

SANCTUM SECORUM

Episode #43

The Carnelian Cube

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #43 Companion

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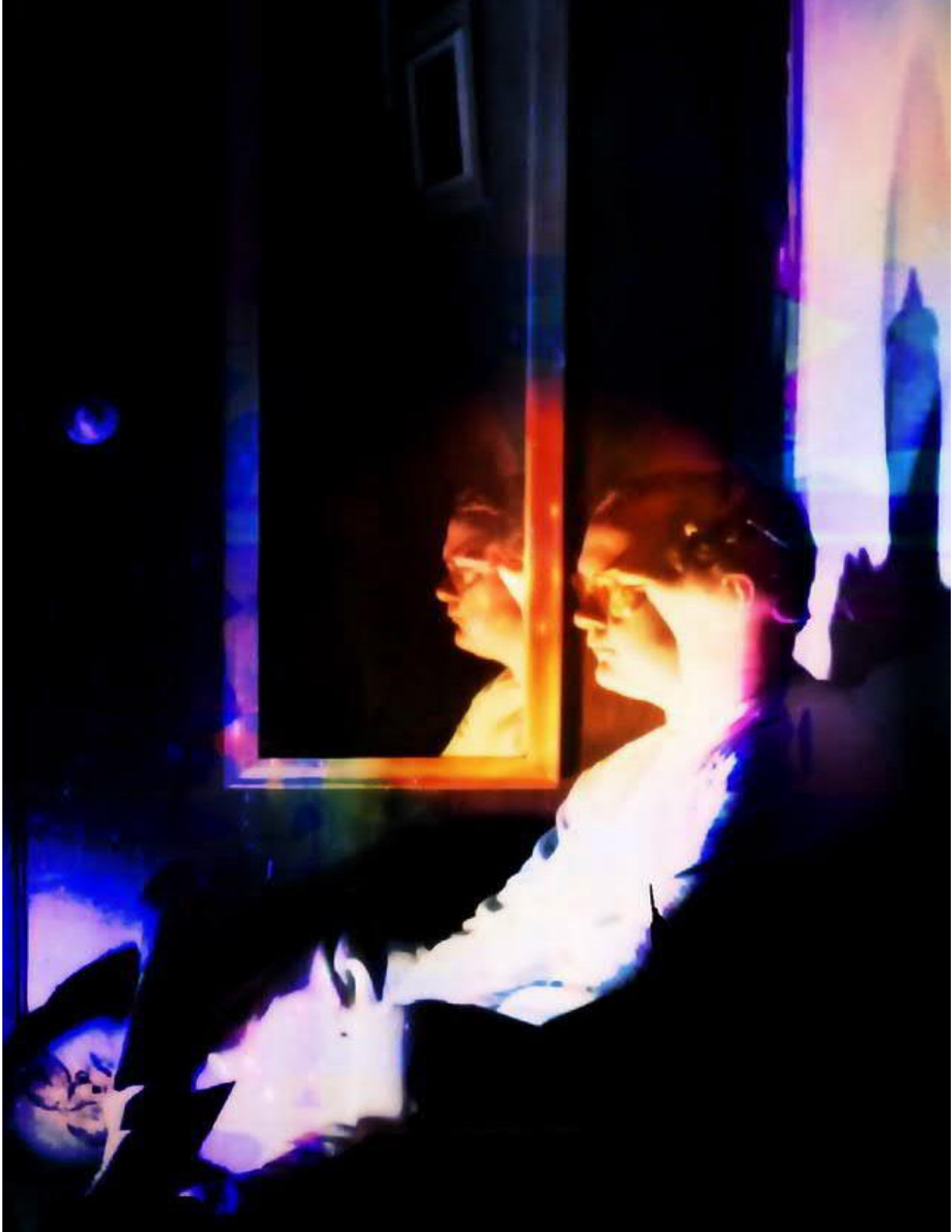


