

SANCTUM SECTORUM

Episode #34

The Face in the Frost

COMPATIBLE WITH
**DCC
RPG**

Sanctum Secorum Podcast

Episode #34 Companion

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Table of Contents

Contest Information		page 4
<u>Featured Adventure</u>		
Fate of the Ruthless Wizard	Marc Elsenheimer	page 5
<i>Map</i>	Marc Elsenheimer	page 6
<i>Goo</i>	Assumzaek	page 10
<u>Spells</u>		
Drain Vitality - Honorable Mention	Christopher Lee	page 11
Illumination - 1st Place	Anton Wilsbach	page 13
<i>Magic Circle</i>	SpyrusTheVirus	page 14
Runic Alphabet - Dwarven	Bob Brinkman	page 15
Runic Alphabet - Infernal	Bob Brinkman	page 16
<i>Flaming Dragon Rune</i>	Dominic Barnhill	page 17
Sunbolt - 2nd Place	Ian Shears	page 18


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Sanctum Secorum's Super Number 1 Contest!!

What? You missed out on your last three chances to win a copy of *Super Number 1 Food Tower* by Matthew Goiffon? Well, now you have another chance – one could say...almost as if by magic! Submit something DCC-related (wizard, patron, cleric, other) during the month of April for a chance to win!

Win what, you ask? How about...

50 Foot Pharaoh Zine Module No. 01 Super Number One Food Tower 2015 North Texas RPG Convention Edition

That's right, Sanctum Secorum is kicking off 2018 by giving you a chance to win some pretty rare DCC 3rd party swag! The author, Matthew Goiffon, has gifted a small number of these ultra-rare 'zines to Sanctum Secorum. Not only that, but he also provided enough of the pre-gen character sheets for every winner to have a sheet with 4 randomly-created characters!

So, what do you need to do to win one of these rarities? Simple: contribute a piece of content to our contest.

For the next six months, Sanctum Secorum will be running a series of themed content contests with a winner to be chosen at random. Submit something and you too could win.

It is pretty much that cut and dry...although contests are never quite that simple. CYA text follows – because without rules, we cannot have nice things.

RULES

- 1. Content:** Entries must be your own original, previously unpublished, material.
- 2. Permissions:** By entering, you grant Sanctum Media non-exclusive right to publish your entry on the Sanctum Secorum website/social media, in a future issue of the Sanctum Secorum 'zine, or any subsequent Sanctum 'zine compilation.
- 3. Entry Eligibility:** Eligible entries must be complete and written for use with DCC RPG (or MCC RPG). Monsters must be stattd; spells fully written up; etc.
- 4. Geographic Eligibility:** The contest is open to participants worldwide in any location where the contest is legal.
- 5. Entrant Eligibility:** The contest is open to all persons not currently hosting the Sanctum Secorum Podcast, but is open to 'zine contributors past and present. Entries by persons under the age of 18 must have parent's permission.
- 6. Deadlines:** Entries for each month may be sent ANY TIME prior to the end of that month's contest, including in prior months. Entries must be received no later than midnight EST on the final day of the contest month.
- 7. Entry Methods:** Submissions may be sent in two ways:
Emailed to: thehub@Sanctum.media
or
Mailed to: Sanctum Secorum Contest
4915 Rattlesnake Hammock Rd #139
Naples, FL 34113
- 8. Monthly Contest Themes:** Each month of the contest has a different content theme. To be eligible, content must be received prior to the last day of its associated month.
April - Gonzo (Anything goes - get wild!)
May - Maps
June - Art
- 9. Multiple Entries:** Multiple entries by a single entrant for a single month are allowed, but only one prize may be received per month.
- 10. Bonus Entries:** In months 1-4, entries accompanied by original art will receive a second entry into the drawing. In months 5-6, entries accompanied by original stats/write-ups will receive a second entry into the drawing.
- 11. Minimum Entry Requirement:** Should less than five entries from different individuals be received in a single month, no prize will be awarded and all eligible entries will roll into the next month and appropriate additional prize drawings will be made in the subsequent month.
- 12. End of Contest:** Sanctum Media reserves the right to extend the contest by adding additional prizes to later months.
- 13. Winning:** Winners will be chosen at random from the pool of eligible entries. Chances of winning vary by the number of entries.
- 14. Prizes:** Grand Prize winners will receive one (1) copy of *Super Number 1 Food Tower* and one (1) page of randomly pre-generated characters for the adventure. Prizes will be delivered via US Post. One additional winner per month will receive a random item from the Sanctum Secorum's Prize Closet.
- 15. Prize Limitation:** Only one "Grand Prize" per household. Repeat winners will automatically receive the random prize.
- 16. No purchase necessary; void where prohibited by law.**

Featured Adventure

The Fate of the Ruthless Wizard

A DCC RPG 0-Level Funnel

Introduction

Tyrannized by a cruel Wizard, the villagers of Pico have suffered for many years. Broshgar the ruthless came a long time and claimed the old tower in Pico's center for himself. Formerly a watchtower, built for a war long forgotten, he turned the building into his home and the whole village into his property. Out of fear of his arcane might, the villagers did nothing to resist him as he stole their food and tools, burnt their fields and even abducted their children.

Facing a harsh winter with their food storage recently plundered by the mad wizard, the villagers finally have had enough. Sickness and famine has weakened them but those who are still able to walk grab their tools, their weapons and their torches to end the wizard's gruesome reign. Today will be the day of Broshgar's death.

This funnel module is designed for 12 to 16 0-level characters and can easily be played within a single session. The characters are all villagers from Pico whose goal is to kill the wizard and plunder his tower. Any wizard's apprentices rolled up during character creation are not a part of the group of villagers but are instead placed in Area 2-2. They were abducted for their magical potential and trained by Broshgar, while being treated like slaves.

