

SANCTUM SECORUM

Episode #43

The Carnelian Cube

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #43 Companion

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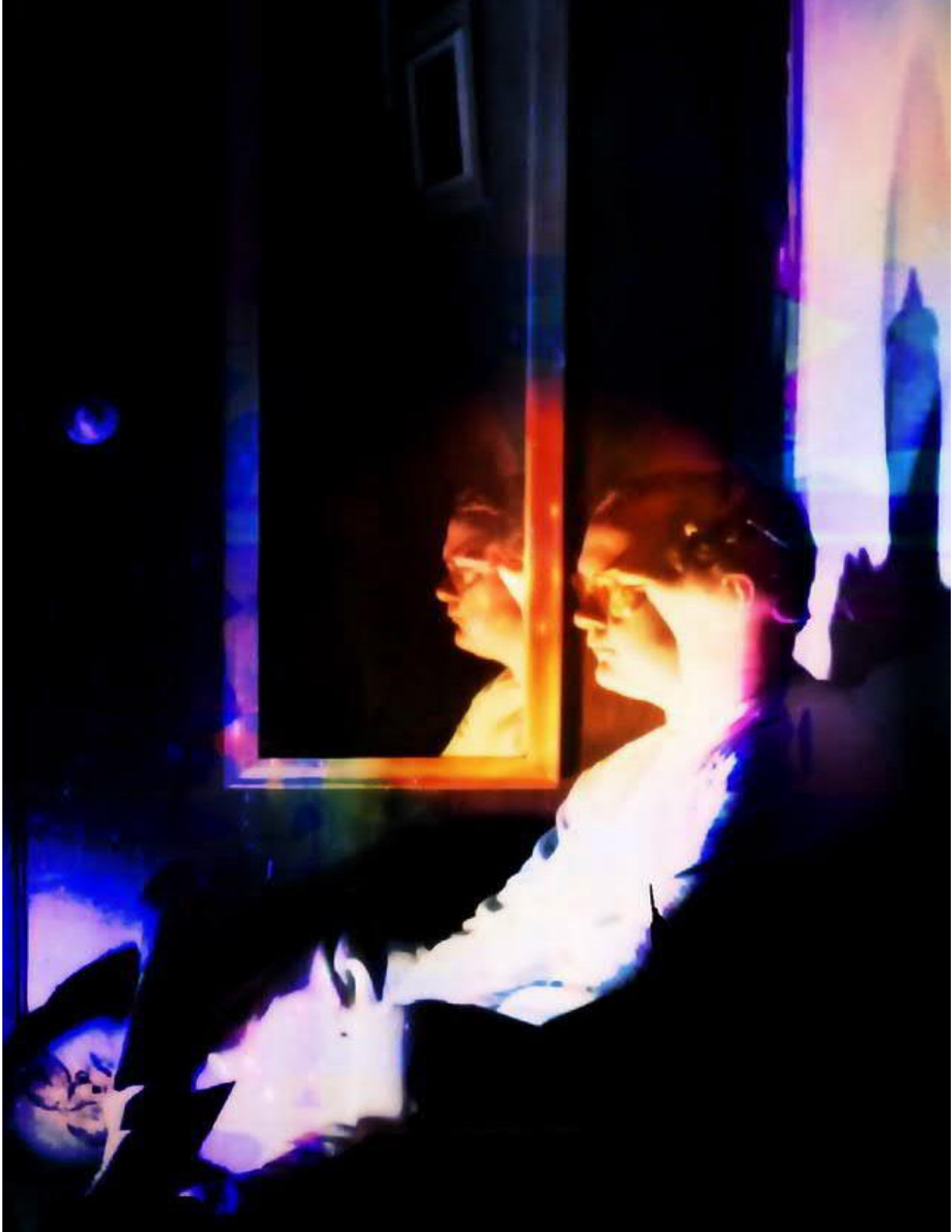


