or 'the' to connect the words, but have to use all of the words drawn or risk an incomplete - and possibly disastrous - effect. Once the time is up, the judge checks the resulting sentence for cogency based on the word list definitions and adjudicates the resulting effect.

At the judge's discretion, additional rounds may be granted based on a player's occupation or as the result of casting *comprehend language*.

Word	Definition	Example
Actinics	(Antinic) Of or relating to actinism; (of light) having the ability to cause a chemical change; having a relatively high ultraviolet content	Go, else I loose the actinics...
Apocrypha	(Apocrypha) Hidden things; secrets	I do not desire in my ignorance to violate another of your arcane apocrypha.
Aquiline	Eagle-like; esp. of the nose or features: Curved like an eagle's beak, hooked.	...Ulan Dhor elegant, darkly aquiline, in full command of his soul.
Architrave	The lowest division of the entablature, consisting of the main beam that rests immediately upon the abacus on the capital of a column; the epistyle.	The woman entered the great portico under the shadow of the architrave.
Arpeggios	The employment of the notes of a chord in rapid succession instead of simultaneously	...and Guyal, carried away by the force of the music, blew as he had never blown before, invented trills and runs, gyrating arpeggios, blew high and shrill, loud and fast and clear.
Ascetic	Of or pertaining to the Ascetics, or to the exercise of extremely rigorous self-discipline; severely abstinent, austere	Such weakness and lethargy as he saw ascribed to a lack of education, and in his last years he evolved a tremendous machine to release men from all labor, and thus permit full leisure for meditation and ascetic discipline.
Audarium	Per judge	Attend my audarium at the fourth circuit tomorrow morning...
Aureole	A glorifying halo; An actual halo of radiating light; esp. in Astron. that seen in eclipses	He turned his steps to his workshop, went to a table where rested a cube of clear crystal, shimmering with a red and blue aureole.
Avant	To be off, go away, depart	"But then, avant you ghost, back to the orifice, back and avant", avant I say!"
Aver	State or assert the case	...others aver that the first men desired residence and so created Earth by sorcery.
Balustrade	A row of balusters, surmounted by a rail or coping, forming an ornamental parapet or barrier along the edge of a terrace, balcony, etc.	A marble balustrade fronting the terrace shimmered bone-white, and, behind, the hall's potral of massive wood stood slightly ajar ...
Belled	(Possibly - 'to cause to swell or bulge out)	The sun rose bright as blood from the horizon and belled across the sky, and the water was calm, save for the ruffle of the breeze and the twin widening marks of Ulan Dhor's wake.
Bereft	Deprived of or lacking something	The fellow is bereft and possibly violent.
Brainfilling	Per judge	On this motive I set forth from Sfere, so now I would seek the Curator and satisfy my obsession for brainfilling.
Caparisoned	To put trappings on; to trap, deck, harness.	He caparisoned the horse, honed the dagger, cast a last glance around the old manse at Sfere and set forth to the north, with the void in his mind athrob for the soothing pressure of knowledge.
Captious	pt to catch or take one in; fitted to ensnare or perplex in argument; designed to entrap or entangle by subtlety; fallacious, sophistical	"You are captious today, my demoniac visitant - a vicious trait."
Chlamys	A short mantle or cloak worn by men in ancient Greece	Here were eighty women in white chlamys with ceremonial buckets of woven straw over their heads...
Claret	The colour of 'claret'; in modern acceptation, a reddish-violet	So as Turjan watched, there swept over him beams of claret, topaz, rich violet, radiant green.
Cloison	A partition, division	...And over there behind the arch is another still, a great warrior in cloison armor.

Concomitants	An attendant state, quality, circumstance, or thing; an accompaniment
Cordon	n ornamental cord or braid forming a part of costume. Per judge
Corolopsis	To induce by deception to do a thing A graceful or energetic leap
Cozened	
Curvet	
Demesne	Land attached to a manor and retained for the owner's use; A district, region, territory
Disapprobation	The action or fact of disapproving; the feeling or utterance of moral condemnation; disapproval
Ensorcelment	(ensorcellment) magic, enchantment
Entablature	That part of an order which is above the column; including the architrave, the frieze, and the cornice
Equipose	A counterpoise; a balancing or equivalent force
Eructated	Vomited
Faddishness	(Derivative of faddish) Addicted or given to fads, whimsical
Febriile	Feverish
Ferrule	A ring or cap strengthening the end of a stick, tube, umbrella, etc., usually made of metal and used to prevent splitting or wearing
Floss	Silk in fine filaments
Fretwork	Carved work in decorative patterns consisting largely of intersecting lines, esp. as used in the decoration of ceilings
Furze	Another term for gorse
Fuscous	Of a dark or sombre hue; dusky, swarthy
Hetman	A captain or military commander in Poland and countries formerly united or subject to it; whence subsequently retained as a title among the Cossacks

There are a number of concomitants to victory in this contest...

...each of you might legitimately claim the cordon.

