

SANCTUM SECTORUM

Episode #44

The High Crusade

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Sanctum Secorum Podcast

Episode #44 Companion

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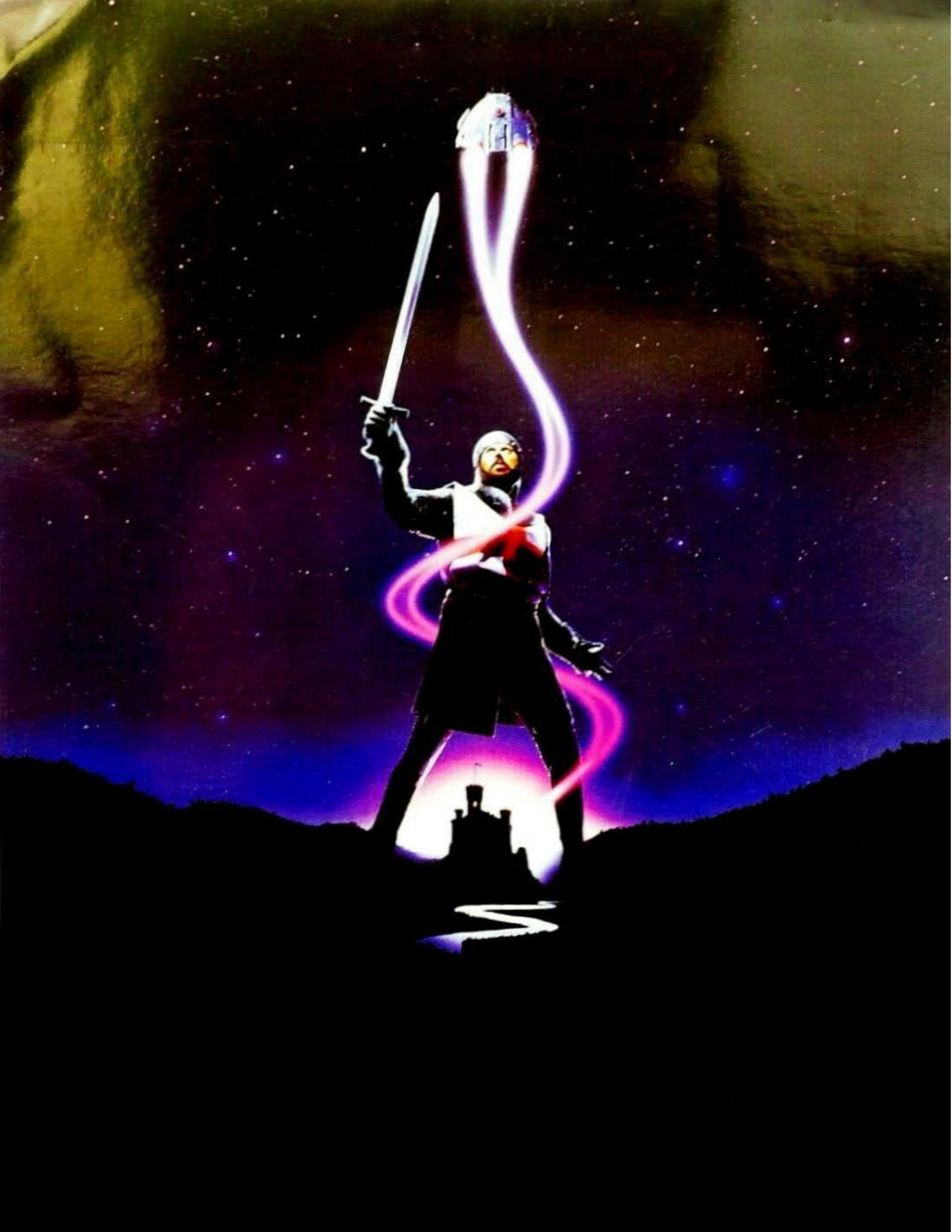
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Artifacts of the Ancients

Wersgorix Blast Lance (*Artifact of the Ancients*)

Tech Level: 4

Complexity Modifier: 5

Range: 140' (20' minimum)

Rate of Fire: 1 every 2 rounds

Damage: 6d6

Special: 10' blast radius

Power: F-cell (20)

The blast lances of the Wersgor military fire particles of anti-matter, held within a stasis field. Upon striking a target, or even the ground, the field is disrupted, causing a small matter/anti-matter explosion. The lance is worn over the arm, preventing the user from rapidly changing weapons if encountering a melee attacker. It takes a full round to extricate oneself from the lance, allowing the drawing of a new weapon the next round. This strategic shortcoming was exploited to great effect by knights who rushed into combat, impaling the Wersgor on their blades.