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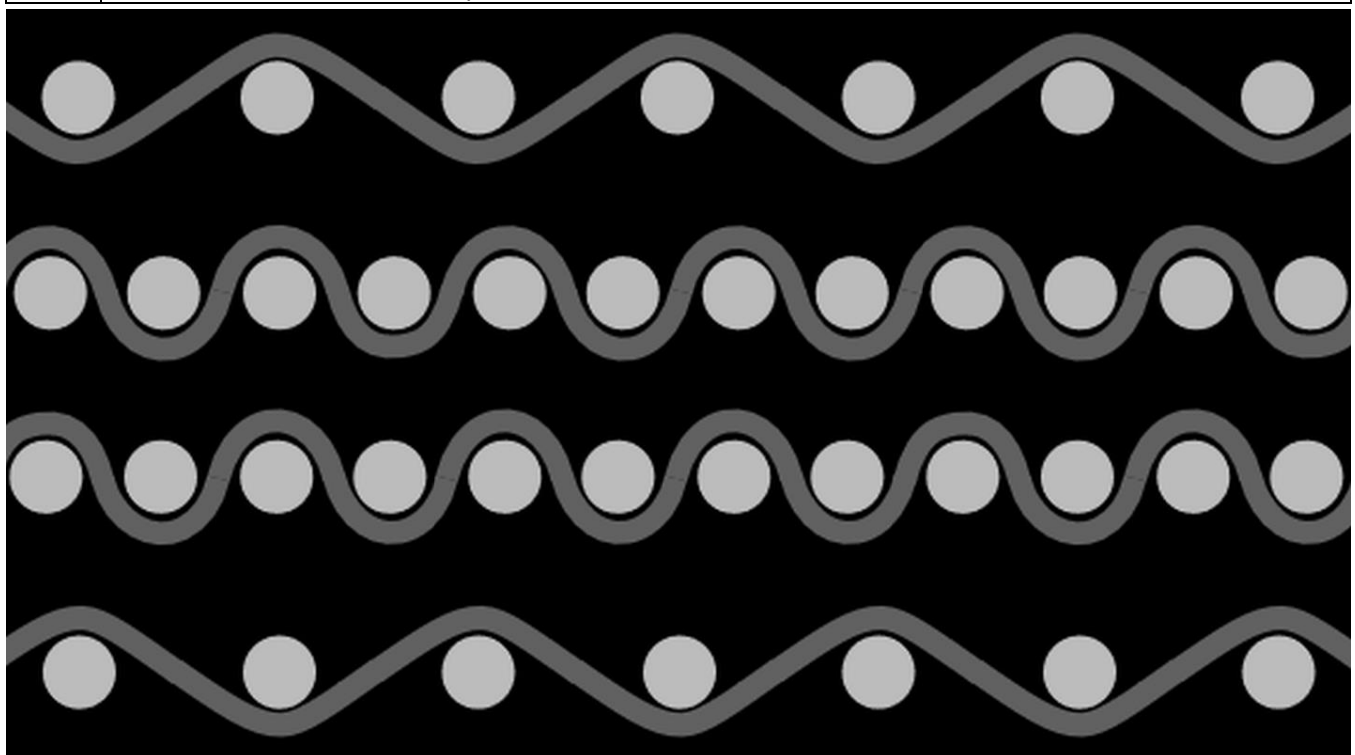
Campaign Tools

1d50 Parallel Universes

So, you slept with the Carnelian Cube under your pillow, and now you've woken up in a parallel universe. How does this universe vary from the one you fell asleep in? Roll 1d50 to find out! Feel free to roll more than once, combining results. Where a new condition might apply to PCs, the judge determines whether or not it does. The judge is directed to the "Extradimensional Analogue" listing on page 412 of the DCC RPG core rulebook for inspiration. In no case do the PCs know about the new condition(s) – they must discover them through play!

Table CC-1: Parallel Universes	
1d50	In This Alternate Universe....
01everyone is male.
02everyone is female.
03everyone is hermaphroditic.
04everyone's gender is reversed.
05monetary value is reversed, so that 1 cp = 10 sp = 100 gp.
06everyone has a new sense that renders deception impossible.
07prohibition of alcohol is ongoing.
08dwarves and elves have been at war for centuries.
09flying ships are used for cargo and passengers.
10Moustache Duels are a commonplace event (see <i>DCC Annual #1</i> , p. 189, for details).
11dinosaurs are everywhere. Some of them are domesticated.
12the PCs are part of the same extended ruling family, with numerous relatives plotting for the throne.
13mammals never evolved. Reptiles and amphibian counterparts replace all mammals, including humans and their ilk.
14civilization is dominated by hyper-intelligent giant ant overlords.
15most people have a single mutant power. These are small, cantrip-like powers for most of the peasantry (the judge may determine exceptions); more important characters may get a power from <i>Mutant Crawl Classics RPG</i> . Roll 1d7: (1-5) physical mutation; (6-7) mental mutation.
16the dead always arise as zombies after 1d4 x 10 minutes, and have to be killed a second time.
17everyone speaks with an outrageous French accent, as though part of a Monty Python skit.
18people are birthed from the ground old, and get younger over time.
19the gods have opposed alignments and portfolios.
20there are no gods. Cleric spell checks suffer a -2d penalty on the dice chain, and spells over 1st level always fail. Disapproval rolls always prevent further spell checks that day.
21Cthulhu has already arisen, and the Elder Gods are in power.
22steampunk technology is the norm.
23technology never developed beyond the Bronze Age.
24technology never developed beyond the Stone Age.
25orcs are the dominant species. Humans and elves huddle in dungeons.
26the climate is much colder.
27the climate is much warmer.
28magic follows the laws of a different ruleset (<i>Labyrinth Lord</i> , <i>Lamentations of the Flame Princess</i> , etc.).
29food is unpalatable to the PCs. The judge is encouraged to make this as funny or disgusting as they desire.
30the world faces an imminent disaster.