Broshgar the Ruthless

The wizard Broshgar, about 50 years old, is a small, constantly grim-looking man. He is close to being bold but sports a massive mustache and goatee. He constantly wears rune-ridden robes and lots of jewelry.

Broshgar is short-tempered and has one of the worst mouths known to mankind. He constantly swears and spits out insults against everyone and everything.

Most of the time he can is studying in his secret laboratory (Area 2-4). Once he realizes that there are intruders he rushes for the top of his tower to await the villagers, constantly rambling about their incompetence and his hatred for them.

Broshgar the Ruthless: Init +2; Atk dagger +3 melee (1d4-1) or spells; AC 11; HD 4d4; hp 10; MV 30'; Act 1d20; SP spells (+4 spell check, CL 3: *charm person, detect magic, flaming hands, magic shield, magic mouth*); SV Fort +1, Ref +1, Will +1; AL C.

Character Beginning

The old tower looms over your small village. In the past it was a sign of resilience, but now it has turned into something else. As you step out of your small homes into the tower's shadow, the fear of the wizard Broshgar creeps back into your hearts. He took your food and your goods, he abducted your friends and your family and without remorse he killed anyone who tried to stop him. Only a few months ago he took four of your children at once. And you let it happen. But today is the last day you'll ever be afraid of him. Assembling in front of the tower's entrance you are ready to end his reign of terror.

The Tower of Broshgar

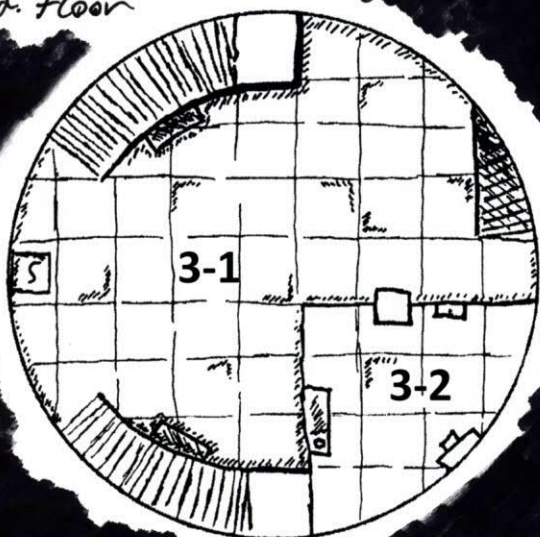
The tower is about 40 feet high and made of old crumbled stone and the entrance leads directly into a small front building in front of the otherwise round tower.

Windows are about 3 feet high and half a foot wide so it's mostly impossible to enter those. Climbing the tower requires a DC 10 Agility Check for every 10 feet scaled. Failure will result in falling down. If someone climbs on top the tower he enters directly into Area 4. Broshgar is in his secret laboratory and will only go to the roof after the players have entered the tower.

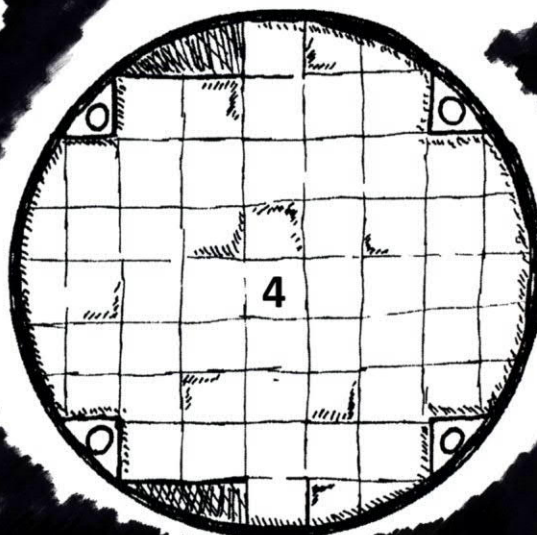
The door into the tower (Area 1-1) is locked but can easily be picked (DC 12 Agility check) or bashed (DC 10 Strength check). If the door is broken with a Strength check of 15 or higher, then the brooms from Area 1-2 will become active and chase the intruder.

If the building ever catches fire, a big flood of water will fall out of the sky, extinguishing it immediately. While this mechanism was put in place to prevent magic mishaps, escalating it also serves as a great defense mechanism.