He knew lore of all ages, secrets of fire and light, gravity and counter-gravity, the knowledge of superphysic numeration, metathasm, corolopsis.

Here is safety, if I never permit myself to be cozened from the way.

Cursing, Ulan Dhor dropped out of his cloak, watched while the air-boat took a wild uncontrolled curvet, crashed against the side of a tower.

The demesne was visited by a rumor that a gleft, coming upon Guyal's mother in labor, had stolen part of Guyal's brain, which deficiency he now industriously sought to restore.

And he gestured in disapprobation at Guyal's white horse.

...a membrane impermeable to thew, claw ensorcelment, pressure, sound and chill...

He lept up on a high entablature and ran crouching back to where he had left the ancient.

The universe is methodized by symmetry and balance; in every aspect of existence is the equipose observed.

The plant gurgled, eructated, and Mazirian watched with satisfaction.

So the people of Ampridatvir, released from toil, gave increasing attention to faddishness, perversity, and the occult.

What is your difficulty, febrile Magician?

Kandive leaned back into his cushions and tapped his nose with a ferrule of carved jade.

...ahead was a small chamber with a floor of glimmering floss, which seemed to radiate light.

It was paneled in golden wood, with a fretwork painted in red and blue and brown circling the ceiling.

Wailing, she fled across the moor, insensible to scratching furze, tearing thorn.

A great rug pelleted the floor, a monster tabard woven of gold, brown, bronze, two tones of green, fuscous red and smalt blue.

Guyal, no less than the villagers, had questions to ask, but none would speak till the hetman strode up...

Illimitable	That cannot be limited or bounded; having no determinable limits; limitless, boundless
Impingement	Impact, collision
Jacynth	Per judge
Kirtle	A man's tunic or coat; A woman's gown
Knobliolly	Per judge
Lassitude	The condition of being weary whether in body or mind; a flagging of the bodily or mental powers
Libidinous	Showing excessive sexual drive; lustful
Librams	Per judge
Lycurgat	Per judge
Massy	Having considerable bulk or volume; spreading in a mass or masses
Metathasm	Per judge
Mind-weft	Per judge
Nonplussed	Brought to a nonplus or standstill; at a nonplus; perplexed, confounded.
Obligato	Designating any prominent instrumental part, usually one which is nevertheless subordinate to the principal melody
Pap	Bland soft or semiliquid food
Pediment	Triangular upper part of the front of a building in classical style
Pennon	Long triangular or swallow-tailed flag
Pleasaunces	A pleasure ground; spec. (usu. in form pleasaunce) an enclosure or secluded part of a garden, esp. as attached to a large house, laid out with pleasant walks, trees, garden ornaments, etc. Also in extended use
Poinct	Per judge
Postulates	Suggest as a basis for reasoning

A brooding presence pervaded the place, dispassionate, supernal, of illimitable will and power.

I fear a tremendous impingement, a shock of horror...

"Because," said Guyal, "my eye went to you like the nectar moth flits to the jacynth..."

A white kirtle was gathered up tight around her thighs...

Aboard the barge and so off the trail, the blessing lost its puissance and the barge-tender, who coveted Guyal's rich accoutrements, sought to cudgel him with a knobliolly.

Tsain closed her eyes in lassitude.

...she danced a libidinous sidelong dance in the light of the fires...

These were volumes compiled by many wizards of the past, untidy folios collected by the Sage, leather-bound librams setting forth the syllables of a hundred powerful spells, so cogent that Turjan's brain could know but four at a time.

...trespass is not allowed, by supreme command from the Lycurgat; aye, the Lycurgat of Thorsingol.

The forest had become lower and less dense, and the characteristic tree was the daobado, a rounded massy construction of heavy gnarled branches, these a burnished russet bronze, clumped with dark balls of foliage.

He knew lore of all ages, secrets of fire and light, gravity and counter-gravity, the knowledge of superphysic numeration, metathasm, corolopsis.

Thus does fear vanish and the ghosts become creatures of mind-weft...

Guyal fell back nonplussed.

And Ludowik's flute played a brilliant obligato, hurtling over, now under, chording, veering, warping silver strings of sound around Guyal's melody, adding urgent little grace-phrases.

Turjan stood up, found a bowl of pap.

There were many columns, some toppled, some still upholding the pediment

For several leagues the woman rode, her hair flying behind like a pennon.

In this waning hour of Earth's life no man could count himself familiar with the glens, the glads, the dells and deeps , the secluded clearings, the ruined pavilions, the sun-dappled pleasaunces, the gullies and heights, the various brooks, freshets, ponds, the meadows, thickets, brakes and rocky outcrops.

Poinct this bubble and away, away, away, flees life, like the color of a fading dream.

Thirdly, even if your postulates were conceded, you thereby admit guilt by virtue of negligence and omission.