31the dominant culture is African.
32the dominant culture is Asian.
33the dominant culture is Native American.
34the dominant culture is Australian Aboriginal.
35apes have evolved to human-level sapience, while humans and their ilk are little more than animals.
36society is ruled by 1920s-era gang bosses.
37a race of intelligent space-faring rabbits has enslaved humanity.
38it is still 1d10 x 100 years in the past.
39society is infatuated with some game, such as chess or Snakes & Ladders, and position in society is at least partially dependent upon one's skill/luck with that game.
40everything is a duplicate of the judge's favorite Appendix N novel or series, except that recorded events can be changed by the PCs.
41all animals and plants are intelligent and capable of speech. Mealtimes are more than a little awkward.
42the gods are more powerful. Clerical spell checks gain a +1d bonus.
43magic is less powerful. All spell checks suffer a -1d penalty.
44everything is weaker, so that PCs roll Strength checks at +1d, and gain a +2 bonus to melee attacks and damage.
45everything is stronger, so that all NPCs and creatures gain a +1d bonus to Strength checks and a +2 bonus to their melee attack and damage rolls.
46Elfland is much closer to the Lands We Know, and encounters with Faerie creatures are common. Rolls related to the King of Elfland gain a +1d bonus.
47languages are not related to their counterparts in the original universe, meaning that the PCs are not able to immediately communicate with anyone or anything.
48arcane magic is less predictable, so that a natural 1-3 on an arcane spell check is treated as if it were a natural 1.
49combat is more deadly, so that all critical ranges are increased by 1 (so that a 1st-level warrior crits on an 18-20, and a wizard on 19-20).
50 DCC XCrawl is a televised sport.



My Carnelian Cube is a *WHAT?!*

As a judge, you find yourself wanting to include some Carnelian Cube-like item into your game. However, you don't want to be derivative, so you grab your d24 and roll once for each column to determine what the PCs find....

Table CC-2: My Carnelian Cube is a <i>WHAT?!</i>			
1d24	Material	Shape	Effect When a PC Sleeps Near It
1	Agate	Antiprism	Ages PC by 1d5 years.
2	Amber	Bipyramid	Causes the PC to gain corruption (roll 1d7): (1-4) minor; (5-6) major; (7) greater.
3	Amethyst	Cone	Causes the PC's accent to change permanently.
4	Bronze	Cube	Changes additional languages spoken while you sleep (roll on the Appendix L table, DCC RPG p. 441).
5	Cinnabar	Cuboid	Changes PC's gender.
6	Copper	Cupola	Changes PC's hair color to (roll 1d7): (1) red; (2) orange; (3) yellow; (4) green; (5) blue; (6) magenta; or (7) violet.
7	Emerald	Cylinder	Doubles the healing benefits of rest.
8	Garnet	Dodecahedron	Grants a +1d bonus to a single spell check within the next 24 hours.
9	Gold	Ellipsoid	Grants an additional spoken language for 24 hours (roll on the Appendix L table, DCC RPG p. 441).
10	Granite	Enneahedron	Grants the ability to cast a single random 1st-level wizard spell for up to 24 hours; PC casts this spell as normal for their class.
11	Hematite	Heart	Grants the ability to cast a single random 1st-level wizard spell for up to 24 hours; PC casts this spell with a +1d bonus (otherwise as normal for their class).
12	Jade	Hemisphere	Prevents any benefit from rest, including spell recovery, healing, and resetting disapproval.
13	Marble	Heptahedron	Prevents healing with rest.
14	Mithral	Holyhedron	Reduces PC's age by 1d5 years.
15	Onyx	Hyperboloid	Replaces randomly known spell with a different spell of the same level (no effect if no spells known).
16	Opal	Isohedron	Re-rolls a random stat, keeping the new stat only if it is better.
17	Pyrite	Octahedron	Re-rolls a random stat, keeping the new stat only if it is worse.
18	Quartz	Prism	Re-rolls a random stat, keeping the new stat regardless of result.
19	Ruby	Pyramid	Re-rolls PC's hit points, keeping new result.
20	Sapphire	Rhombicuboctahedron	Teleports PC to an adventure site chosen by the judge.
21	Silver	Sphere	Transforms the PC's occupation (re-roll on Table 1-3, DCC RPG pp. 22-23; this can change the PC's race if the judge desires).
22	Steel	Tetrahedron	Transports PC to another plane.
23	Topaz	Torus	Transports PC to wherever they last slept.
24	Turquoise	Wedge	Warns PC if any danger comes near.

