

The Dragon Horde • Volume II, Issue 1

Wherein Evil Lies

A Publication
Dedicated to Classic Edition
Tabletop Role-playing



NEW BIG DRAGON
GAMES UNLIMITED

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Letter from the Editor

There's no denying that it has been some time since the last issue of The Dragon Horde was published—five or so years, it seems. There were only those first two issues.

I started working on a small supplement that was intended to be a sort of “old school junior splatbook” for evil stuff (undead stuff mostly). And that's sort of what you hold in your hands (or are looking at on your screen).

Welcome to Volume II of The Dragon Horde. This volume differs from the first in that it's a different format (6"×9" with a color cover, rather than the half-legal with B&W cover on color paper of Volume I), and (as I intend it) each issue of Volume II will focus on a particular subject.

For now, that's it. I hope you enjoy the new Dragon Horde, and good gaming!

RICHARD J. LEBLANC, JR.
New Big Dragon Games Unlimited

NEW CHARACTER CLASS

Deathslayer

Where the necromancer turns his arcane attentions to the celebration and creation of the undead, the deathslayer is dedicated to ridding the world of these abominable creatures that mock existence by being both dead and un-dead. The goal of the deathslayer is to restore order to the cycle of life-and-death, conferring true death to the undead.

The deathslayer's prime requisites are Intelligence and Wisdom. If a deathslayer has a score of 13 or greater in both Intelligence and Wisdom, the character will gain a +5% bonus on earned experience points. If a deathslayer has a Wisdom of 13 or greater AND an Intelligence of 16 or greater, the character will gain a +10% bonus on earned experience.

RESTRICTIONS: Deathslayers use d6 to determine their hit points. They may not wear armor or use shields. They are limited only to using one-handed swords or daggers (non-magical or magical) as weapons. Deathslayers attack and save as clerics. Deathslayers may use any magic item permitted a magic-user, except those that create, assist, or otherwise support undead creatures. A deathslayer must have a minimum Wisdom score of 9.

In combat with opponents of different types, the deathslayer will always seek out and destroy undead first (over other enemies).

SPECIAL ABILITIES: In addition to spellcasting as a standard magic-user, a deathslayer has the following abilities:

Undead Focus. When a deathslayer begins their career, they must choose an undead type on which to focus their efforts (e.g., vampires, ghosts, mummies, etc.). The deathslayer's focus must remain the same throughout their career and it may not be changed or the deathslayer will be reduced to 0 experience points, lose all benefits of their class, and start again as a 1st level character.

When fighting their chosen undead focus as an opponent, a deathslayer gains the following benefits:

Self-possession: a +2 bonus against attacks and effects intended to influence the beliefs or actions of the deathslayer, including those of a magical nature (e.g., *charm*, *fear*, *geas*, etc.)

Battle Prowess: The deathslayer gains a +2 bonus on all melee and ranged attacks made against a creature of their undead focus type.

Spell Prowess: On any spell cast by the deathslayer against their undead focus, the focus suffers a -2 penalty on applicable saving throws.



Deathslayer Class Table

Level	Title	Exp. Points	Hit Dice	Spells					
				1	2	3	4	5	6
1	Deathslayer Guardian	0	1d6	1	-	-	-	-	-
2	Deathslayer Protector	2,500	2d6	2	-	-	-	-	-
3	Deathslayer Defender	5,000	3d6	2	1	-	-	-	-
4	Deathslayer Sender	10,000	4d6	2	2	-	-	-	-
5	Deathslayer Dispatcher	20,000	5d6	2	2	1	-	-	-
6	Deathslayer Consignor	40,000	6d6	3	2	2	-	-	-
7	Deathslayer Conqueror	80,000	7d6	3	3	2	2	-	-
8	Deathslayer Vanquisher	150,000	8d6	3	3	2	2	-	-
9	Deathslayer Paragon	300,000	9d6	3	3	2	2	1	-
10	10th Level Deathslayer Paragon	450,000	9d6+1*	4	3	3	2	2	-
11	11th Level Deathslayer Paragon	600,000	9d6+2*	4	4	4	3	2	-
12	12th Level Deathslayer Paragon	750,000	9d6+3*	4	4	4	3	2	1
13	13th Level Deathslayer Paragon	900,000	9d6+4*	5	4	4	3	2	2
14	14th Level Deathslayer Paragon	1,050,000	9d6+5*	5	4	4	4	3	2

* Constitution adjustments no longer apply.

Deathslayer Spell List*

First Level Deathslayer Spells

1. Detect Magic
2. Detect Undead
3. Disrupt Undead
4. Light
5. Protection from Evil
6. Read Magic
7. Read/Comprehend Languages
8. Shield

Second Level Deathslayer Spells

1. Continual Light
2. Detect Invisibility
3. Flaming Sphere
4. Invisibility
5. Locate Object
6. Rattle Undead¹
7. Resist Neg. Energy
8. Wizard Lock

Third Level Deathslayer Spells

1. Daylight
2. Dispel Magic
3. Explosive Runes
4. Halt Undead
5. Magic Circle vs. Evil
6. Nondetection
7. Protection from Negative Energy
8. Striking

Fourth Level Deathslayer Spells

1. Dimensional Anchor
2. Detect Scrying
3. Remove Curse
4. Polymorph Other
5. Polymorph Self
6. Stoneskin
7. Wall of Fire
8. Wizard Eye

Fifth Level Deathslayer Spells

1. Break Enchantment
2. Cloudkill^U
3. Contact Higher Plane
4. Dismissal
5. Restoration
6. Telekinesis
7. Teleportation
8. Wall of Stone

Sixth Level Deathslayer Spells

1. Analyze Dweomer
2. Contingency
3. Disintegrate
4. Geas
5. Guards and Wards
6. Legend Lore
7. True Seeing
8. Shadow Walk

* Suggested spell list only. Actual spell list at DM's discretion.