Profundity	Great wisdom or knowledge; acuteness of insight. Also: an insightful observation or idea
Propounded	To put forward as a plan or course of action
Puissance	Power, strength, force, might, prowess; influence
Pulchritude	Beauty
Rhodochrosite	A mineral of manganese carbonate, pink brown, or gray
Rill	A small stream; a brook; a rivulet
Roqual	Per judge
Rostrum	Raised platform from which to give a speech
Salutary	Conducive to well-being; calculated to bring about a more satisfactory condition, or to remedy some evil; beneficial, 'wholesome'. Often with figurative notion of sense
Scarp	The steep face of a hill
Scintillant	That emits sparks; twinkling, sparkling
Skeel	Per judge
Skein	Length of thread or yarn, loosely coiled and knotted
Smalt	A deep blue colour like that of smalt (a kind of glass, usually coloured deep blue by cobalt oxide)
Solvent	A dissolving or disintegrating influence
Spasmodic	Of the nature of a spasm; characterized by spasms or convulsive twitches; marked by jerkiness or suddenness of muscular movement
Spikenard	The plant yielding an aromatic substance (employed in ancient times in the preparation of a costly ointment or oil)
Stanchion	An upright bar, stay, prop or support
Stultify	To render nugatory, worthless, or useless

In spite of his profundity, he was impracticable in his rule, and blind to the softening of Ampridatvirian spirit.

He propounded the dilemma to Shierl, who shrugged.

Aboard the barge and so off the trail, the blessing lost its puissance and the barge-tender, who coveted Guvayl's rich accoutrements, sought to cudgel him with a knobloily.

You must adjudicate at a Grand Pageant of Pulchritude among the maids of the village and select her whom you deem the most beautiful.

To one side hung plats of wood laid on with slabs of soapstone, malachite and jade in rectangular patterns, richly varied and subtle, with miniature flecks of cinnabar, rhodochrosite, and coral for warmth.

Guvayl awoke and refreshed himself in a rill nearby.

And beyond the roqual hedge the trees of the forest made a tall wall of mystery.

The white body glimmered at the far end of the nave, swimming now over the rostrum and into a semi-circular alcove behind.

I have resolved to impose a bitter experience upon you, which I hope will be salutary.

A great scarp lay across their path.

I will bestow on you my fine white horse, my Expansible Egg for your shelter, my Scintillant Dagger to illuminate the night.

The tomes which held Turjan's sorcery lay on the long table of black skeel or were thrust helter-skelter into shelves.

By the marvellous craft of our modern cerebrologists, this hood will compose your synapses with the correct readings from the llibrary - those of normality, you must understand - and so repair the skein, and make you once more a whole man.

A great rug pelted the floor, a monster tabard woven of gold, brown, bronze, two tones of green, fuscous red and smalt blue.

Kandive did not know the engraved band Turjan wore on his wrist, a most powerful rune, maintaining a field solvent of all magic.

He fell into a series of spasmodic dozes, and awoke at last to find the wan pink of the latter-day dawn seeping through the arched portico.

And presently to the right and left spread cultivated fields of spikenard, callow and mead-apple.

...a bright globe hung on a looping metal stanchion.

I would not stultify the occasion stumbling and staggering.

Supernal	Of, belonging to, or relating to a realm or state beyond the earthly world; otherworldly, supernatural	A brooding presence pervaded the place, dispassionate, supernal, of illimitable will and power.
Surcease	The action, or an act, of bringing or coming to an end; (a) cessation, stop	His eyes grew dim and warm with drowsiness, but the trail ahead led to unseen vistas, and the void in Guylai's brain drove him without surcease.
Tarantella	Rapid whirling South Italian dance popular with the peasantry since the fifteenth century, when it was supposed to be the sovereign remedy for tarantism (a hysterical malady)	Guylai played a wild tarantella of the peasant folk, and Ameth danced wilder and faster, flung her arms, wheeled, jerked her head in a fine display.
Torpid	Benumbed; deprived or devoid of the power of motion or feeling; in which activity, animation, or development is suspended; dormant	Then there was a moat of sulfur-colored liquid, and beyond, in an open space, five men kept a torpid watch.
Unguent	Soft greasy or viscous substance used as an ointment	He brought unguent and applied it to her scratches and bruises.
Unwonted	Not wonted, usual, or habitual; not commonly heard, seen, practised, etc.; infrequent	There seemed an unwonted activity among the huts.
Vitreous	Resembling that of glass; characteristic of glass	In the center of a pedestal sat a glistening round-topped cylinder, black and vitreous.
Voyevode	Per judge	With you oblige me by waiting till I report to the Voyevode, that he may prepare a suitable reception?
Wattle	Rods or stakes, interlaced with twigs or branches of trees, used to form fences and the walls and roofs of buildings. Also, rods and branches of trees collected for this purpose.	Guylai turned his head at a hoarse snuffing and saw a pen of woven wattles.
Weft	That which is spun or woven	A palpable aura was cast up, a weft in space meched of varying depravities.
Wen	A boil or swelling or growth on the skin	...and now the flabby tongue swelled another wen, sprouted a new member...
Withal	long with the rest; in addition; besides; moreover; likewise; as well	But then - people thus isolated were apt to develop peculiar mannerisms, and the seemed kindly withal.
Yu-sapphires	Per judge	He glanced at her sidelong, studied the charming triangle of her face, the heavy black hair, the great lustrous eyes, dark as yu-sapphires.