In most cases, only a single character can gain the effect of a Carnelian Cube-like object. However, judges are free to adjust this as they see fit!



This One Time at the Tavern....

Your PCs are sitting at the tavern when another drunk's hallucination becomes visible to either one character or the entire party! The erstwhile *delirium tremens*-induced delusion is more than happy to engage with the PCs at whatever level the judge desires!

Table CC-3: Delirium Tremens		
1d16	It looks like...	And sounds like...
1	...a chicken.	... Ahnold Schwarzenegger.
2	...a classic ghost wearing a sheet.	...Bugs Bunny.
3	...crawling bugs that may, or may not, take a vaguely humanoid shape.	...Donald Duck.
4	...Death, complete with black cloak and scythe.	...Elmer Fudd.
5	...a drunken gong farmer.	...Eric Cartman.
6	...an enormous semi-humanoid rat.	...Foghorn Leghorn.
7	...a flying donkey unicorn.	...Inspector Clouseau.
8	...a giant humanoid rabbit.	...Micky Mouse.
9	...a little levitating green Martian.	...Porky Pig.
10	...millions of pink frogs.	...Scooby Doo.
11	...a nursery rhyme character.	...Sylvester the Cat.
12	...a pink elephant.	...The Tick.
13	...a previously slain PC.	...Tom Baker.
14	...a previously slain PC wearing a rabbit suit.	...Yoda.
15	...Sasquatch.	...Yogi Bear.
16	...a unicorn wearing a lampshade on its head.	...Zsa Zsa Gabor.

In the event that a tavern brawl occurs, or the PCs otherwise get involved in a fight with a delirium-caused mirage, use the following statistics. The judge is encouraged to adjust these as desired to match the form of the hallucination.

Drunken hallucination: Init +0; Atk based on form +4 melee (1d6+2 special); AC 13; HD 2d8; MV 40'; Act 1d20; SP special damage, unkillable, "death" throes, comedic effects; SV Fort +3, Ref +3, Will -3; AL C.

Special damage: Hallucinatory damage can never kill a character. If hallucinatory damage would drop a character to 0 hp, they are instead stunned for one round as hallucinatory stars or birds circle their head. This removes all hallucinatory damage, which otherwise lasts to the end of the combat and then disappears.

Unkillable and "death" throes: Hallucinations cannot be killed. If reduced to 0 hp, they writhe on the floor, making a great show about how they have been killed. After 1d5 rounds, they spring back up at full hit points. It sucks, but there it is. You've all seen enough cartoons to know how this works.

Comedic effects: Hallucinations can do whatever the judge wants, so long as it is for comedic effect. The laws of sanity, physics, or even magic need not apply. Paint a hole in a wall and run through. Or a train comes through. It is all hallucinatory anyway. A hallucination can produce a banana peel and make a foe slip and fall if the judge wants. They can attack foes that can't otherwise perceive them with an oversized mallet. Go crazy.

Monsters

Rhodelephas Phantasms

It is not known if rhodelephas phantasms normally exist in an unseen state, or whether they are brought into being within the presence of those who consume aleuinaria (and those who drink themselves completely pie-eyed and pickled). Appearing as translucent entities, dripping semi-opaque slime, the phantasms are knowledgeable in all categories that they would have known in life.

Rhodelephas Phantasm: Init +0; slam +2 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SP despondent wail, ectoplasmic, mutable form; SV fort +1, Ref +1, Will +3; AL N.

Despondent wail: As an action, a phantasm may emit a sad wailing reflective of the existential crisis caused by their very state of "being". All creatures within 30' must succeed at a DC 12 Will save or sink into a debilitating state of depression and lose their next 1d4 actions. Creatures succeeding in this save are immune to this effect for the remainder of the encounter.