¹ As *daze monster*, but only affects undead with 3HD or less.

^U As named spell, but only affects undead.

Beginning at 3rd level, a deathslayer is able to create...

Glyphs of Warding. Deathslayers are able to, as a spell-like ability, create glyphs of warding that affect undead who enter, pass through, touch, or open the warded area or object. These glyphs of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The warded area can be an object touched or up to 5 square feet per level, and it takes 1 turn (10 minutes) to create the ward. The ward remains dormant until discharged. Depending on the version selected, the glyph either blasts the intruder or activates a stored spell.

Blast Glyph: A blast glyph deals 1d6 points of damage per two caster levels (maximum 5d6) to the intruder and to all within 5' of them. This damage can be acid, cold, fire, electricity, or sonic (deathslayer's choice, made at time of creation). Each creature affected can attempt a save vs. breath to take half damage. Magical resistances apply against this effect.

Spell Glyph: The deathslayer can store any undead-related spell of harm or protection of 3rd level or lower they know. All level-dependent features of the spell are based on the deathslayer's level at the time of creating the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that they are based on the level of the spell stored in the glyph.

The deathslayer sets the conditions of the ward. Typically, any undead creature entering the warded area or opening the warded object is subject to the magic it stores. Alternatively, glyphs can be set according to creature type, subtype, or kind. These glyphs cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area/item. However, if a cabinet has three drawers, each can be separately warded.

When creating the ward, the deathslayer weaves a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) cannot disguise undeath and, therefore, cannot be used to fool a glyph. *Read magic* allows the identification of the glyph, assuming the viewer knows where to look to expose the nearly-invisible glyph (detectable only on a natural roll of 1 on 1d6 when specifically searching the object or area for traps and the like). Identifying the glyph does not discharge it and allows those using the *read magic* ability to know the basic nature of the glyph (version, type of damage caused, etc.).

A deathslayer is able to create 1 glyph per day per three character levels. Beginning at 5th level, they may also use this ability as a normal 3rd level spell.

Beginning at 9th level, a deathslayer is able to...

Create Magic Items. Deathslayers are able to create scrolls and magic items as normal magic-users. However, any scrolls which affect undead can be crafted in half the time and at half the cost, and have twice the normal chance of being successfully created.

NEW CHARACTER CLASS

Witch Doctor

A witch doctor is a spellcaster of the shaman tradition, practicing the magic of influence, divination, and necromancy. The witch doctor often acts as a spiritual leader or teacher.

A witch doctor's prime requisites are Intelligence and Wisdom. A witch doctor with scores of 13 or greater in both Intelligence AND Wisdom gains a +5% bonus on earned experience. A witch doctor with scores of 16 or greater in both Intelligence AND Wisdom gains a +10% bonus on earned experience. Witch doctors use the same attack and saving throw table as clerics.



RESTRICTIONS: Witch doctors use six-sided dice (d6) to determine their hit points. Witch doctors may not wear armor, but may use a shield made of natural materials (wood, hide, etc.). Witch doctors are limited to medicine sticks (staves), daggers, darts and blowguns as weapons; additional tribal weapons may be allowed at the DM's discretion. A witch doctor may only use voodoo-specific magic items, or magic weapons of a type normally allowed a witch doctor. A witch doctor must have minimum scores of 9 in Intelligence AND Charisma.

SPECIAL ABILITIES: Witch doctors are practitioners of a form of dark, shamanistic magic known as voodoo. This provides them with a number of special abilities as outlined below:

Spellcasting. Though similar in nature to clerical spellcasting, witch doctor spellcasting requires the use of foci—vessels which help channel the power of a spell (see “Voodoo Spellcasting” below). The effects entreated to witch doctors by the spirits that empower them are mainly those of influence, divination, and necromancy.

Beginning at 1st level a witch doctor can...

Turn/Compel Undead. Witch doctors are able to affect undead as the cleric ability *turn undead* (using the same table, based on the witch doctor's level). However, a witch doctor need not be of chaotic alignment to compel undead into service.

Beginning at 3rd level a witch doctor can...

Detect Undead/Detect Recently Dead. Witch doctors are able to detect the presence of corporeal undead, as well as the presence of recently deceased humanoids, to a radius of 10' per experience level. There is also a 10% chance per level (to a maximum of 99%) that they will be able to tell the nature of nearby undead (e.g., zombie, skeleton, etc.), and a 5% chance per level (to a maximum of 99%) to tell the nature of any recently dead humanoid (e.g., human, elf, dwarf, etc.).

Beginning at 5th level a witch doctor can...

Animate Dead. This ability is similar to the magic-user spell, except the witch doctor is able to create only one skeleton or zombie at a time. The witch doctor must be wearing their mask AND touching the skeleton or corpse. Performing the ritual requires 1d6+5 rounds to create a 1HD skeleton, and 1d6+6 rounds to create a

2HD zombie. A witch doctor can only create undead from creatures that (during life) had a number of HD equal to or less than the level of the witch doctor. This ability may be used as many times per day as the witch doctor wishes. The total of HD of animated undead which may be under the witch doctor's control at any given time is based on their level (see the "Witch Doctor Class Table," below).