Mighty Deeds

Jungle Warrior Mighty Deed: Vinery

The successful Jungle Warrior knows how to best make use of the environment. A DC 13 Reflex check in the right environment allows a swinging warrior to attach a target, swooping down from above on one or more vines. After a successful hit, mighty deed results are as follows:

Deed Die Vinery Result

- | | |
|----|--|
| 3 | The warrior does 1d4 of damage colliding with one target. If the target is the same size or smaller than the warrior, it must make a DC 13 Strength check or be knocked to the ground for 1 round. |
| 4 | The warrior does 1d5 of damage colliding with the target. If the target is the same size or smaller than the warrior, it is automatically knocked to the ground for 1 round. Creatures up to 50% larger than the warrior take damage and must make a DC 13 Strength check or be knocked to the ground for 1 round. |
| 5 | The warrior swings wide around up to 4 foes of the warrior's size or smaller, "clotheslining" them with the vine for 1d6 damage each. The warrior may elect to collide with a 5 th opponent, or one of the first four, causing a further 1d5 of damage and automatically knocking the single opponent to the ground for 1 round. Alternatively, if the opponents are up to twice the warrior's size, the warrior can sweep them with the vine for 1d6 damage each and collide with a third target or one of the original two, causing a further 1d5 of damage and forcing this one opponent to make a DC 15 Strength check or be knocked to the ground for 1 round. |
| 6 | The warrior picks up a loose vine on the way down into the fray. 2 creatures of up to 3 times the warrior's size, or 4 creatures of up to twice the warrior's size or 8 creatures of the warrior's same size or smaller suffer 1d7 of damage. Creatures up to twice the warrior's size are automatically knocked to the ground for 1 round, while those thrice the warrior's size must make a DC 18 Strength check or be knocked to the ground for 1 round. |
| 7+ | The warrior pulls a number of vines from the jungle canopy down upon any opponents. The vines (and coconuts and branches and small monkeys) come cascading down over an area with a 30' radius, centered on the spot where the jungle warrior wishes to triumphantly land. All opponents under the collapse suffer 1d8 of damage, are automatically knocked to the ground for 1 round, and must spend 1d4 rounds unburying themselves from the floral wreckage. They are unable to perform any other action until the round after they have unburied themselves. |



Monsters



Bearboon (I)

"When asked for a statement Dr David Berkpocet A.F.C. stated conclusively "The BEARBOON will rip your face off then wipe his bright red hind parts with it."

– Christopher Ouellette, [Bearmageddon News Network](#)

The first of two known types of baboon/bear hybrids, this ursine-sized creature combines the aspects of a brown bear and a baboon in a misleading countenance. If encountered when its hindquarters

cannot be seen, this creature can pass for a large example of an ordinary baboon, until it is too late.

Bearboon (I): Init +2; Atk bite +4 melee (1d6+5) or grab +2 melee (1d8+5 plus rake); AC 15; HD 6d8; MV 40' or climb 20'; Act 1d20; SP rake for additional 1d8+5 damage per round target is held; SV Fort +10, Ref +6, Will +2; AL C.

Rake: Once the bearboon successfully grabs a target it continues to clutch their victim in subsequent rounds. Breaking the hold requires a DC 18 Strength check. Each round the target is held (including the first) the bearboon automatically succeeds in raking its victim while additionally being able to bite.

Bearboon (II)

"San Diego Zoo officials confirmed the zoo was placed on lock down moments after the new bearboon exhibit was opened. The raging hybrids breached their enclosure Saturday, maiming hundreds and killing at least ninety-seven people. Many zoo animals were killed as well, including three hippos, all of the flamingos, and famed elephant TV star, Quentin Snuffly, best known for her role in car insurance commercials."

– Mike Weber, [Bearmageddon News Network](#)



The second of two known types of baboon/bear hybrids, this creature, while smaller than its cousin, is no less dangerous. A baboon with the head and claws of a bear, this bearboon combines the ferocity of a bear with the agility and speed of a baboon. To make them even more terrifying, these bearboons hunt in packs.

Bearboon (II): Init +5; Atk bite +4 melee (1d8+2) or claw +3 melee (1d6+2); AC 15; HD 3d8; MV 30' or climb 30'; Act 3d20; SP piling; SV Fort +4, Ref +6, Will +2; AL C.

Piling: If a single bearboon scores two claw hits in a round, subsequent attacks made by other bearboons in the same round gain a +1 bonus to hit and damage. This bonus is cumulative for each bearboon that piles onto a single, hapless target.