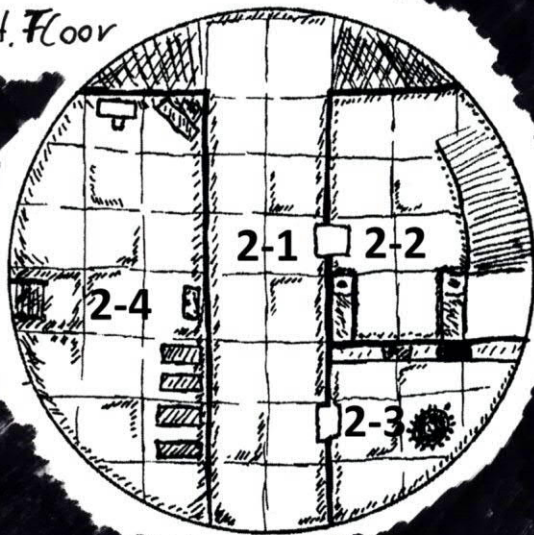
2nd. Floor



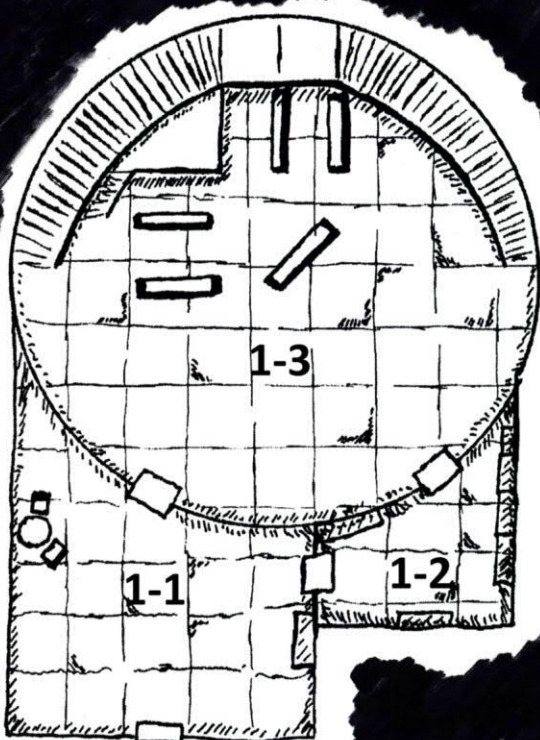
The Roof



1st. Floor



The Tower of Broshgar



□ 5 Feet

Area 1-1—The Entrance Room: *Entering the old tower you come into a large room. A single table and two chairs stand on one side and a single shelf filled with books on the opposed site. The room is perfectly clean and looks weirdly empty and cold. Two doors lead out of this room.*

The entrance room is designed to test potential guests, of which Broshgar had few. The barren room has only one object of interest, the bookshelf. It is trapped to amuse Broshgar and hurt or kill guests that can't keep their hands to themselves.

All books in the shelf are fakes. Wooden or metal blocks covered in leather or linen, made to look like books. Every time a "book" is pulled out, the character has to pass a Luck check in order to not trigger the trap. If the trap is triggered the bookshelf immediately falls over with huge speed, dealing 1d8 points of damage to everyone it buries. Those in front of the bookshelf may attempt a DC 14 Reflex save in order not to get crushed.

Triggering the trap or making any other kind of mess will cause the brooms from Area 1-2 to come over.

Area 1-2—The Broom Closet: *This small room is filled to the ceiling with shelves. Buckets, stacks of cloth, brooms and other cleaning tools are in here.*

The broom closet hides no valuables but 6 of the brooms in here are magically animated. Once a mess is made on ground level they come out to clean it up. They are not aggressive but will attack anyone they catch making a mess or anyone who stands in their way. They won't attack Broshgar, and he can command them.

Brooms (6): Init +1; Atk stick -2 melee (1d2); AC 10; HD 1d3; hp 2; MV 30'; Act 1d20; SV Fort -2, Ref +4, Will -2; AL L.

Area 1-3—The Main Hall: *This large, circular room is about 15 feet high. Many Benches are placed here, facing towards a small podium in the far corner of the room. Hooded figures are sitting on the benches, without motion.*

One of Broshgar's many obsessions is holding speeches and lectures. Since he receives only few guests and his apprentices have better things to do he placed five corpses here to have an audience. The corpses have been taken out of the rows of the villages as well as annoying former guests and have only recently been imbued with false life. They

will attack if the players come to close or try to enter through the stairway onto the 1st floor.

There is a special un-dead among the guests, who had his eyes replaced with magical sapphires. This slightly tougher un-dead can cast the spell sleep (as noted in his stat-block). The wielder of both sapphires can cast the spell *sleep* with a +4 bonus. Instead of losing the spell, any failure results in a misfire. Note that non-wizard characters may attempt using this item with a d10 action die. The sapphires were gifts by Broshgar's patron who might notice others using it.

Any fight here will cause the brooms from Area 1-2 to join in on the action as it most likely will cause a mess.

Animated Corpse (4): Init +0; Atk dagger +0 melee (1d4); AC 9; HD 1d6; hp 3; MV 30'; Act 1d20; SP un-dead traits; SV Fort +0, Ref +0, Will +0; AL N.

Corpse with Sapphire Eyes: Init +0; Atk dagger +0 melee (1d4) or spell; AC 9; HD 2d6; HP 6; MV 30'; Act 1d20 (or 1d14); SP un-dead traits, can cast *sleep* with 1d14+4 once per round; SV Fort +0, Ref +0, Will +0; AL N.

Area 2-1—Trapped Corridor: *Upstairs lies a wide corridor. The floor is made of wooden boards, but the walls are made of stone. Two doors lie on the eastern side.*

This corridor is trapped with two magical, resetting traps. Both traps are triggered by stepping on a special floor board, slightly darker than the others. The first board is located in front of the first door, the second on the height of the second door. If characters take a closer look at the floor they find this automatically, otherwise the first character stepping into the corridor might make a Luck check to notice the traps.

If the trap is triggered, blades made out of pure energy sling from the ceiling across the hallway, cutting the character who triggered the trap as well as anyone within 5 feet of him for 1d8 damage. A DC 15 Reflex save can still avoid harm. The blades vanish in the ceiling leaving nothing but a faint magical glow. They reset after 10 minutes.

Area 2-2—Apprentice Chamber: *This room is dark. Two bunk beds stand in one corner of the room, while a large wardrobe is in the other.*

If there were any wizard's apprentices rolled up they can be found in this room. They have been abducted at least 4 years ago and are between 16 and 20 years old by now. Read the following if there are apprentices here.

You see movement in one of the bed and hear a chain rattling.

This room is the bedroom of the apprentices. Broshgar holds them like slaves, chaining them to their beds when he does not need them. The recently abducted are not here, they can be found in Area 2-4. Other characters don't know about their fate.

A quick search of the wardrobe turns up nothing of value, but closer examination will reveal two random first level spell scrolls. Beneath one of the mattresses a holy book of Ralwonir or any other lawful god can be found hidden away. Another mattress hides a silver ring worth 4sp.

A staircase leads upwards into Area 3-1.

Area 2-3—Kitchen: *A pungent stench rushes through your noses, as you enter this room. A dark cauldron sits on top a small fire in the middle of the room with sickeningly yellow bubbles emerging from it. The entire room is filled with cupboards and counters. Plates, cups, flasks and many cooking tools lie here, spread around the entire room.*

Within the many cupboards of this room some valuable alchemical ingredients can be found as well as lots of food stolen from the villagers. One cupboard is locked. The lock can be opened with a DC 10 Strength or Agility check. Inside are four potions, which are sadly only numbered and not labeled correctly. Randomly determine the effect by looking at the Master Potion List in the DCC RPG core rulebook (p. 224) and rolling a d24. The table has only 22 entries, so we have to expand: 23 equals pure alcohol and 24 is bad tasting water.