Beginning at 7th level a witch doctor can...

Possess Body. A witch doctor may attempt to possess a human or humanoid by projecting their soul into the target body. The location of the target creature must be known by the witch doctor, and be within a 120' radius (thought line-of-sight is not required). The target creature gets a save vs. spells to avoid possession. If successful, the witch doctor's body appears as if dead and their soul is transferred to the host body, occupying it, and it may then be moved beyond the original range of the spell (if the witch doctor so desires). The host's soul is imprisoned with the witch doctor's, but it can still use its own senses (though it can't assert any influence or use even purely mental abilities). The witch doctor can communicate telepathically with the host (if the two share a common language), but only with the witch doctor's consent. The witch doctor keeps their Intelligence, Wisdom, Charisma, level- and class-related bonuses, alignment, and mental abilities. The host body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The witch doctor can't activate the host's extraordinary or supernatural abilities, nor use any of its spells or spell-like abilities. The witch doctor can shift freely back to their own body (ending the possession) regardless of range, so long as it remains on the same plane. If the host's body is killed, the witch doctor returns to their own body and the life force of the host departs (it is dead). If the witch doctor's body is slain, when the spell expires or the host's body is killed, so is the witch doctor. It is possible to use this ability on a new target (as an additional use of the ability) from within a host's body; this resets the duration. This ability does not work on those creatures whose souls are their bodies, (e.g., incorporeal undead and non-native outsiders). The number of times per day this ability may be used is based on the level of the witch doctor (see the "Witch Doctor Class Table," below), and the maximum duration for an individual possession is a number of turns equal to the witch doctor's level.

Beginning at 9th level, a witch doctor gains...

Juju. This ability calls upon the spirit of a deceased humanoid and binds the spirit in a shrunken head. The head takes two weeks to prepare (shrinking the head, calling the spirit, sewing the eyes and mouth of the head shut), and the chance of success is based on the level of the witch doctor times 10%, minus 5% per level of the spirit at its time of death. If the chance of success is 1% or less, the witch doctor may not bind the spirit. There is always a 1% chance of failure. Once bound, the spirit remains so as long as the lips and eyes of the head remain sewn. While bound, the spirit must answer truthfully any question asked of it (assuming the spirit knows the answer). Each month, only three questions are permitted of a single spirit; if more than three are asked of it, the spirit is freed and the head loses its juju. Spirits that have been freed will not rest until revenge has been exacted upon the witch doctor that trapped them.

Beginning at 14th level a witch doctor can...

Raise Dead. This ability is the same as the clerical spell of the same name. The ritual required to raise the dead creature takes 1 turn per HD the creature had before death. Using this ability requires the witch doctor wear their mask, as well as intermittently use their medicine stick to touch the body of the deceased. Due to the extreme physical and spiritual toll this ability takes on the witch doctor, it is usable only once per week.

VOODOO SPELLCASTING: Voodoo spellcasting requires a focus that helps channel the power of a spell. Witch doctors rely on the following foci types in their spellcasting:

Voodoo Doll: A voodoo doll is a simulacrum representing a person or creature intended as the target of a spell. Through the use of small, handmade, magically-imbued pins and needles of bone, wood or metal stuck into the doll, a witch doctor is able to affect the person or creature the doll represents. Creating a voodoo doll is part of an all-night ceremony used to prepare the doll, followed by a full day's rest.

Once the doll has been prepared, the witch doctor may attune the doll to the single living creature it has been created to represent. In order to attune the doll, the witch doctor needs a very close personal object belonging to the target (e.g., a piece of their clothing, a strand of their hair, or some other body part) which must be attached or worked into to the doll. Attuning the doll requires a full-round action, and the target must be within the witch doctor's line of sight. The target is permitted a save vs. spells to avoid the attunement. If the save is successful, the doll is not attuned, and the witch doctor may try again during the next round, or at some later time. On future attempts, the target gets a +1 cumulative bonus on their saving throw for each successive attempt made by the witch doctor with that doll.

Once created, the witch doctor can cast spells or use powers through the doll to affect the target, no matter what range the target may be (though they must be on the same plane). Only the witch doctor who created the doll may attempt to cast spells or use special powers and abilities against the target. However, anyone possessing the doll may affect the target as follows:

<u>Action</u>	<u>Effect</u>
squeeze	1 point of damage/round
pin-prick/needle stab	1d3 damage
holding the doll near flame	1 pt. heat damage/round
painting over eyes w/ black ink	blindness (until dispelled or cured)

A voodoo doll may continue to be used until it is fully damaged (1 hp) or destroyed (doing 1d4 to the target), or *dispel magic* is used against it. A voodoo doll whose magic has been dispelled may never again be activated.

Gris-gris Bag: This focus consists of a small cloth bag, usually inscribed with esoteric verses, and containing a number of small ritualistic objects. Each spell has a specific "recipe" for its gris-gris bag. Casting a spell that uses a gris-gris bag as a focus requires that the witch doctor be holding the bag and shaking it when casting the spell. Unlike arcane spell components, the gris-gris bag is not consumed during spellcasting, and may be used again for future castings of the same spell. Creating a spell-specific gris-gris bag takes 1 week to prepare, during which time the witch doctor may not adventure. Once a gris-gris bag is created for a spell, it may continue to be used to cast that spell until the bag is damaged or destroyed. As a gris-gris bag is not inherently magical, *dispel magic* (or similar) has no effect on one.