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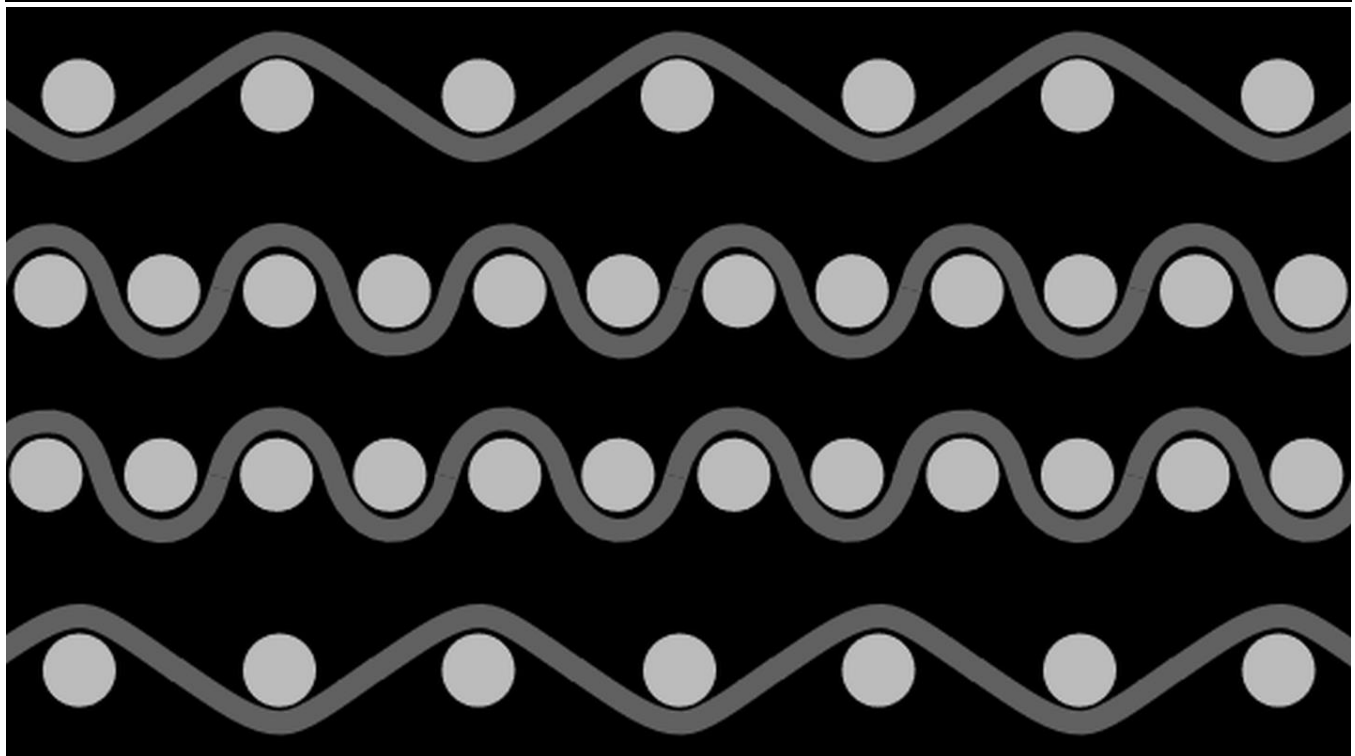
Campaign Tools