Wersgorix Cloning Chamber (*Artifact of the Ancients*)

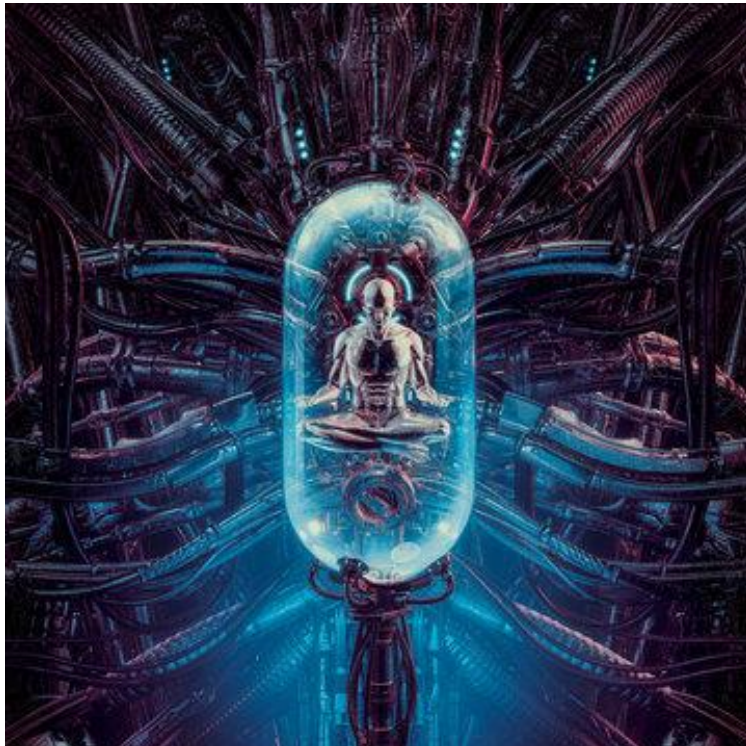
Tech Level: 5

Complexity Modifier: 5

Power: Bio-chemical reactor

The height of cloning technology, the chamber is capable of producing a fully-grown clone from just a single skin cell. During the cloning, the body is bathed in a combination of Penfield and Jungian rays, activating both the genetic and racial memories stored within the sample. Upon awakening, the clone has all the knowledge and memories of the original, up to the point of when the sample was taken.

In addition, built into the chamber are a number of matter replicators. When provided a complete image of the subject, the chamber replicates clothing and personal possessions down to the smallest scratch, dent, and sweat stain. When so clothed, the clones are physically indistinguishable from their counterparts and are often used for the purposes of espionage.



The true genius of the system, however, is revealed in its clone programming. The operator of the chamber may dial up selected attributes of the clone, making them smarter, stronger, etc. by up to +3 (although this cannot impact Luck). For each point that an individual chamber may raise attributes, the Complexity Modifier increases by 1.

Created in a matter of moments, the clone is fully subservient to the Wersgor and is more capable than the original. It will strictly adhere to all orders it is given, although it still has the personality of the original. When not in direct conflict with an order, the clone will behave as the original, and is subject to all of their personality quirks and flaws.

Men & Magicians

Irritating Peasant

While some nobility might declare that all of the peasantry are irritating, there are those villagers and yokels who stand out as exceptional in their overcredulity, poor common sense, heavily superstitious ways, and failure to grasp even the most basic of concepts. These are truly the people in any walk of life at whom one can look and wonder how they manage to breathe and have their heart beat at the same time, let alone walk and talk. In game terms, irritating peasants are presented for comedic value as opposed to any particular form of commentary (as inspired by the character Baldrick in "Blackadder").

Irritating Peasant: Init -2; Atk club -1 melee (1d4-1), rock -1 missile fire (1d3-1), or rotten vegetables +1 missile fire (1d2-1); AC 9; HD 1d4; MV 30'; Act 1d20; SP resilience; SV Fort -1, Ref -2, Will -3; AL varies.