A weird magical ooze boils in the dark cauldron close to completion. This consuming ooze is the current project of Broshgar, who created it with a mixture of curiosity and ill will. The ooze will come to life in 1d100 minutes and will then search for living things to devour. Broshgar knows how to stop the living ooze with magic, but the characters are helpless against him. Extinguishing the flame will cause the ooze not to finish, while putting other ingredients in might prove fatal.

The ooze does not attack his targets but tries to pull them in. Trapped characters take 1 point of damage every round and can try to escape with a DC 20 Strength check. Help from the outside lowers this to DC 15.

Up to three characters can be trapped inside simultaneously. If a living being dies inside the ooze it gets reanimated into an ooze corpse after 1d30 minutes. Stats for humanoid ooze corpses can be found here while non-human ooze corpses should be improvised. Ooze corpses are aggressive towards everything alive.

If this room is not explored the judge may have the ooze appear anyway after 1d10 turns (if he hates the players).

Consuming Ooze: Init +0; Atk consume +2 melee (1 point per round. DC 20 Strength check to escape); AC 5; HD 3d6; hp 12; MV 10'; Act 1d20; SP vulnerable to fire and cold, immune to weapon damage, creates ooze corpses; SV Fort +5, Ref -8, Will -2; AL C.

Ooze Corpses: Init +0; Atk punch +0 melee (1d3) or weapon +0 melee (by weapon); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SP un-dead traits; Act 1d20; SV Fort +2, Ref -1, Will -3; AL C.

Area 2-4—Secret Laboratory: This room can only be accessed by finding the hidden trap door in Area 3-1. The room is dark and cold. A faint magic glow will illuminate the room if someone makes a sound resembling a clap. Once the room is illuminated read the following text passage.

This large, windowless room, features four massive stone coffins, ridden in runes, as well as a massive wooden chest. A desk and a bookshelf stand in the far corner of the room.

On the desk you can find the notes of Broshgar, detailing his magical exploits. They are written in a variety of different languages and with terrible handwriting. Two of the four potions in Area 2-3 can be identified with these notes. There are also 4 random spells which Broshgar knows written down, along with complicated instructions for meta-magical rituals. 2 gp and 21 sp lie in drawers beneath blank paper or note-sheets.

The bookshelf contains old books, detailing magic, but not containing spells. Each book has a value of 2 sp and there are more than the characters can carry.

The coffins can easily be opened. Inside lie the bodies of the four recently abducted children. They are still alive but in a comatose state. Their spirits got disembodied and forced to act as guardians in Area 3-1. The characters have most likely defeated them already. When the amulets of the living armors get placed around the necks of the children their spirits reenter the body. The children will be scared and thankful and later, slightly annoyed, as the chances of placing everyone in the right body are quite low.

The chest is in fact a mimic. It is not locked. The fact that it is a living chest is hard to find out. Upon very close examination and a DC 15 Intelligence check a character can notice the beating of a heart inside and that the chest seems to be breathing through its keyhole. Hitting or opening the chest will cause the mimic to give itself away. Read or paraphrase the following:

The massive wooden chest suddenly springs open, revealing multiple huge rows of teeth. Two legs, like a cross between horse and monkey, emerge from below the chest and two large arms grow out of its side. The 7-foot-tall chest roars as it tries to bite you.

In the third round of combat, instead of biting or striking the mimic will grab a random character and try to smash him into the wall. The mimic has to roll for a normal attack. If the attack is successful, the mimic smashes the character through the wall and opens a new entrance to Area 2-1. The character smashed through the wall receives 2d6 damage.

If the mimic is defeated he can be looted. Inside of his corpse are 1d4 gp, 2d20 sp and 3d00 cp, a +1 dagger (Intelligence 5; chaotic; simple urges; +1d4 damage against clerics; intent: slay an angel of law) as well as a magical ring. The ring grants +3 to all spell checks but the wielder must make a Luck check to avoid corruption, as if he had misfired the spell, every time he uses it.

Mimic: Init +6; Atk claw or bite +5 melee (1d8); AC 14; HD 3d6; hp 13; MV 30'; Act 1d20; SV Fort +8, Ref +1, Will +0; AL N.

Area 3-1—Carpet Room: *This large room is completely laid out with carpets. Two large wardrobes stand on opposite sides of this massive room.*

Once most of the characters have entered the room read, or paraphrase the following:

In between the massive stairs leading to the roof a mouth emerges from the wall. With a growling voice it yells at you: "Fools. Bloody fools. I should have eradicated your entire village years ago. How dare you worthless misfits rampage through my home? I will crush you, you will regret this, you filthy peasant scum." With a forceful blow the wardrobes swing open.

Four sets of animated armor leave the wardrobes, wielding weapons and ready to attack the characters. They are possessed by the spirits of the abducted children who are forced to fight for Broshgar. If any armor is reduced to zero hit points the spirit gets trapped in an amulet hidden underneath each set of armor. The armor can be put on by characters, but the damage sustained in fight increases its fumble die by one step on the dice chain.

Broshgar will of course intervene in the fight by pulling out the carpets underneath the characters feet with his magic. Every two rounds up to three characters close to each other must make a DC 10 Reflex save or fall to the ground. To literally add insult to injury, the magic mouth will continue throwing foul mouthed insults at the group.

A trapdoor is hidden beneath one of the carpets close to the staircases, which lead upwards. It is not locked and leads into Area 2-4. After about 20 seconds the door closes again and a carpet places itself over the trapdoor to hide it away. If opened from beneath the carpet gets out of the way by itself.