Medicine Stick: The medicine stick of the witch doctor is incredibly practical, acting as a focus for spellcasting and as a weapon for combat. As a weapon, the top end acts as a staff (bashes for 1d6) while the bottom point acts as a spear (stabs for 1d6). As a magical focus, a witch doctor's medicine stick is imbued with the power their ancestors, making it coexistent in the physical and spiritual realms. Spells that require the medicine stick as a focus generally call for it to be waved or shaken, or used to trace the outlines of symbols on the ground. Each medicine stick is attuned to an individual witch doctor. Relatives of a witch doctor who practice voodoo may attempt to use the stick with a 50% chance of failure on each attempt for a close blood relative (sibling, parent, child) and a 90% chance of failure for all other blood

relatives. A medicine stick will always fail for non-blood relatives and non-relatives. The magic in a medicine stick is too strong to be affected by *dispel magic* (or similar). Only a *wish* spell (or similar ability) may affect its properties.

Tiki Mask: These large masks are generally carved from wood, painted to accentuate their monstrous visage, and adorned with beads, feathers and bones. The mask requires no free hands to use as a witch doctor's focus as long as it is worn. Like medicine sticks, each witch doctor's mask is attuned specifically to them. Relatives of a witch doctor who practices voodoo may attempt to use the mask with a 60% chance of failure on each attempt for a close blood relative (sibling, parent, child) and a 95% chance of failure for all other blood relatives. A tiki mask will always fail for non-blood relatives and non-relatives. Due to the dual nature of a tiki mask (physical/spiritual), only a *wish* spell (or similar ability) may affect its properties.

Ritual-specific Foci: Some spells require a ritual-specific focus (e.g., the *ouija* and *greater ouija* spells require the use of a large wooden board displaying letters, symbols and pictographs). These type of foci do not tend to be inherently magical, so *dispel magic* (or similar) has no effect on them.

Witch Doctor Class Table

Level	Exp. Points	Hit Dice	Spells by Level						Detect Undead	Animate Undead	Possess Body
			1	2	3	4	5	6			
1	0	1d6	1	-	-	-	-	-	10' (10%/5%)	—	—
2	2,125	2d6	2	-	-	-	-	-	20' (20%/5%)	—	—
3	4,250	3d6	2	1	-	-	-	-	30' (30%/15%)	—	—
4	8,500	4d6	2	2	-	-	-	-	40' (40%/20%)	—	—
5	17,000	5d6	2	2	1	-	-	-	50' (50%/25%)	4HD	—
6	35,000	6d6	3	2	2	-	-	-	60' (60%/30%)	6HD	—
7	75,000	7d6	3	3	2	1	-	-	70' (70%/35%)	9HD	1x/day
8	150,000	8d6	3	3	3	2	-	-	80' (80%/40%)	12HD	1x/day
9	300,000	9d6	4	4	3	2	1	-	90' (90%/45%)	15HD	1x/day
10	450,000	9d6+1*	4	4	3	3	2	-	100' (99%/50%)	18HD	2x/day
11	600,000	9d6+2*	4	4	4	3	2	1	110' (99%/55%)	21HD	2x/day
12	750,000	9d6+3*	5	5	4	3	2	2	120' (99%/60%)	25HD	2x/day
13	900,000	9d6+4*	5	5	5	3	3	3	130' (99%/65%)	30HD	2x/day
14	1,050,000	9d6+5*	6	5	5	3	3	3	140' (99%/70%)	35HD	3x/day
15	1,200,000	9d6+6*	6	5	5	4	4	3	150' (99%/75%)	40HD	3x/day
16	1,350,000	9d6+7*	6	6	5	4	4	3	160' (99%/80%)	45HD	3x/day
17	1,500,000	9d6+8*	6	6	5	4	4	3	170' (99%/85%)	50HD	3x/day
18	1,650,000	9d6+9*	7	6	5	4	4	4	180' (99%/90%)	55HD	3x/day
19	1,800,000	9d6+10*	7	6	5	4	4	4	190' (99%/95%)	60HD	4x/day
20	1,950,000	9d6+11*	7	6	5	5	5	4	200' (99%/99%)	65HD	4x/day
21	2,100,000	9d6+12*	7	6	5	5	5	4	210' (99%/99%)	70HD	4x/day
22	2,250,000	9d6+13*	7	7	6	6	5	4	220' (99%/99%)	80HD	4x/day
23	2,400,000	9d6+14*	8	7	6	6	5	4	230' (99%/99%)	90HD	4x/day
24	2,550,000	9d6+15*	8	7	6	6	5	5	240' (99%/99%)	100HD	5x/day

* Constitution bonuses no longer apply.

Similar to magic-users, in order to use their spells, a witch doctor requires a full night's sleep followed by an hour of ritualistic preparation for the day. A witch doctor need not decide which spells to use in which spell slots until the spell is cast, assuming the witch doctor has the appropriate spell slots left and the proper foci are on hand.