Resilience: Being at the absolute bottom of the social order has inured irritating peasants to the day-to-day horrors of their lives. As such, they are immune to fear; moreover, it makes them very difficult to permanently kill. While not immune to disease and poison, such things cannot kill them, and any result that would merely result in their wandering around, complaining about how poorly they feel. Additionally, it requires multiple blows to kill them. Anything that would kill them in a single strike is merely shrugged off with a daze or confused look.

Wersgor

Standing 4'-5' tall, the Wersgorix (the plural of Wersgor people) are a star-faring species in search of conquest. Considered, by themselves, to be the height of intellectual and physical evolution, coupled with their technical superiority, they feel that they are a match for any race which they may encounter. Often, this is the case, as civilized worlds long ago swore off melee combat as barbaric and primitive—and certainly no one wishes to behave like a mere animal.

Having not had to be the fastest, or strongest, in living memory, the Wersgorix were wholly unprepared for when they encountered humanity. Sir Roger and his forces stormed the Wersgoraxian landing craft and, with a bit of cunning and Luck, ended up overthrowing the entire Wersgoraxian empire.

Wersgorix leader: Init -1; Atk Wersgor blast lance -1 missile fire (6d6); AC 10; HD 1d4; MV 30'; Act 1d20; SP cowardly, melee confusion; SV Fort -1, Ref -2, Will -3; AL varies.

Wersgorix scientist: Init -2; Atk Wersgor blast lance -2 missile fire (6d6); AC 10; HD 1d4; MV 30'; Act 1d20; SP melee confusion; SV Fort -1, Ref -2, Will -3; AL varies.

Wersgorix soldier: Init +0; Atk Wersgor blast lance +1 missile fire (6d6); AC12; HD 2d6; MV 25'; Act 1d20; SP concentrated fire, melee confusion; SV Fort -1, Ref -2, Will -3; AL varies.

Concentrated fire: When combining their efforts to strike a single target, Wersgorix soldiers make a single conjoined attack roll, gaining +1 for each additional soldier involved (max +5) in the effort and +1d to damage (max +3d) for every two additional soldiers involved.

Cowardly: Wersgorix leaders suffer a -2 penalty to all morale checks. Should they fail, any troops in the vicinity will flee with them.

Melee confusion: It has been so long since the civilized races have engaged in physical combat that witnessing melee attacks befuddles the aliens. The first sight of melee combat causes them to lose their action for the round and drops them to the bottom of the initiative order for the duration of the combat (DC 13 Will negates).

Mighty Deeds

Intercepting Shot (Bow)

By saving his action, a warrior can attempt to shoot an incoming missile out of the air while still dealing damage to a foe. Small projectiles include arrows, crossbow bolts, sling stones, thrown daggers, and the like. Larger projectiles include spears, large rocks, and other thrown weapons.

Deed Die	Intercepting Result
-----------------	----------------------------

- | | |
|----|--|
| 3 | The archer's attempt collides with a small projectile imposing a -1 penalty to the opponent's attack roll. |
| 4 | The archer's attempt collides with a small projectile imposing a -2 penalty to the opponent's attack roll. |
| 5 | The archer deflects any one small projectile from reaching its intended target; large projectiles are deflected less so and impose a -1 penalty to the opponent's attack roll. |
| 6 | The archer deflects any one small projectile from reaching its intended target; large projectiles are deflected less so and impose a -2 penalty to the opponent's attack roll. |
| 7+ | The archer deflects any one small or large projectile from reaching its intended target. |

Manyshot (Bow)

The archer attempts to fire multiple missiles from a short bow or longbow at the same time. At a lower level of effect, only one target can be declared. Higher level characters can attempt to hit more than one target. Each additional target will require a separate attack roll as defined in the deed results table below. Missing the deed means that only one arrow was shot.