Animated Armor: Init +2; Atk strike +2 (damage as weapon [see below]); AC see below; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +4, Ref -1, Will -3; AL N.

List of Armor and Weapons

Hide Armor (AC 12) / Flail (1d6)

Studded Leather (AC 12) / Long Sword (1d8)

Chainmail (AC 14) / Mace (1d6)

Leather (AC 11) / Greatsword (1d10)

Area 3-2—Broshgar's Bedroom: *This room looks like an ordinary bedroom, with a large and comfy bed, a small desk and some drawers.*

This is Broshgar's bedroom. He does not have many valuables here, but 1d8 sp and 4d12 cp can be found on the desk. Some notes and letters lie around here, but they are not of important. On the desk are some letters. One set of letters, hidden

beneath many other things, seems to be a set of love letters exchanged with a witch named Noydra.

Area 4—The Roof: *On top of the tower's roof Broshgar awaits you. His face is a pure display of wrath and hatred as he looks at you. As he throws his arms into the air four big orbs, placed in large sockets, on the edges of the tower, begin to glow. One in red, one blue, one white and one green. Broshgar's face turns into a condescending smile as he turns back at you.*

This is the final battle with Broshgar. He will fight to the death and show no mercy but can't stop continue ranting at the characters. His death will cause any animated objects and traps within the castle to stop working, except for the mimic within Area 2-4.

The orbs grant Broshgar additional combat abilities and support him significantly. Each orb gives him a bonus as listed below. The orbs can be destroyed (AC 10; hp 5) or thrown off the towers roof with a DC 14 Strength check. Once an orb is destroyed, it unleashes the energy stored within in a huge burst. Upon destruction, the red orb unleashes flames, the blue one ice, the white orb unleashes a blast of force and the green orb spits out a poisonous cloud. All effects deal 1d6 points of damage to those within a range of 30'. Characters next to it

can make a DC 12 Reflex save to avoid damage and those further than 10' away can do the same with a DC of 8. If the orbs get tossed off the tower they obviously don't deal damage to the characters but will obliterate huge parts of the village as the fall grants them extra energy. If all orbs are tossed down the tower is damaged significantly and will collapse within 1d6 turns.

The abilities granted by the orbs are as follows:

Red orb – Allows Broshgar to cast a rod of flame every round that deals 1d4 points of damage. This is a free action and uses a d14 as action dice with an attack bonus of +2.

Blue orb – Absorbs the first 10 points of damage Broshgar receives every round with a magical shield appearing to stop the blow.

White orb – Grants Broshgar immunity from missile attack, as wind carries any projectile away.

Green orb – Improves Broshgar's reflexes. His AC, initiative, and melee attacks are all increased by +4.

Broshgar the Ruthless: Init +2 (+6 with green orb); Atk dagger +1 (+5 with green orb) melee (1d4-1) or spell; AC 9 (13 with green orb); HD 4d4; hp 10; MV 30'; Act 1d20; SP spells (+4 spell check, CL 3: *charm person*, *detect magic*, *flaming hands*, *magic shield*, *magic mouth*); SV Fort +1, Ref +1, Will +1; AL C.



Spells









Drain Vitality	
Level: 2	Range: 80' Duration: Instantaneous Casting Time: 1 action Save: Fort
General	The caster weaves necromantic energy to siphon the vital force of his foes. At least 1 point of spellburn is required to cast this spell.
Manifestation	Roll 1d4: (1) sickly green-black lines of energy connect the caster to the target; (2) blood is pulled from the target's body through pores; (3) a swirling grey mist surround target, accompanied by grave-stench; (4) the caster's shadow detaches and latches on to the target.
Corruption	Roll 1d6: (1) caster's flesh withers and dries to parchment, they henceforth take 50% more damage from all fire effects; (2) caster exudes a scent of rot and decay, and his hands wither causing -1d on spell checks; (3) caster continuously leaks blood from eyes and ears, reducing max hit points by 10% permanently; (4) greater; (5) major; (6) minor.
Misfire	Roll 1d6: (1) necromantic energy explodes wildly from caster, causing 1d6 damage to everything within 10'; (2) the powers of decay cause all non-magical clothing worn by caster to rot into dust; (3) one random ally within 30' takes 1d8 damage, one random creature within 80' heals the same amount as the life force is drained from one to the other; (4) a humid, fetid mist fills a 40' square centered on the caster. Sight is reduced to 5' and scent-based tracking is impossible within area. All inside hear the voices of dead loved ones crying out to them. Mist lasts for 1d4 rounds; (5) all beings within 80' take 1d4 damage as blood is pulled from their bodies, creating a swirling vortex with a 5' diameter at a random location within the area for 1d6 rounds. The vortex moves 10' per round towards the nearest living being, and anyone who begins or ends their turn within its area takes 1d7 damage; (6) caster has 1d6 (temporary) Strength drained and transferred to the intended target, or distributed among multiple targets.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	One target takes 1d6 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 1 point of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent.
16-19	One target takes 1d8 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 1d4 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent. Target radiates an aura of death and decay while plague is active, demoralizing living allies within 10'.
20-21	The caster can affect two targets within range, or strike the same target twice. Each strike causes 1d10 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 1d5 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent. The caster can forgo the ability drain effect to instead heal a single ally for 50% of the damage dealt. There is a cumulative 15% chance that the recipient of the healing will experience a corruption effect (roll 1d6, modified by Luck): (0 or less) greater and major, (1) greater; (2-3) major; (4-6+) minor. Corruption chance resets after a corruption result is rolled. Target ages 1 year for each time it is affected if plague is foregone.