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.... |
| 01 |everyone is male. |
| 02 |everyone is female. |
| 03 |everyone is hermaphroditic. |
| 04 |everyone's gender is reversed. |
| 05 |monetary value is reversed, so that 1 cp = 10 sp = 100 gp. |
| 06 |everyone has a new sense that renders deception impossible. |
| 07 |prohibition of alcohol is ongoing. |
| 08 |dwarves and elves have been at war for centuries. |
| 09 |flying ships are used for cargo and passengers. |
| 10 |Moustache Duels are a commonplace event (see <i>DCC Annual #1</i> , p. 189, for details). |
| 11 |dinosaurs are everywhere. Some of them are domesticated. |
| 12 |the PCs are part of the same extended ruling family, with numerous relatives plotting for the throne. |
| 13 |mammals never evolved. Reptiles and amphibian counterparts replace all mammals, including humans and their ilk. |
| 14 |civilization is dominated by hyper-intelligent giant ant overlords. |
| 15 |most 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. |
| 16 |the dead always arise as zombies after 1d4 x 10 minutes, and have to be killed a second time. |
| 17 |everyone speaks with an outrageous French accent, as though part of a Monty Python skit. |
| 18 |people are birthed from the ground old, and get younger over time. |
| 19 |the gods have opposed alignments and portfolios. |
| 20 |there 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. |
| 21 |Cthulhu has already arisen, and the Elder Gods are in power. |
| 22 |steampunk technology is the norm. |
| 23 |technology never developed beyond the Bronze Age. |
| 24 |technology never developed beyond the Stone Age. |
| 25 |orcs are the dominant species. Humans and elves huddle in dungeons. |
| 26 |the climate is much colder. |
| 27 |the climate is much warmer. |
| 28 |magic follows the laws of a different ruleset (<i>Labyrinth Lord</i> , <i>Lamentations of the Flame Princess</i> , etc.). |
| 29 |food is unpalatable to the PCs. The judge is encouraged to make this as funny or disgusting as they desire. |
| 30 |the world faces an imminent disaster. |

| | |
|----|--|
| 31 |the dominant culture is African. |
| 32 |the dominant culture is Asian. |
| 33 |the dominant culture is Native American. |
| 34 |the dominant culture is Australian Aboriginal. |
| 35 |apes have evolved to human-level sapience, while humans and their ilk are little more than animals. |
| 36 |society is ruled by 1920s-era gang bosses. |
| 37 |a race of intelligent space-faring rabbits has enslaved humanity. |
| 38 |it is still 1d10 x 100 years in the past. |
| 39 |society 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. |
| 40 |everything is a duplicate of the judge's favorite Appendix N novel or series, except that recorded events can be changed by the PCs. |
| 41 |all animals and plants are intelligent and capable of speech. Mealtimes are more than a little awkward. |
| 42 |the gods are more powerful. Clerical spell checks gain a +1d bonus. |
| 43 |magic is less powerful. All spell checks suffer a -1d penalty. |
| 44 |everything is weaker, so that PCs roll Strength checks at +1d, and gain a +2 bonus to melee attacks and damage. |
| 45 |everything 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. |
| 46 |Elfland 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. |
| 47 |languages are not related to their counterparts in the original universe, meaning that the PCs are not able to immediately communicate with anyone or anything. |
| 48 |arcane magic is less predictable, so that a natural 1-3 on an arcane spell check is treated as if it were a natural 1. |
| 49 |combat 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".

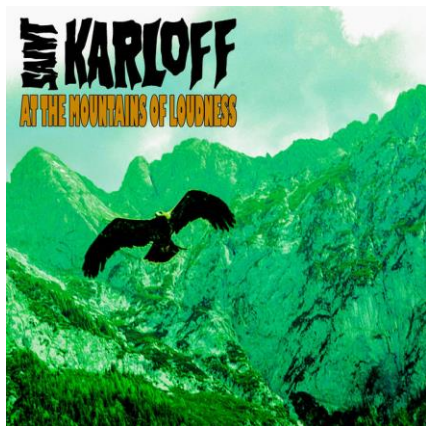
Zoroastrian Cephalopod: Init +0; tentacle +2 melee (1d3) and beak +4 melee (1d8+4); AC 12; HD 3d8; MV fly 40' or swim 60'; Act 8d20 or 2d24 (spellcasting); SP camouflage, grasp, spell (+3 spell check: *lotus stare*); spells (+6 spell check: *blessing*, *food of the gods*, *paralysis*, *protection from 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

Coming Soon
Episode #44

The High Crusade

COMPATIBLE WITH

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