Witch Doctor Spell List

First Level Witch Doctor Spells

1. Cause/Cure Light Wounds* (D)
2. Cause/Remove Fear (T)
3. Chant (M)
4. Charm Person (D)
5. Chill Touch (T)
6. Command (D)
7. Protection from Good/Evil* (S)
8. Sleep (G)
9. Unseen Servant (M)
10. Wicked Wanga (Shillelagh) (M)

Second Level Witch Doctor Spells

1. Blindness/Deafness (D)
2. Command Undead (M)
3. Darkness (S)
4. Daze Monster (T)
5. Hold Person (D)
6. Ouija (Augury) (R)
7. Phantasmal Force (G)
8. Suggestion (D)
9. Spider Climb (T)
10. Summon Swarm (S)

Third Level Witch Doctor Spells

1. Bestow/Remove Curse* (D)
2. Cause/Cure Disease* (D)
3. Gentle Repose (M)
4. Glyph of Warding (S)
5. Hasten Undead (Haste) (M)
6. Locate Object (G)
7. Magic Circle (S)
8. Mesmerize (Hypnotic Pattern) (T)
9. Slow (D)
10. Speak with Dead (R)

Fourth Level Witch Doctor Spells

1. Blight (D)
2. Cause/Cure Critical Wounds (D)
3. Charm Monster (T)
4. Confusion (T)
5. Death Ward (G)
6. Greater Ouija (Divination) (R)
7. Poison/Neutralize Poison* (D)
8. Dispel Magic (M)
9. Restoration (S)
10. Polymorph (D)

Fifth Level Witch Doctor Spells

1. Break Enchantment (D)
2. Commune (S)
3. Dominate Person (D)
4. Dispel Evil (M)
5. Dream (G)
6. Feeblemind (D)
7. Greater Command (T)
8. Hold Monster (T)
9. Insect Plague (M)
10. Symbol of Pain (S)

Sixth Level Witch Doctor Spells

1. Animate Objects (M)
2. Antimagic Shell (M)
3. Globe of Invulnerability (M)
4. Circle of Death (S)
5. Harm (D)
6. Irresistible Dance (D)
7. Legend Lore (R)
8. Mass Suggestion (G)
9. Symbol of Fear (S)
10. Symbol of Persuasion (S)

Spell Notes

- D requires use of a voodoo doll specific to the individual
- G requires use of a spell-specific gris-gris talisman/amulet/pouch
- M requires witch doctor be holding their medicine stick
- R requires ritual-specific material component
- S requires a symbol be marked out using the witch doctor's medicine stick

T requires the witch doctor to wear their tiki mask

* denotes reversible spell; reversible spells with requirement of "G" have different requirements for the contents of each gris-gris bag

NEW CHARACTER CLASS

Half-orc

Half-orcs can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs possess a thorough blend of the physical characteristics both orcs and humans. They are as tall as humans, though a tad heavier (from greater muscle mass). They have greenish pigmentation, pronounced eyebrows, prominent jaws and teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

From the half-orc's point of view, the art of killing has a certain appeal. While the skills of the assassin come naturally to the half-orc, the limits of their physical coordination means they have some difficulty in applying and improving their abilities.

The prime requisites of a half-orc are Strength and Dexterity. A half-orc with scores of 13 or greater in Strength AND Dexterity receives a +5% bonus on earned experience points. A half-orc with a Strength of 13 or greater AND a Dexterity of 16 or greater gains a +10% bonus on earned experience points. Half-orcs fight and save as thieves.

RESTRICTIONS: Half-orcs use six-sided dice (d6) to determine their hit points, but receive an additional hit point through 9th level (in addition to any adjustments from Constitution). Half-orcs are limited to the 12th level of experience. Half-orcs may wear only leather armor, or magical or elven chain mail. A half-orc may use a shield (but not while using thieving abilities) and is permitted any type of weapon. Half-orcs are permitted the same magic items permitted fighters, but (unlike normal thieves) do not gain the ability to read magic or use scrolls as a magic user. A half-orc must have a minimum score of 9 in Constitution. A half-orc may not have a Charisma score higher than 15.

SPECIAL ABILITIES: The half-orc benefits from the following special abilities:

Limited Thieves' Abilities. A half-orc possesses the following thieves' abilities: Climb Sheer Surfaces, Move Silently, Hide in Shadows, Hear Noise, Open Locks, and Find/Remove Traps.

Infra-vision. Half-orcs possess this ability to 60'.

Languages. In addition to common and their alignment tongue, half-orcs are able to speak orcish.

Intimidation. Half-orcs may weaken an opponent's resolve in combat through intimidation. This may only be used against a melee opponent with whom the half-orc is engaged, and who can see the half-orc. The half-orc must roll under his or her level on 1d12. A roll of 1 is always a success, and roll of 12 is always a failure. If successful, the opponent becomes shaken for 1d4 rounds, suffering a -2 penalty on attack rolls and saving throws. A half-orc can only intimidate an opponent once per encounter.

Sneak Attack/Assassination. When a half-orc attacks unnoticed from behind, or leaps from hiding in shadows (successfully) to attack (from any direction), the half-orc attacks with a +4 "to hit" bonus. On a successful sneak attack, there is a base 50% chance +5%/-5% per level of the victim below/above the half-orc that the victim will die immediately (e.g., a 7th level half-orc making a successful sneak attack on

an 8HD target has a 45% chance of killing the victim immediately). Otherwise, the attack does double damage.

Poison Use. The half-orc is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade (if DM permits poison use).

Poison Resistance. Half-orcs make all saves vs. poison with a +1 bonus on the roll.