Deed Die	Manyshot Result
-----------------	------------------------

- | | |
|----|--|
| 3 | Warrior fires two arrows at the same target using the warrior's action die at a -2d penalty. If the deed succeeds, both arrows strike the target, and the mighty deed bonus is applied to each arrow's damage. |
| 4 | Warrior fires two arrows at the same target using the warrior's action die at a -1d penalty. If the deed succeeds, both arrows strike the target, and the mighty deed bonus is applied to each arrow's damage. |
| 5 | Warrior fires two arrows and may select different targets for each arrow. The first arrow is resolved with the warrior's action die. The second arrow attack is then rolled at a -1d penalty to the original action die. The mighty deed bonus is applied to each arrow's attack and damage. |
| 6 | Warrior fires three arrows at the same target using the warrior's action die. If the deed succeeds, all three arrows strike the target, and the mighty deed bonus is applied to each arrow's damage. |
| 7+ | Warrior fires three arrows and may select different targets for each arrow. The first arrow is resolved with the warrior's action die. The second arrow attack is then rolled at a -1d penalty to the original action die. The third arrow is then rolled at a -2d penalty to the original action die. The mighty deed bonus is applied to each arrow's attack and damage. |



Ricochet Shot (Bow/Crossbow)

Using a hard surface, such as stone or metal, the archer bounces the arrow to a target that he would not normally be able to hit (due to cover or other barriers). Ricochets could also strike several hard targets at one time. The judge must decide whether the marksman has enough surfaces and clearance to perform the ricochet shot.

Deed Die Ricochet Result

- | | |
|----|--|
| 3 | Using a wall, ceiling or floor, the warrior bounces the shot into a target who has complete cover. The projectile must be able to move at least 10' past the obstructing surface and may not hit a target standing against a wall opposite of the archer. The loss of velocity imposes a -2d penalty on the arrow's damage and reduces the weapon's maximum distance of no more than medium range. |
| 4 | Using a wall, ceiling or floor, the warrior bounces the shot into a target who has complete cover. The projectile must be able to move at least 5' past the obstructing surface and may not hit a target standing against a wall opposite of the archer. The loss of velocity imposes a -1d penalty on the arrow's damage and reduces the weapon's maximum distance of no more than medium range. |
| 5 | Using several hard surfaces, the warrior bounces the shot around to strike a target possessing full cover. The loss of velocity imposes a -1d penalty on the arrow's damage and reduces the weapon's maximum distance of no more than medium range. |
| 6 | Using several hard surfaces, the warrior bounces the shot around a corner to strike a target possessing full cover, or the archer bounces the shot off up to two hard surfaces (stone golems, malevolent magical gems, etc.), dealing damage to each of them or actuating up to two levers or buttons at nearly the same time. |
| 7+ | Using several hard surfaces, the warrior bounces the shot around a corner to strike a target possessing full cover, or the archer bounces the shot off up to three hard surfaces (stone golems, malevolent magical gems, etc.), dealing damage to each of them or actuating up to three levers or buttons at nearly the same time. The archer may even opt to hit the first target twice. |

Take Aim (Bow/Crossbow)

The archer summons preternatural focus to strike true. Missing could still spell disaster, but the risk is reduced as a result of a successful deed result.

Deed Die Take Aim Result

- | | |
|----|--|
| 3 | Situational attack penalties other than missile fire range are reduced by 1. If the attack misses, the chance for friendly fire is reduced to 45%. |
| 4 | Situational attack penalties other than missile fire range are reduced by 2. Negative die step penalties are reduced to -2 on the next higher die. If the attack misses, the chance for friendly fire is reduced to 40%. |
| 5 | Situational attack penalties other than missile fire range are reduced by 2 or a negative die step penalty is reduced to -2 on the next higher die. Missile fire range penalties are reduced by 1. If the attack misses, the chance for friendly fire is reduced to 30%. |
| 6 | Situational attack penalties other than missile fire range are reduced by 2 or a negative die step penalty is reduced to -1 on the next higher die. Missile fire range penalties are reduced by 1. If the attack misses, the chance for friendly fire is reduced to 25%. |
| 7+ | Situational attack penalties other than missile fire range are reduced by 2 or a negative die step penalty is reduced to -1 on the next higher die. Missile fire range penalties are reduced by 2 or negative die step penalties are reduced to -2 on the next higher die. If the attack misses, the chance for friendly fire is reduced to 20%. |

Thrumming Shot (Bow)

On release of the arrow, the archer deftly plucks the bowstring putting vibrational forces onto the arrow. The effects of such forces are especially effective against gelatinous and crystalline targets. The vibrations may also prove effective at confusing creatures with highly attuned tremor and motion senses.