22-25	The caster can affect three targets within range, or strike the same target. Each strike causes 1d12 + caster level damage. Additionally, it must make a Fortitude save vs. spell check or have 2d4 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent. The caster can forgo the plague effect to instead heal a single ally for 75% of the damage dealt. There is a cumulative 25% chance that the recipient of the healing will experience a corruption effect (roll 1d6, modified by Luck): (0 or less) greater and major, (1) greater; (2-3) major; (4-6+) minor. Corruption chance resets after a corruption result is rolled. This corruption chance stacks with the chance for the previous result. Target ages 1 year for each time it is affected if plague is foregone.
26-29	The caster taps the very core of un-death, unleashing a wave of necromantic energy. The energy wave is shaped like a cone, expanding to a width of 40' at its farthest end 80' away. All targets within the cone take 1d12 + caster level damage. Additionally, each target must make a Fortitude save vs. spell check or have 1d4 points of a random ability drained. This ability drain goes to a spellburn pool that can be spent at a 3:1 ratio. This pool lasts until the next sunrise. Spellburning from this pool carries an increased, cumulative chance of corruption, at 3% per point spent.
30-31	The caster creates a stronger conduit to the dark energy. All targets within 20' take 1d12 damage and immediately age 5 years. Additionally, a multi-headed lash of energy is created that the caster can use to strike up to 8 targets. Each lash strike does 1d20 + caster level damage and ages the target 5 years. Any living being killed by this effect immediately decays to bones and is raised as a skeletal servant of the caster. No target can be damaged by more than one death-lash.
32-33	The caster creates a stronger conduit to the dark energy. All targets within 30' take 1d20 damage and immediately age 5 years. Additionally, a multi-headed lash of energy is created that the caster can use to strike up to 12 targets. Each lash strike does 1d20 + caster level damage and ages the target 5 years. Any living being killed by this effect is immediately raised as a zombie servant of the caster.
34+	The caster becomes a living manifestation of entropy and necromancy. The void of oblivion opens a baleful eye at his command, and spews un-life forth onto the mortal plane, obliterating all life it contacts. All plant life within 1000' is immediately killed. The caster can direct the gaze of the eye onto any number of targets within 1000'. A single target takes 6d20 + caster level damage and must succeed on a Fortitude save vs. spell check or immediately age 25 years; 2-5 targets take 4d20 + caster level and must succeed on a Fortitude save vs. spell check or immediately age 15 years; 6-10 targets take 3d12 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 10 years; 11-30 targets take 1d20 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 5 years; 31-50 targets take 1d12 + CL damage and must succeed on a Fortitude save vs. spell check or immediately age 1 year; 51-100 targets take 1d8 damage, and 101+ targets take 1d6 damage. If 10 or fewer are targeted, then any who are killed immediately raise as unique un-dead under the caster's control. If more than 10 are targeted and are killed, they decay to bones and are raised as skeletal servants.






Illumination	
Level: 1	Range: 15'+ radius, other Duration: Varies Casting Time: 1 action Save: see below
General	The caster creates a magical, heatless light source of varying intensity. At higher spell checks the spell can be used to counter magical darkness or may temporarily immobilize or even cause damage to darkness loving, light sensitive creatures such as orcs, ghouls, certain demons, vampires, shadows, etc. Note that this spell requires a physical focus (staff, stone, wand, torch, weapon, etc.) as a source for the light. This otherwise mundane item must be selected and prepared ahead of time (judge's discretion on this preparation process and no, you can't prepare a backup focus) and if lost, the spell cannot be cast until a replacement is prepared. The caster can extinguish the created illumination at will.
Manifestation	Roll 1d12: (1-6) heatless flame [roll 1d7: (1-4) normal looking flame; (5) blue flame; (6) green flame; (7) black flame]; (7) a cold white light [all chaotic aligned creatures within its radius for more than 1 hour must make a DC10 Will save or suffer from a depressed lethargy (-1 on all rolls for duration of exposure + 1d5 hours)]; (8) an electrical arc or ball lightning in miniature; (9) a miniature sun appears in, on or out from the focus object creating a light similar to sunlight (at lower spell check results this light does not affect vampires, etc.); (10) a miniature moon appears in, on or out from the focus object creating a light similar to moonlight (may have some effect on lycanthropes at higher spell check results, judge's discretion); (11) the focus object, or part thereof, eerily glows with an unearthly, unidentifiable color while emitting a low, disturbing hum (+1 to all corruption rolls while this spell is active); (12) a sizeable firefly appears on or in focus (or focus transforms into) with abdomen that glows with steady bioluminescence.
Misfire	Focus is 1d7 (modified by Luck): (1-4) damaged or destroyed, situational by judge's discretion; (5-7) unaffected. Roll 1d5: (1) focus momentarily heats to white hot intensity- anyone touching or in close proximity is burned for 1d4 damage, combustible items and clothing may ignite at judge's discretion; (2) focus produces a blinding flash that affects all creatures within 30' and line of sight, DC 10 Reflex save or blinded for 1d4 rounds; (3) caster's body hair (all of it) glows for 1d30 days; (4) the focus emits a shower of sparks (or tiny bolts of lightning, swarm of fireflies, etc.) straight up into the air along with loud report, hissing and crackling. No further effect, though this display may attract unwanted attention; (5) the focus emits a dazzling array of dancing lights that mesmerizes all creatures within 100' (DC 13 Will save to cancel), those mesmerized are unable to move or take any action for 1d4 turns.
1	Lost, failure, and misfire.
2-11	Lost. Failure.
12-13	The caster creates a meager light the equivalent of candlelight illuminating an area up to 20' in diameter and lasting for 1 + caster level hours.
14-15	The caster creates a moderate light the equivalent of torchlight illuminating an area up to 40' in diameter and lasting for 2 + caster level hours.
16-17	The caster creates a bright light the equivalent of a high-quality lantern illuminating an area up to 40' in diameter and lasting 3 + caster level hours.
18-20	The caster creates a brilliant light the equivalent of a large bonfire illuminating an area up to 50' in diameter lasting 4 + caster level hours OR the caster may use this result to negate magically created darkness (as per the <i>darkness</i> spell).
21-22	The caster creates a light as per any of the lower spell check results lasting for 4d4 + caster level hours OR the caster may use this result to create a glaring light illuminating an area up to 100' in diameter lasting 1d3 rounds and causes all light sensitive creatures within that area to take a -2 penalty to all rolls.