Pass Without Trace. Beginning at 7th level, a half-orc gains the magical ability to pass through any type of terrain and leave neither footprints nor scent. Tracking orcs who use this ability is impossible by nonmagical means. The half-orc may use this ability up to a total of 3 turns each day.

Upon reaching 9th level, a half-orc may construct a hideout that will act as guild, attracting 2d4 half-orcs who will have come to learn under a Half-orc Master Assassin.

Half-orc Class Table

<u>Level</u>	<u>Title</u>	<u>Exp.</u>	
		<u>Points</u>	<u>Hit Dice</u>
1	Half-orc Bravo	0	1d6+1
2	Half-orc Ripper	1,550	2d6+2
3	Half-orc Dropper	3,100	3d6+3
4	Half-orc Slayer	6,250	4d6+4
5	Half-orc Murderer	12,500	5d6+5
6	Half-orc Cutthroat	25,000	6d6+6
7	Half-orc Burker	50,000	7d6+7
8	Half-orc Executioner	100,000	8d6+8
9	Half-orc Assassin	200,000	9d6+9
10	Half-orc Master Assassin	400,000	9d6+11*
11	Half-orc Master Assassin	600,000	9d6+12*
12	Half-orc Master Assassin	800,000	9d6+13*

* Constitution adjustments no longer apply.

Half-orc Thieves' Abilities

<u>Level</u>	<u>Climb Sheer Surfaces</u>	<u>Move Silently</u>	<u>Hide in Shadows</u>	<u>Hear Noise</u>	<u>Open Locks</u>	<u>Find/Remove Traps</u>
1	80%	10%	5%	1-2	10%	5%
2	84%	20%	10%	1-2	15%	10%
3	86%	30%	15%	1-3	20%	15%
4	87%	40%	20%	1-3	25%	20%
5	88%	50%	25%	1-3	30%	25%
6	89%	60%	30%	1-3	35%	30%
7	90%	70%	35%	1-4	40%	40%
8	91%	75%	45%	1-4	50%	50%
9	92%	80%	50%	1-4	60%	60%
10	93%	85%	60%	1-4	70%	70%
11	94%	87%	70%	1-4	80%	80%
12	95%	90%	80%	1-5	90%	90%

NEW NECROMANTIC SPELLS

Spells of Darkness, Death & Decay

1ST LEVEL MAGIC-USER SPELLS

Fatigue Range: Touch
 Duration: 2 turns

On a successful melee “to hit” roll, the target creature is touched by negative energy, causing fatigue (no saving throw) for a duration of 2 turns. This fatigue inflicts a -2 penalty on Strength and a -2 penalty on Constitution, and reduces the affected creature to half their normal movement. The fatigue and its associated effects end with the duration of the spell.

2ND LEVEL MAGIC-USER SPELLS

Death Rage Range: 30'
 Duration: 6 rounds

This spell causes a living target, on a failed save vs. spells, to be touched by energy from the Negative Material Plane, filling the creature with a disdain for life. This disdain manifests itself as a berserker-like rage, causing target to attack the nearest living creatures (regardless of being friend or foe). In this death rage, the affected creature may either make two attacks per round, or make a single attack with a +2 “to hit” bonus. Furthermore, any creature in a death rage will never fail a morale check. This spell does not affect undead or any creature with connections to the Negative Material Plane.

3RD LEVEL MAGIC-USER SPELLS

Mummy’s Touch Range: Touch
 Duration: Until cured

On a successful “to hit” roll, this spell causes a single creature to become infected with mummy rot (no saving throw) until remedied by *cure disease* (or any stronger spell that performs the same function). The disease prevents magical healing and causes all wounds to take ten times longer than normal to heal.

Ossify Range: Touch
 Duration: 2 turns

This spell temporarily affects a single humanoid creature of ogre size or smaller and withers their body to nothing more than their skeleton; this is not an illusion or disguise, but rather a physically-manifested necromantic effect.

The spell does not affect the target’s possessions, and none of the creature’s ratings or abilities change. The target does not become undead, and is not otherwise affected as if they were undead. *True seeing* or similar will not reveal the target’s normal appearance because, while the spell is in effect, this is their true appearance.

The effect is automatic on willing creatures, but a successful melee “to hit” roll is required on unwilling creatures. Before the full duration of the spell, the effect may be dismissed by the caster, but doing so requires an additional touch (per the same requirements as willing/unwilling targets).

Revenance Range: 120'
 Duration: See below

This spell boosts the fortitude of undead creatures, and provides them immunity from a single successful turning attempt by a cleric, paladin or similar holy person. The caster may affect a total number of Hit Dice of undead creatures equal to the caster’s level, and all creatures affected must be in sight and within range of the spell when it is cast. Only one instance of *revenance* may be in effect on an undead creature at a single time. The *revenance* will remain in place indefinitely until a successful turn has been made on the creature (at which point the *revenance* will be spent, causing the creature to again become susceptible to turning).

Wailing Fear Range: 360'
 Duration: 2 turns

This illusion spell is similar to *audible glamor*, but produces the sound of wailing souls that are being tormented. Any living, hearing creature with 3HD or less that is within earshot of the sound must save vs. spells or flee in fear for 2 turns. The spell does not affect undead.

4TH LEVEL MAGIC-USER SPELLS

Necrotic Portal Range: See below
 Duration: Special

This spell opens a temporary *dimensional door* from a point in the Material within 120' of the caster, through the Negative Material, and to another point in the Material within 360' of the original point in the Material. The caster must be able to see both the origination and terminal points of the portal.