Deed Die	Thrumming Result
3	Creatures relying on vibrational senses become confused and suffer a -1 penalty to attacks until the next round. Gelatinous or crystalline creatures suffer an additional 1d4 damage.
4	Creatures relying on vibrational senses become confused and suffer a -2 penalty to attack until the next round. Gelatinous or crystalline creatures suffer an additional 1d5 damage.
5	Creatures relying on vibrational senses become confused and suffer a -1d penalty to attack until the next round. Gelatinous or crystalline creatures suffer an additional 1d6 damage.
6	Creatures relying on vibrational senses become confused and may outright miss their attack 50% of the time until the next round. Gelatinous or crystalline creatures suffer an additional 1d7 damage.
7+	Creatures relying on vibrational senses become confused and lose their first action die until the next round. Gelatinous or crystalline creatures suffer an additional 1d7 damage.



NPCs

Brother “Poorlittle” Parvus



Franciscan monk, confessor, advisor, chronicler, and personal confidant to Sir Roger, Brother Parvus will not allow a pesky thing like religion stand in the way of killing those who do not worship as he does. Understand, he won't personally do the killing—he will merely encourage it as a crusading knight's duty. Despite this, he is open-minded enough to comprehend such concepts as space travel, although any alien life forms are most certainly demons.

Brother Parvus: Init +0; Atk slap +2 melee (1d3) or spell; AC 10; HD 3d8; hp 15; MV 30'; Act 1 d20; SP natural linguist, spellcasting (+5 spell check); SV Fort +1, Ref +1, Will +3; AL L.

Natural linguist: Brother Parvus is able to non-magically gain a rudimentary understanding of any spoken language to the point where being able to converse in its most basic form. This requires him to spend 1d3 turns with a natural speaker to allow the requisite exposure to work things out.

Spells known: (Level 1) *blessing, detect evil, detect magic, protection from cold or heat, word of command*; (Level 2) *banish, divine symbol, lotus stare*.

Hubert & Lars



Sir Roger's "loyal" executioners, Hubert & Lars are not above taking on (and ignoring) other tasks for their master as well. Able to quietly slip away without notice, the two men excel in the art of employment evasion.

Hubert: Init +2; Atk dagger +2 melee (1d4+3), axe +2 melee (1d6+2), or blackjack +2 melee (1d3+2); AC 12; HD 2d8; hp 13; MV 40'; Act 1d20; SP backstab +5, befuddle, "figger", sneak silently +15; SV Fort +2, Ref +2, Will +4; AL C.

Lars: Init +2; Atk dagger +2 melee (1d4+3), axe +2 melee (1d6+3), or blackjack +2 melee (1d3+3); AC 13; HD 3d6+3; hp 17; MV 30'; Act 1d20; SP always present, backstab +7, befuddle, sneak silently +15; SV Fort +3, Ref +3, Will +4; AL C.

Always present: Lars has the ability to always be in the vicinity of Hubert, no matter how strange the circumstances. Should Hubert be locked in a cell, Lars will be outside the cell, unseen, until the coast is clear. No matter how hard one may try to separate them, it is impossible. So much so that, should Hubert be slain, Lars will appear beside him in the shadowlands, still very much alive.

Befuddle: The combined presence of the two executioners is enough to trigger mild confusion in all creatures within 10' of them (DC 15 Will negates). The executioners can use this to disappear from plain sight, even if walking with a person who is speaking to them at the time. This, coupled with their ability to sneak silently, allows them to remain in a location unnoticed, or to wholly slip past those who might be looking for them.

Figger: Hubert has a strange knack for alien technology and artifacts. Despite having no education, Hubert can safely "figger out" how to safely disassemble any piece of advanced technology he puts his mind to. This doesn't give him an advantage in understanding the use of such things, only the ability to strip them down to their component parts, no matter how dangerous. Once an artifact is disassembled, its Complexity Modifier is raised by +3 should anyone wish to reassemble and attempt to use it.

Red John



Captain John Hayward, aka Red John, is living proof that an irritating peasant is still capable of leveling up and becoming a warrior. When not fighting, he is drinking. When not drinking, he is fighting. He may pause for food from time to time, but such instances are curiously rare.

Permanently good natured, even killing in combat is nothing personal, merely the doing of one's duty – and enjoying it.