Bearboons are the creation of Axe Cop co-creator Ethan Nicolle (@axecop) and is used with his kind permission. A slew of other ursine horrors can be found in the pages of [Bearmageddon](#) as well as within [Dickinson Killdeer's Guide to Bears of the Apocalypse](#). You may follow the nightmarish story of the bearboon at [Bearmageddon News Network](#).

Devourer of Beauty

"Where does beauty vanish when it goes?"

"Beauty is a luster which love bestows to guile the eye. Therefore it may be said that only when the brain is without love will the eye look and see no beauty."

– Jack Vance, Gyal of Sfero (The Dying Earth)

While some believe that beauty fades with time, or with the dying of love, there is a third cause – a more malevolent cause. The devourer of beauty is the foul spirit of a suicide that has been transformed by self-loathing into a creature determined to make the world over in their own self image.

Devourer of Beauty: Init +2; Atk touch +6 melee (see below); AC 10; HD 3d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, 1d4 special abilities; SV Fort +2, Ref +4, Will +6; AL C.

Corrupting touch: Any creature touched by a devourer of beauty may be drained of their beauty (-1d4 Personality, DC 14 Fort save to resist). In addition, this touch tarnishes metals, fades pigments, withers flowers, and more (per judge's discretion).



Twk-Man

"On one of these rocks Mazirian saw a tiny man-thing mounted on a dragon-fly. He had skin of a greenish cast; he wore a gauzy smock and carried a lance twice his own length."

– Jack Vance, Turjan of Miir (The Dying Earth)

Twk men are an intelligent race of insect-sized humanoids. Loathe to enter combat unless defending themselves, the Twk-men are skilled scouts and spies who trade the intelligence they gather for supplies (primarily salt), or other exotic oils.

Twk-Man: Init +4; Atk lance -1 melee (1d2); AC 12 + armor; HD 1d4-1; MV 10'; Act 1d20; SP telepathy; SV Fort -2, Ref +1, Will -2; AL L.

Telepathy: Twk-Men are able to telepathically communicate with insects. This ability allows them to easily break and train their dragonfly mounts. Additionally it allows them to summon insect swarms (as per DCC RPG Core Rules, p. 419) to their defense if needed.

Patrons

The Curator

The Curator is an ancient being of profound wisdom. Once kept alive through artificial means, the vast knowledge accumulated within his prolonged lifetime refused to pass on with his mortal self. Now a formless intellect, the Curator can be called upon by those who prize knowledge. Supplicant wizards may select a lesser boon (lower result) from the Curator if so desired.

Invoke Patron check results:

- | | |
|--------------|--|
| 12-13 | The Curator grants the caster a glimpse of the underlying causes and effects of the next few seconds, allowing the wizard a +1 on their next action. |
| 14-17 | The Curator has no knowledge of the situation that the wizard is in. Instead, the Curator allows the caster to tap into his own insight and subconscious understanding, thus adding the wizard's Intelligence modifier to the value of his next spellburn. |
| 18-19 | The Curator's understanding of the motivation of the wizard's foes grants a +2 bonus to his AC for the next turn. |
| 20-23 | The Curator grants the knowledge of the safest route to any one location. |
| 24-27 | The Curator allows the wizard to understand and communicate in any one spoken or written language for the period of one hour. |
| 28-29 | The Curator's knowledge of nature allows the wizard the knowledge to create an antidote to any one poison. The wizard must still find and gather all the requisite materials (judge's discretion). |
| 30-31 | The Curator bestows knowledge of an arcane nature upon the wizard, allowing him to negate any one single spell targeted at him in the next hour. |
| 32+ | The Curator informs the wizard of the exact moment of his expected death. The wizard must immediately make a Fort save (DC 18) or immediately die of shock (which will thus have been the prediction). If a successful save is made, the wizard gains an additional Luck check the next time his body is recovered, representing their foreknowledge of events. This result may only be bestowed once. Treat future rolls as result 30-31. |

Patron Taint: The Curator

When patron taint is indicated for the Curator, roll 1d4 on the table below. When a caster has acquired all taints at all levels of effect, the caster's soul is cast out of their body, which becomes the new vessel for the Curator.

Roll	Result
1	The Curator requires knowledge possessed by the caster, permanently stealing one point of Intelligence. This may not be recovered by any means, mundane or mystical. On the second instance of this taint, the cost doubles and, on the third and final acquisition of this taint, it doubles again.
2	The skin of the wizard's chest becomes covered in scrawling writing that details every event in his life. On this result being rolled a second time, the script enlarges as it spreads across the wizard's legs. A third result spreads the text across the wizard's arms. The fourth and final result spreads the script across the wizard's face, with the most recent information being there. This allows anyone to literally read the wizard's intentions on his face.
3	The caster's will is weakened by the crushing knowledge of the Curator, resulting in a permanent loss of one point of Personality. This may not be recovered by any means, mundane or mystical. This result may be obtained repeatedly, potentially reducing the wizard's Personality to 3.
4	The caster's skin takes on an unnaturally pale cast, as if they have never seen the light of day. If the wizard's skin is touched by the sun he immediately begins to sunburn for 1 point per round. This damage may be healed normally. This affect may only be rolled once.