23-24	The caster creates a light as per any of the lower spell check results lasting for 1d4 + caster level days OR the caster may use this result to create a glaring light illuminating an area up to 200' in diameter, lasting 1d4 rounds, and causes all light sensitive creatures within that area to take a -1d penalty to all rolls.
25-27	The caster creates a light as per any of the lower spell check results lasting for 2d4 + caster level days OR the caster may use this result to create a searing light illuminating an area up to 500' in diameter, lasting 1d5 rounds, and causes all light sensitive creatures within that area to take a -1d penalty to all rolls and make a one-time DC 12 Fort save or be stunned for 1d4 rounds.
28-29	The caster creates a light as per any of the lower spell check results lasting for 3d4 + caster level days OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 500' in diameter, lasting 1d6 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 13 Fort save or be stunned for 1d4 rounds, and take 1d6 points of burn damage per round.
30-31	The caster creates a light as per any of the lower spell check results lasting for 4d4 + caster level days OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 500' in diameter, lasting 1d7 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 14 Fort save or be stunned for 1d4 rounds, and take 2d6 points of burn damage per round.
32+	The caster creates a light as per any of the lower spell check results lasting for 1d4 + caster level weeks OR the caster may use this result to create the equivalent of sunlight illuminating an area up to 1000' in diameter, lasting 1d8 rounds and causes all light sensitive creatures within that area to take a -1d penalty to all rolls, make a one-time DC 15 Fort save or be stunned for 1d4 rounds, and take 3d6 points of burn damage per round.



Runic Alphabet, Dwarven	
Level: 1	Range: One inscribed rune Duration: Instantaneous Casting Time: 1 action Save: Will vs. spell check; -2 penalty if the target is an elf
General	<p>This spell imparts unto the caster the secret knowledge of the dwarven rune-masters. Upon casting this spell, the caster may then chisel the rune into the selected stone object (requiring an additional 2d3 turns). The caster can choose one rune at or below the result of the check, with the choice made when the rune is inscribed. The materials needed to properly inscribe the rune require 100 gp worth of powdered gemstones per rune. The effect of the rune is triggered per the specific symbol as shown and described below.</p> <p>This spell requires a point of spellburn as sacrifice but additional spellburn does not enhance the spell's result.</p>
Manifestation	Inscribed rune.
Corruption	Roll 1d4: (1) caster weeps tears of stone, inflicting 1 point of damage per day; (2) caster's beard permanently shortens by six inches while beardless casters lose all body hair; (3) minor; (4) major.
Misfire	Roll 1d4: (1) runic energies backlash into the caster's mind inflicting 1d3+CL damage as they tear through his mind; (2) the knowledge of the rune being inscribed is permanently wiped from the caster's mind. That result is forever blank and useless in the caster's mind; (3) caster is struck blind for 1d7 turns; (4) every word spoken by the caster for the next 2d3 rounds flows across his skin in dwarven script.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	 Safety. Worn as a talisman, this rune glows bright red in the presence of mine gasses and glows bright yellow in the presence of unsteady mine shoring. This rune will function CL number of times before its energies are spent.
14-17	 Message. This rune loudly repeats a message of up to 15 seconds in length. The message may be listened to only once.
18-19	 Radiance. When inscribed, this rune casts a steady yellow glow, akin to candlelight, in a 50' radius for 1d3 months.
20-23	 Shore. Tunnels within 300' of this rune are strengthened and, in the case of a collapse hold 1+CL rounds before failing.
24-27	 Misdirection. Creatures coming within sight of this rune forget all knowledge of where they are and how they came to be there, becoming instantly lost (Will save resists).
28-29	 Message. When bathed in the light of a specific moon (by phase, season, celestial alignment, etc.), this rune reveals a message of no more than 50 words. This magic is permanent until the rune itself is physically marred or destroyed.
30-31	 Vault Guard. Anyone attempting to steal from the marked mine must make a Will save in the presence of this run or be held fast for 2d3 turns.
32+	 Motherload. Reputed to increase the value of the veins of a given mine by one hundredfold. It is unknown if this rune has any magical value, although it is found carved above the entrances to many of the richest dwarven mines.

Runic Alphabet, Infernal	
Level: 4	Range: One inscribed rune Duration: Instantaneous Casting Time: 1 turn Save: As below; +3 bonus if target is chaotic, -2 penalty if target is lawful
General	<p>This spell is a jealously guarded secret among infernalists, allowing them access to the runic language of the Hells. The casting of the spell requires 10 points of spellburn, one to power the spell and the other nine as direct blood sacrifice in supplication to the dark powers. The materials necessary to inscribe the rune cost 500 gp per rune. The spell check is made to determine which energies the caster can imbue in his rune; the caster can choose one rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced in any object: on a sacrificial victim's flesh, the crib of a newborn, an infernal pendant, a sinister signet ring, and so on. The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc.</p> <p>Unlike other runic alphabets, infernal runes are always permanent unless destroyed by consecration or similar means.</p>
Manifestation	Inscribed rune.
Corruption	<p>All successful castings of this spell inflict minor corruption on the infernalist wielding such demonic forces. There is a price to pay for direct converse with the dark powers.</p> <p>Roll 1d10: (1-3) caster sweats unholy water, desecrating all they touch and causing a -1d penalty on all <i>lay on hands</i> attempts by non-chaotic clerics; (4-6) caster grows horns, reaching 6" from their head; (7-8) major; (9-10) greater.</p>
Misfire	Roll 1d4: (1) runic energies backlash into the caster's mind inflicting 1d3+CL damage as they tear through his mind; (2) the knowledge of the rune being inscribed is permanently wiped from the caster's mind. That result is forever blank and useless in the caster's mind; (3) caster is struck blind for 1d7 turns; (4) every word spoken by the caster for the next 2d3 rounds flows across his skin in dwarven script.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure. Caster suffers 1d6 points of damage as hellfire washes across them.
12-17	Failure, but spell is not lost. Caster suffers 1d3 points of damage as hellfire dances across their face.
18-19	 <p><i>Possess.</i> Target viewing the rune must make a Will save vs the spell check or have their body immediately possessed by a demon. The demon takes immediate and total control to use for their own ends. Roll 1d24, modified by Luck, to determine demon Type: (<0) ghost; (1-7) Type I; (8-12) Type II; (13-16) Type III; (17-19) Type IV; (20-21) Type V; (22-23) Type VI; (24+) Demon Prince.</p>
20-23	 <p><i>Disfigure.</i> Target viewing this rune must make a Fort save vs. the spell check or permanently lose 2d3 points of Personality as the flesh of their face runs like molten wax and they develop a lingering odor of rot. Creatures whose Personality is reduced to zero collapse into unidentifiable mounds of flesh, suffocating under their own weight.</p>
24-25	 <p><i>Famine.</i> Creatures within a one-mile radius of this rune must make a Fort save vs. the spell check result or be struck by a hunger that is only satiated after consuming their own weight in meat. For each day that passes without this feat being accomplished, victims lose 1 permanent point of Stamina. Creatures whose Stamina is reduced to zero wither to nothing but bones and are no longer even good for being eaten.</p>