Red John: Init +2; Atk longsword +3 melee (1d8+2); AC 15; HD 2d12; hp 15; MV 25'; Act 1d20; SP battle lust, comradeship, resilience (as per irritating peasant), smell alcohol, immune to *charm* and *sleep*, critical threat range 19-20; SV Fort +3, Ref +2, Will +0; AL L; Crit III/d14.

Battle lust: Red John enters combat with wholehearted abandon, without fear, without caution, and without anything resembling a sensible battle plan. Entering combat, Red John gains an additional +3 hit points, and a +2 bonus to all attacks, damage, and saves during the combat. This state lasts for 1 turn, then he loses the temporary hit points. Should this drop his hit points below zero, he falls unconscious.

Comradeship: Any person who sits and shares a drink (even if only water) with Red John becomes his friend. They will confide in him, tell them of their lives and families, even spilling military secrets (which Red John is incapable of comprehending anyhow). There is no save—Red John just has a way about him.

Smell alcohol: Much like a dwarf can sniff out gold, Red John is able to detect the faintest presence of ales and other such libations.

Sir Roger of Jernyngham



Sir Roger is the “son of the nephew of the brother of the king” and, as such, has no real hope of ever sitting on the throne himself. Recently sent home from the crusades in order to summon aid for the knights in the Holy Land, Sir Roger survived out of sheer luck as opposed to anything resembling skill at arms. Indeed, the winds of fortune rule his life. He even won the hand of a lady of higher status in a jousting tournament—wholly by accident.

Sir Roger of Jernyngham: Init +2; Atk longsword +4 melee (1d8), longbow +4 missile fire (1d6), or extra-longbow +4 missile fire (1d24 plus pinned); AC 18; HD 3d8; hp 20; MV 25'; Act 1d20; SP cunning boast, lucky; SV Fort +1, Ref +2, Will +2; AL L.

Cunning boast: While essentially lacking in all other departments, Sir Roger is possessed of a fiendish level of cunning and a greater than average ability to bluff. When confronted by a foe who is boasting of their prowess (either before battle or while at the negotiating table), Sir Roger is able to understand the depth of their pride and respond with a wholly fictional boast of his own, besting that of his foe and setting himself up as their superior. If carried out before combat, the target suffers a -1 penalty to all attack rolls against Sir Roger. If during negotiations, Sir Roger is treated as having a Personality of 18. DC 15 Will save negates.

Lucky: When one lacks greatness, they must fall back on dumb luck and chance. Whether it is the winning of a lady's hand, or the storming of a wholly ill-prepared starship, Sir Roger spends his life merely moving from one good turn of fate to the next. If a Luck check is rolled while Sir Roger is present, he may immediately roll a contested Luck check (against his foe's Luck score), negating his foe's good fortune should he succeed. He is also able to spend up to three d4 Luck dice per day or, should he choose, he may instead add +5 to any single roll once per day.

Weapons

Battering Ram

Damage: special

Battering rams have been used throughout the ages in the breaching of doors, gates, and even walls. These siege weapons require multiple persons to use, the maximum number being dictated by the length of the ram. No roll to attack is required when attacking a stationary structure. Due to the weight and awkwardness of these weapons, they may not be used in traditional combat.

Extra-Longbow

Range: 160'

Damage: 1d24 + pinned

At ten feet in length, these weapons are half again larger than a traditional longbow and provide a massive draw (requiring a minimum of 16 Strength to use). Due to its size, it is useless for traditional ammunition, and must be used with a long-range arrow. Additionally, the bow has built-in guides to assist the archer and also requires a second person to be specially equipped (often with a custom helmet) so as to keep the head of the arrow pointed true.

When fired into a group, the arrow's flight can sometimes continue past the first target, often skewering foes together. Damage exceeding the hit points of a target is dealt to the next in line, and so on. Any surviving target struck by the arrow is pinned in place (whether to a tree or into the ground) and must take a round to break the arrow and slide off it.

Weapon	Damage	Range	Cost in gp
Battering Ram, log †	d12	-	0
Battering Ram, iron-shod †	d14	-	60
Battering Ram, iron (two-person)	d12	-	75
Extra-Longbow *	1d24	160 / 320 / 480	100

Ammunition	Quantity	Cost in gp
Long-range Arrow	1	5

† These weapons do one die of damage for every 3 people wielding them, rounded up.

* This weapon requires two properly-equipped persons to use.



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SANCTUM SECTORUM

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The Mound

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