Patron Spells: The Curator

The Curator has knowledge of all 666 wizard spells as well as knowledge of all spells granted by patrons and deities. He is willing to extend some of this knowledge to those who follow him, allowing even spells thought forever lost to history, or even from other worlds, to be embedded into the mind of his followers.

Level 1: Any one 1st level spell (Wizard or Cleric) – judge's discretion

Level 2: Any one 2nd level spell (Wizard or Cleric) – judge's discretion

Level 3: Any one 3rd level spell (Wizard or Cleric) – judge's discretion

Because of the varying nature of cleric versus wizard spells, all clerical spells so gained are cast with a reduction of one die type. When casting these spells, on a result of natural 1, the wizard suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

Spellburn: The Curator

The Curator makes specific demands of those who call upon him to increase their arcane might. When a caster utilizes spellburn, roll 1d4 on the table below.

Roll	Spellburn Result
1	The wizard draws a quill across his skin, slicing into flesh and tendon (reflected with an expenditure of Strength, Agility, or Stamina). The blood is absorbed into the quill which floats into the air and traces out the instructions of the spell, releasing the pent up energies into the successful casting of the chosen spell.
2	The caster begins reciting knowledge wholly unknowable to himself, or any other, still-living, mortal being. So disconcerting is this that the wizard is able to burn Personality as part of his spellburn. This attribute is regained per normal spellburn rules.
3	The wizard's spellburn is additionally fueled by the theft of knowledge from a single target. For every 5 points of spellburn, the chosen target loses a point of Intelligence, which is added to the spellburn total of the caster. Once burned, the information stolen is transferred to the consciousness of the Curator.
4	The Curator grants the caster the ability to burn Intelligence as part of their spellburn. The caster benefits at a two-for-one ratio – but cannot be combined with the burning of physical attributes.



Pandelume

Pandelume is a vastly powerful magician who lives in Embelyon, a land of his creation both of and not of the Earth. He is a master mathematician, the first since Phandaal, and knows all spells that were ever wrenched and molded from space. By his own law, no one may gaze upon Pandelume, and he always keeps his face and form hidden - to see Pandelume is to go mad. He appears to supplicants as an unseen man who speaks with a mellow voice of illimitable melancholy. Pandelume believes the universe is methodized by symmetry and balance; and in that every aspect of existence is this equipoise observed. Consequently, as a patron, he deals fairly with those that seek his aid, but always requires an equal gift in return from them. Even in the most trivial of dealings, this equivalence must be maintained.

Invoke Patron check results:

- 12-13** Pandelume grants the caster a glimpse of the underlying symmetry and beauty of the universe. The caster receives +4 to Will saves for the next hour.
- 14-17** Pandelume is too busy to provide a response, but sends a piece of Embelyon to the caster in the form of a perfectly formed gem. The shifting prismatic light cast from the jewel can be used to detect enchantments and invisible beings in a 10' radius. The gem will crack and break into dull facets after 1d6 rounds
- 18-19** The caster hears the voice of Pandelume offering a bargain: Pandelume will imprison one of the caster's enemies in a pocket universe for 1d6 rounds, but the caster must immediately spellburn 5 points of Strength, Stamina, or Agility. The caster can designate any target within 100'. After returning, the target suffers -4 to all rolls for the same number of rounds it was imprisoned.
- 20-23** Pandelume sends a perfectly shaped vat-creature imbued with limited intelligence to fight alongside the caster. After 1d6 rounds, the vat-creature dissolves into an iridescent formless mass that leaches into the ground.

Vat-creature: Init +1; Atk fist +4 melee (1d6); AC 12; HP 30; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.
- 24-27** Pandelume recognizes the urgent need of the caster and temporarily invests the knowledge of a random level 3 wizard spell into the caster's mind. Knowledge of the spell will last until it is successfully cast or for one day, whichever comes first
- 28-29** Pandelume grants an audience with the caster. A violent cloud carries the caster to Embelyon, where she is summoned before Pandelume in his manse. There Pandelume will accept the caster into an apprenticeship and spend the next several months teaching the caster of the underlying patterns of magic. Afterwards the caster is returned to the Earth where only a few moments have passed, receiving a +2 bonus on all spell checks for the next hour.
- 30-31** The caster and all her allies within 30' are whisked away to the safety of Embelyon where they may spend up to 1d6 days idling among its peaceful glens and dells. Afterwards they are returned to the location from which they were summoned. For each day spent in Embelyon, characters must make a DC 5 Will save or lose all desire to return to the real Earth.
- 32+** With a shocked intensity, Pandelume appears before the caster's enemies, revealing himself to them and driving madness into their souls. All creatures within 100' must make a DC 20 Will save or attempt to drive the vision from their sight for the next 1d6 rounds by fleeing, throwing themselves prone, gouging out their own eyes, etc. Sightless creatures or those covering their eyes, such as the caster's allies if properly warned, are not affected.