26-28	 <p><i>Wither.</i> Target viewing the rune must make a make a Fort save or instantly and permanently lose 1d3+CL points of permanent Strength. Creatures whose Strength is reduced to zero are dragged screaming into the fires of the underworld and are forever lost.</p>
29-33	 <p><i>Plague.</i> All targets coming within 150' of this rune must make a DC 25 Fort save or be struck by a hemorrhagic plague of infernal origin. Those contracting the horrific disease begin retching up blood within 12 hours. Once symptomatic, the victim suffers 2d5+CL damage and the loss of a point of Stamina. The victim is allowed a new save each day until the infection is defeated or the patient dies. Those coming within a close proximity to the infected (20') must pass a DC 15 Fort save to avoid infection while those coming into physical contact with the infected must succeed at a DC 20 Fort save.</p> <p>Laying of hands will <u>not</u> cure this disease, nor restore hit points lost to the disease. However, a result of 3 or more dice will restore a single lost point of Stamina per day. Direct intervention by a deity, such as <i>divine</i> aid of an equal or greater result, will remove the plague.</p>
34-35	 <p><i>Malediction.</i> Victims in close proximity to this rune (such as within the same room or building) must make a Will save vs. the spell check or Lose a permanent point of Luck and be haunted by phantom voices shouting blasphemous prayers into their ears at all hour day and night. The volume of the voices is such that it makes conversation, natural sleep, and the casting of spells impossible. Each subsequent day (or portion thereof) that the victim is exposed to the rune's malevolent spiritual presence requires an additional saving throw or the haunting continues.</p>
36-37	 <p><i>Conflagration.</i> Targets viewing this rune are immediately immolated in a pillar of hellfire. The flames inflict 1d10 points of damage and 1 point of Strength per caster level (maximum 10d10+10 points of Strength). No save is possible as the fires of Hell burn anywhere and strike their victim without error. Any creature slain by this demonic combustion are reduced to fine ash with no chance of revival.</p>
38+	 <p><i>Ruination.</i> Upon completion of this rune, the ground as a massive volcano erupts from the earth. The initial shockwave is so great that forests and buildings within a one-mile radius are instantly flattened and all creatures of less than 2 HD in that area are immediately killed as the concussion turns their innards to jelly. Volcanic ash (which is acidic) clouds the sky for a 100-mile radius, blotting out the sun while molten rock rains down within a 5-mile radius (Luck check or be struck and killed). The terrain is forever changed by the active volcano.</p>



Sunbolt	
Level: 1 (Inanna) Range: Sight Duration: Instantaneous Casting Time: 1 round Save: see below	
General	You shout at the skies and hurl an insult to your patron: "Hey, Inanna! This goblin looks kinda spindly like that Gilgamesh fellow was when he spurned you!" She becomes enraged and sends a beam of scorching sunlight to sear flesh.
Manifestation	The skies part and a magnified blast of sunlight shines down from the heavens to strike a foe of your choice. You do this by using some vague details about the target's appearance to remind Inanna of some failed romantic conquest.
1	Lost, Hit self with 12-13 level of spell, and patron taint. Maybe you shouldn't piss off a supreme being?
2-11	Lost. Roll again, if failed again, strike self, or ally at 12-13 range of spell. Concentrate and aim better next time.
12-13	Select an opponent. The target indicated gets smoked by the concentrated sunlight for 1d3+CL damage and requires a Fort save to avoid temporary blindness. Turns blinded are equal to number indicated on the die.
14-17	Same effect as 12-13 range, except target takes 1d5+CL in damage and must save for temporary blindness.
18-19	A bigger beam of sunlight comes down, this time it is a 10' square and strikes all foes in that area. Roll 2d6+CL in damage. Targets wounded must save for temporary blindness.
20-23	Same as 18-19, add that if you are outside, all flammable objects are now on fire in the area indicated. If the targets stay put, the next turn, all living things begin to take 1d7 fire damage.
24-27	You indicate a 30' line. All targets take 4d6+CL in damage, plus must save or be blinded permanently, on fire (1d7 per round, doing nothing but putting the fire out will end this third effect.)
28-29	As 24-27, except the line is now 60'.
30-31	As 28-29, except any terrain in that line is evaporated and all living beings indicated take 6d6+CL in damage.
32+	You overshoot just a smidge. The creature you targeted is disintegrated, and so is a physical landmark on the map. In a straight line (i.e., that rival wizard's tower is now gone).

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