Living creatures who pass through the portal suffer 1d6 damage. Undead who pass through the portal regain 1d6 lost hit points (up to their normal maximum hit points).

The portal may be kept open indefinitely as long as the caster maintains concentration upon it (which precludes the caster from any other actions). If the caster is struck in combat or fails a saving throw while trying to keep the portal open, the portal will collapse. Any creature caught in the portal when it collapses will be thrown into the Negative Material Plane.

5TH LEVEL MAGIC-USER SPELLS

Ossify, Greater Range: Touch
 Duration: 2 turns

This spell is the same as *ossify*, except that it affects a single humanoid creature of any size, including giants.

6TH LEVEL MAGIC-USER SPELLS

Aura of Fear Range: 0' (personal)
 Duration: 1 turn

The caster is surrounded by an aura of fear. All creatures within 30' with 5 or fewer HD must save vs. spells or flee in fear for 2 turns. Creatures with 5+1 or greater HD are unaffected. A successful save protects the creature from the same caster for a total of 24 hours.

NEW MAGIC ITEMS

Designed for Evil

Equinox Orb

This item may be used by anyone.

One hemisphere of this 3" marble orb appears absolute black, while the other hemisphere seems to be of the purest white imaginable. When a command word is spoken, the black half casts out a 30' radius hemisphere of *continual darkness* while the white half simultaneously casts out a 30' radius of *continual light*. The same command word can be used to cease the effects. Neither effect can be used independently of the other.

Fiendish Mantle

Alignment and class restrictions for use of this item are at the discretion of the DM.

This hooded overgarment is sewn from deep red velvet and often crackles with static electricity (a by-product of the magic coursing within it).

The mantle provides the same resistances and immunities normally possessed by an abyssal demon: half damage from cold, fire, electricity, and gas; no damage from magical energy (e.g. magic missile), poison, or silver; and a +1 or greater weapon is required to hit the wearer.

When the wearer pulls the hood over their head, they polymorph to assume a fiendish appearance (of their choosing at the time the hood is drawn) of approximately the same size and form (e.g., a bipedal humanoid approximately 5'10" tall would appear as a bipedal fiend approximately 5'10" tall). If the wearer chooses to take on a particularly horrifying appearance, all living creatures in a 10' radius must save vs. spells or flee in fear for 2 turns. The wearer may change back to their normal form by pulling the hood down. The wearer cannot change appearance while the hood is up, and must pull the hood down then back up to take on a different fiendish appearance. The fiendish appearance does not grant any special abilities or change attributes or abilities possessed by the wearer (e.g., the fiendish appearance may have wings, but no ability to fly is granted). *True seeing* (or similar) will reveal the true nature of the wearer.

Hammer of Salvation

This item is usable by any character allowed to use a hammer.

This small sledge hammer features a hexagonal rosette pattern on the sides of its iron head, an engraved moon on one striking face, and a sun on the other. Its darkwood haft is approximately 18" long, and its butt is finished with an iron cap featuring a hexagonal rosette similar to those on the head.

When attacking with the moon face toward an opponent, the weapon acts a *hammer +1/+3 vs. undead*, and when attacking with the sun face toward an opponent, it acts as a *hammer +1/+3 vs. natives of the lower outer planes* (demons, devils, etc.). The weapon

also grants its wielder the same benefits as a *ring of protection* (i.e., a -1 AC bonus and +1 bonus on all saving throws). Additionally, once per day, the hammer grants a cleric the ability to *commune* with their deity (as the spell *commune*, with the opportunity to ask up to 3 “yes-or-no” questions over the course of 3 turns).

Plague Mace

This item is permitted to any character allowed to use a mace. DM's may choose to allow only chaotic (or evil) characters to use this weapon.

The crown-shaped flanged head of this +2 *mace* sits atop a handle of magically-reinforced willow (which is normally a softwood). On a successful “to hit” roll, in addition to the normal damage caused by the strike, the victim must save vs. spells or become stricken with a plague-like disease that causes joint pain, headaches and fever. The disease has an incubation of 2d6 days, and is fatal in 3d4 weeks if untreated. For the duration of the disease (beginning after its incubation period), those who suffer from the disease make all “to hit” rolls with a -2 penalty. A *cure disease* spell (or similar) will remove the disease.

The wielder of this item may alternately choose to have the weapon *cure disease* (as the cleric spell) on a successful “to hit” roll. However, the mace must be swung earnestly, with full force and intent (just as if being used in combat), and the “to hit” roll must be successful (with damage being rolled as normal for a successful hit). No saving throw is required if the victim wishes to benefit from its curing properties.

Purity Ring

This halo-style band of white gold features a small, smooth groove along the middle of its outer circumference. This ring makes the wearer immune to all normal diseases, and provides them a +3 bonus on all saves against magical diseases (e.g., lycanthropy and mummy rot).

Stole of Radiance

This item is usable only by lawful (or good) clerics.

This band of pure white silk cloth measures 9' long and 4" wide, and its straight ends are capped with a tasseled fringes of gold silk. The long edges of the stole are embroidered with gold silk thread, and each end-face prominently features an embroidered 8-spoked wheel symbol (for righteousness). The stole provides a number of abilities;

The wearer benefits from a +1 bonus on all attacks and saving throws, and a -1 bonus to Armor Class.