Patron Taint: Pandelume

When patron taint is indicated for followers of Pandelume, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	Pandelume requires part of the caster - a finger, a toe, an ear, etc. - for use in his experiments. If the result is rolled a second time, she must relinquish an organ or limb. If the result is rolled a third time, she must provide her brain to the vat-creature and after 1d4 days emerges as a clone of herself, re-rolling all her attributes and hit points.
2	The caster's form takes on aspects of Pandelume's disturbing appearance as she becomes difficult to gaze upon, receiving a permanent -2 to Personality. If the result is rolled a second time, she takes on further aspects, altering her appearance in such as way to force those who view her to turn away in disgust, further reducing Personality by the same amount and causing -2 to all rolls made against her. If the result is rolled a third time, her appearance is significantly altered and her abilities are inhibited in such as way to permanently lower her Personality to 3, but causing those who see her true form a -4 to all rolls against her.
3	The caster has a longing to leave the ruined pavilions of Earth and spends more and more of her time in isolation away from society. If the result is rolled a second time, she starts withdrawing further from the world, losing interest in the affairs of men and any material riches. If the result is rolled a third time, she abandons her friends and family and spends all of her time seeking a way to Embelyon.
4	The caster becomes increasingly focused on ensuring the balance of all things. If the result is rolled a second time, she feels compelled to restore her actions to an equilibrium (e.g., if eating a fruit, she must plant a seed; if she kills a creature, she must save another from death). If the result is rolled a third time, she becomes so paralyzed with the consequences of her actions that she suffers a -4 to all initiative rolls.
5	The caster must perform a request for Pandelume to recover an object located within 1d4 days of travel. Until the object is retrieved, the caster is haunted by the muffled sounds of a screeching creature hunting her seemingly across space and time. Only she can hear it, and it seems to get closer each day. Subject to the judge's discretion, if the caster fails to recover the item within a set time, a type IV demon will seek the caster until it finds and destroys her. If the result is rolled a second time, the item is guarded by a powerful enemy of Pandelume and some 1d4 weeks distant. If the result is rolled a third time, the item is a relic stolen by a demi-god or powerful spirit from another plane, requiring 1d4 months of dangerous travel.
6	The caster becomes obsessed with understanding the underlying mathematical patterns of magic. If she pursues this compulsion and spends the next 1d4 days in uninterrupted febrile study, she is granted +1 to all spell checks for one random spell. This result can be rolled up to three times.



Spells

Spell	Life Gong
Level	3
Range	Self
Duration	Varies
Casting Time	1 Week or more (see below)
Save	Will vs. Spell Check DC
General	<p>This lengthy ritual entraps the soul of a target creature to the will of the caster, binding it to a magical bronze gong that can be used to compel the target into acting in the caster's service. It is often used by guileful wizards seeking dominion over their magical rivals to force them to answer questions or reveal hidden knowledge. Once the binding is made, the caster can strike the gong a number of times based on the results of the spell check, causing the target intense pain as the resulting tone resonates along the connection to their life, and summoning a vision of the target before the caster. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. On a successful casting, the caster may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.</p> <p>The gong and hammer must be forged while the spell is cast. The caster must spend a minimum of 1000 gp to acquire the basic precious metals used in its construction and engage a master blacksmith to forge the instrument, as well as an additional amount equal to the spell check number × 100 gp.</p> <p>Destroying the life gong also destroys any portion of lifeforce entrapped within it, causing the target to lose 1d4 hit points permanently</p>
Manifestation	N/A
Corruption	Roll 1d8: (1-4) minor; (5-7) major; (8) greater.
Misfire	Roll 1d4: (1) the caster's own life force is sucked into the gong, leaving her body a dull vessel that writhes in pain each time the instrument is struck. The caster can only be released by destroying the gong; (2) an imprisoned portion of the lifeforce of a powerful wizard is released from the gong - the caster must make a DC 20 Will save or be possessed by the spirit. The spirit will attempt to conceal its presence from the caster's allies while it seeks for a way to make the possession permanent. The Will save can be rerolled each week of possession; (3) the gong shatters into fragments, inflicting 1d6 points of damage on the caster and destroying objects within 5'; (4) both the caster's and the target's lifeforces are trapped within the gong for 1d4 rounds and forced into a contest of wills as positive and negative energies of phlogiston clash and surround them. Each round they must make opposed Personality checks, with the loser gaining a major corruption. If the gong is destroyed while the two beings are trapped, they must struggle against each other eternally.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire. Unlike normal spells, the spell is lost for an entire month, not simply one day.
2-11	Lost. Failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.
12-15	Failure, but spell is not lost.