Ectoplasmic: The phantasms are made up of a form of ectoplasm, allowing them to flow through openings, extrude themselves from walls, and otherwise bypass physical obstacles. Passing through solid objects reduces the phantasm to half their movement speed.

Mutable form: While the phantasms normally appear in the mortal guise that their summoners expect, should phantasms become distressed or feel defensive, they begin to lose the ability to hold their mortal guise, changing into other forms such as tiny elephants, pink faeries, clouds of bubbles, etc. Despite the change in their form, the attributes of the phantasm remain unchanged.

Zoroastrian Cephalopods

Zoroastrian cephalopods are a race of highly religious octopodes which communicate through color rather than verbal communication. By flashing varying colors and hues across their flesh, they are able to speak, cast spells, and even sing (after a fashion). Firm believers that good will eventually triumph over evil, the entire species is devoted to further the efforts of their unnamed divine master in its battle with its equally powerful and omniscient counterpart. Expressing their faith through actions which they define as "good", their actions may seem lawful, chaotic, or even neutral, based on their alien rationale of "goodness".

Zoroastrian Cephalopod: Init +0; tentacle +2 melee (1d3) and beak +4 melee (1d8+4); AC 12; HD 3d8; MV fly 40' or swim 60'; Act 8d20 or 2d24 (spellcasting); SP camouflage, grasp, spell (+3 spell check: *lotus stare*); spells (+6 spell check: *blessing*, *food of the gods*, *paralysis*, *protection from evil*, *word (color) of command*, *banish*, *wood wyrding*); SV Fort +3, Ref -1, Will +4; AL Varies.

Camouflage: Zoroastrian cephalopods have complete control of the color and patterns upon their flesh, allowing them to blend in perfectly with their surroundings, if so desired. This grants them a +20 to all attempts to hide.

Grasp: In combat, the cephalopods are capable of lashing out with all eight of their powerfully muscled tentacles, preferring to lash out against 1-2 opponents in a round so as to grab, hold, and control them. For each tentacle that strikes and grasps a target the octopode gains 1d5 on a contested Strength check to hold its victim immobile. Any, and all targets held immobile are wrenched in against its beak so that the cephalopod can deliver its powerful bite.

Reviews

At the Mountains of Loudness (Saint Karloff)



During our hiatus, Saint Karloff has been at work, unleashing new sounds to cream out into the void and warp the phlogistic foundations of reality. *At the Mountains of Loudness* is a two-song EP with a title track that harkens back to early Black Sabbath with its deeply fuzzed and distorted rumbling guitars. The epic, eleven-minute song pulls and distorts time as Mads Melvold's vocals walk the razor's edge of Sabbath-era Ozzy, stirred with a bit of the rumble of Bill Ward for good measure. This tune really brings back memories of smoke-filled basements and roaring rock.

Not ones to grow stagnant, the B-side, "Supervixen", evokes an even more dream-like feel – only describable as psychedelic metal. Slow, drifting guitar riffs that payout like time-distorted funk, with a simple and yet hypnotic bassline carry and elevate lyrics worthy of Jefferson Airplane's *White Rabbit* and carries notes of both Golden Earring and Foghat. Simply put? It does not disappoint. Frankly, Saint Karloff **never** disappoints, and

this EP merely serves to whet the appetite for their second album, *Interstellar Voodoo*.

It should be noted that *Interstellar Voodoo* is likely the last album featuring the band's original bassist, Ole Sletner, whose untimely passing shocked fans of the band. Saint Karloff continues performing, working with the band Jointhugger to their mutual benefit. While we join their other fans in grieving for their loss, we also look forward to hearing what the next chapter of Saint Karloff will bring.

You can purchase *At the Mountains of Loudness* [HERE](#) for about \$3.

You can purchase *Interstellar Voodoo* [HERE](#) for about \$10.

Spells

Make Potion (Spell Expansion)

Master Potion List Additions			
Potion	Minimum DC	Special Ingredients	Effect
Aleuinaria	26	Powdered apricot kernels and the aqueous humors from the corpse of an alcoholic	Sweet, with the flavor of apricot brandy and the throat-burning fumes of cheap vodka, the apparitional aperitif aleuinaria is favored by those who wish to communicate with Rhodelephas phantasms while not drinking themselves into delirium first. The potable is so potent that the effects of a single draught – the ability to clearly see and interact with the phantoms – will last for 1d3+1 months.

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SANCTUM SECORUM

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Episode #44

The High Crusade

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