16-17	The target creature is linked to the life gong and may be summoned up to once per week. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
18-21	The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have a personal item or physical component (blood, hair, fingernails, etc.) of the target. Each week, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target must truthfully answer a single question from the caster or suffer a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
22-23	The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must have an inkling of the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -3 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
24-26	The target creature is linked to the life gong and may be summoned up to once per day. The target must be known to the caster and the caster must know the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to reveal a piece of hidden knowledge or truthfully answer a single question from the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
27-31	The target creature is linked to the life gong and may be summoned up to twice per day. The target must be known to the caster and the caster must know the target's lesser secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
32-33	The target creature is linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target's greater secret name. Each month, the target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.

34-35	The target creature is linked to the life gong and may be summoned up to three times per day. The target must be known to the caster and the caster must know the target's greater secret name. The target may make a Will save vs. the spell check to break the link and dissolve the connection to the life gong once a year. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 days. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.
36+	The power of the ritual permanently links the target creature to the life gong and the target may be summoned up to four times per day. The target must be known to the caster and the caster must know the target's greater secret name. When summoned, the target may be compelled to take an action requested by the caster or suffer a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws for 1d4 weeks. Each time the caster summons the target, the caster feels weak for several hours afterwards and loses 1d3 point of temporary Strength.



Transportation

Live Boots

Live Boots are a type of magical creature crafted by powerful wizards to enable effortless travel over long distances. When donned, Live Boots impart their movement rate to the wearer, but squirm with impatience to be underway, making them difficult to restrain.

Live Boots: Init +0; Atk none; AC 10; HD 1d4; MV 60'; Act N/A; SP can be worn; SV Fort +0, Ref -2, Will +0; AL N.

As a type of living creature, Live Boots can suffer damage, and impetuous magicians have been known to wear them out to death. For each turn of use, the Live Boots must make a DC 10 Fort save or suffer 1 hp of damage. Judges should secretly roll for the hit points of the boots when they are created. For each hit point of damage taken, the live boots MV is reduced by -5'. If the boots drop to 0 hp, they become flaccid and flax and inert. While worn, Live Boots inflict a -2 to Ref saves due to the constant efforts the wearer must make to control them.

Oasts

Oasts are a giant race of men raised to be used as mounts by the uncivilized tribes living below the crags of Fer Aquila. Hulking men 8'-9' tall, they have waxy faces with dull expressions and watery blue eyes, and communicate in an unintelligible hoarse snuffling. It is said that properly braised and kettled, oast-flesh is especially delicious.

Oast (8'-9' tall, 700 lbs.): Init -1; Atk fist +4 melee (1d8+4); AC 14; HD 5d10; MV 40'; Act 1d20; SP crit on 19-20; SV Fort +6, Ref +2, Will +4; AL N.

Oasts carry their riders atop their massive shoulders and run with long loping strides. Due to their size, attacks made while riding an oast against unmounted or horse-mounted opponents gain a +1 bonus, and their height grants a +1 AC. Unlike horses, oasts cannot be used for charging.

Though docile mounts, characters used to riding horses find it difficult to stay on an oast running at full speed and can do little else but cling to their long shocks of yellow hair. Oasts are also easily spooked; if an oast is struck in combat, their rider must make a DC 10 Agility check or be flung from the oast's back. A character trained in oast-riding rolls 1d20 on this check; untrained characters roll 1d10. A character flung from an oast lands prone and must spend his next round standing up.

Weapons

Lasso

Roll to attack like normal. Be sure to include any bonuses from being hidden, on higher ground, and from Backstab. If the attack roll is equal to or higher than the DC, it successfully entangles the target. If the target is living, it gets a Reflex save against the attack roll total to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against a DC of 20. The rope can also be cut, of course.

Target Size	DC
Animal-sized (like a bull or a lion)	10
Man-sized	15
Small, like a man's hand or weapon	20

A man-sized lasso cannot lasso anything smaller or larger than what is listed above.

An example:

Tarzan, with the class of Jungle Born, is hiding in a tree above where Sabor, the lioness, is walking. He is hidden (+2), on higher ground (+1), and at close range. He is trained in the use of the lasso so rolls a d20. He rolls a measly 9 but with his bonuses, he gets a 12. The judge may also rule that this is a feat of strength for the Jungle Born and Tarzan may also roll a Primal Die. In this case, the d4 is rolled, adding another 2 to the attack roll, giving Tarzan a total of 14.

Since 14 is higher than the animal-sized DC of 10, Sabor is entangled. She can attempt to escape by rolling a Reflex save equal to the attack roll total of 14. She only rolls a 12 so she is constrained and cannot move or take any action except to growl. Tarzan then lifts the lioness up into the tree and savagely stabs her in the heart with his hunting knife.

	Damage	Range	Cost
Lasso	1	10/20/30	3 sp

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content you indicate your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant you a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, you represent that your Contributions are your original creation and/or you have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for you to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then you may not use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC RPG, copyright © 2012 Goodman Games, all rights reserved, Visit www.goodman-games.com or contact info@goodman-games.com.

Sanctum Secorum Episode #21 © 2017, Sanctum Media and the individual authors

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

SANCTUM SECORUM

Coming Soon
Episode #22

The Gary Con Special

COMPATIBLE WITH
**DCC
RPG**