The wearer gains a 1 level bonus on all attempts to turn undead. (It does not provide the ability to turn undead—only an improvement for those who already possess that ability. Also, it does not provide bonus on attempts to rebuke or command undead.)

The stole prevents 1HD of level drain per day and provides and an additional +1 bonus (beyond that noted above) on saving throws to prevent level drain (where such a saving throw is permitted).

At will, the stole shines equal to the light of a torch. Turning the light off and on is a spellcasting action by the wearer, but does not limit or prohibit any movement, attacks, or similar physical actions normally allowed for the round.

NEW PSIONIC ABILITIES

Into the Dread

PSYCHOMETABOLIC MINOR DEVOTION

Infuse Terror Range: touch
Duration: special
Area of effect: 1 creature

The manifester is able to infuse a weapon so that, on its first successful strike (“to hit” roll), it instills the target of the attack with paralyzing terror. In addition to any normal damage caused by the weapon, the victim must make a psionic saving throw or be paralyzed with fear for 1 round per psionic level of the manifester. If used on a melee weapon, there is no chance of accidental discharge. If used on ranged ammunition, there is a 50% chance it will discharge accidentally, affecting the attacker (who must make the psionic saving throw or be stunned). If used on a ranged weapon like a bow, it will hold the charge until the weapon is used successfully as a melee weapon (“to hit” roll required); the charge can not be transferred from a ranged weapon to its ammunition.

PSYCHOMETABOLIC MAJOR SCIENCE

Psychic Vampire Range: touch
Duration: instantaneous
Area of effect: 1 creature

This power shrouds the manifester’s hand (or a natural weapon they possess) with darkness that can be used to drain an opponent’s psionic power. If manifested on the hand, the next successful melee touch attack made drains 1 PSP from the foe for every psionic level of the manifester, plus 1d2 PSPs; the drained points simply dissipate. A touch attack charged with psionic power is treated as an armed attack. If manifested through a natural weapon, a successful melee attack must be made with that weapon to gain the power’s benefit. Against a psionic being that has no PSPs, the attack deals hit point damage. Against a nonpsionic foe, the attack instead deals 1d2 points of Intelligence, Wisdom, or Charisma drain (manifester’s choice at time of manifestation). A psionic saving throw by the target of this ability negates any effects it might have.

CLAIRSENTIENT MINOR DEVOTION

Destiny Dissonance Range: touch
Duration: 1 round/level
Area of effect: 1 creature

The mere touch (“to hit” roll required) grants the manifester’s foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester. While sickened, the character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

TELEPATHIC MINOR DEVOTION

Aura of Fear Range: 0 (psionist only)
Duration: 1 turn
Area of effect: 10' radius

The manifester creates a sphere of fear that surrounds them, forcing any creature that comes into the affected area to make psionic saving throw or flee in fear for 2 turns. Once manifested, the aura persists for 1 turn or until dismissed. Once dismissed, the effect cannot be “reactivated” and requires an new manifestation (at the normal PSP cost) to do so.

Daze, Psionic Range: 30'
Duration: 1 round
Area of effect: 1 humanoid creature with 4HD or less

On a failed psionic saving throw, this ability clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions for 1 round. Humanoids with 4+1 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

TELEPATHIC MAJOR SCIENCE

Crisis of Breath Range: 120'
Duration: 1 round/level
Area of effect: 1 breathing humanoid

The manifester is able to compel a subject (on a failed psionic saving throw) to purge its entire store of air in one explosive exhalation, thereby disrupting the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts. On a successful psionic saving throw, the target is unaffected. A target affected by this ability can still continue to breathe, but must give up any non-movement action for the round to concentrate on making a gasp for breath. Furthermore, each round the target is affected, they must make a successful save vs. paralysis or black out from lack of oxygen; each successive round, the roll is made with a cumulative -1 penalty (i.e., -1 on the 2nd round, -2 on the third round, and so on). Failing to take a breath (e.g., if the affected creature chooses to make an attack rather than gasp for air) will automatically cause the affected creature to black out. If the subject blacks out while the ability is still in effect, it drops to 1 hit point and passes out, and will die (drop to 0 hp) in a number of rounds equal to one-third its Constitution score (round up), unless the crisis ends first. Curing powers or spells can revive a dying subject normally; however, if the power is still in effect, a revived creature is still subject to the saves in each round when it does not consciously breathe.

METAPSIONIC MAJOR SCIENCE

Shadow Twin Range: see below
Duration: 1 turn
Area of effect: 120' radius

The psionist is able to call forth substance from the Plane of Shadow to create a separate and independent shadow twin formed from the shadow cast by the manifester. The shadow twin appears exactly as if the manifester (and all carried gear), except composed of shadow-stuff. The two share the manifester's hit points as a pool. The shadow twin attacks and saves as the manifester, may *shadow walk* at will (as long as it remains within a 120' distance of the manifester when doing so), and may even use the manifester's psionic abilities as if it were its own; however, controlling the shadow twin requires complete concentration by the manifester. If the shadow twin moves more than 120' away from the manifester, its substance will dissolve (returning to the Plane of Shadow).

NEW MONSTER

Atori

ARMOR CLASS: 7

HIT DICE: 2*

MOVE: 90'(30')

ATTACKS: 1 touch

DAMAGE: 1d4 + special

NO. APPEARING: 4-16

SAVE AS: Fighter:1

MORALE: 7

TREASURE TYPE: Nil

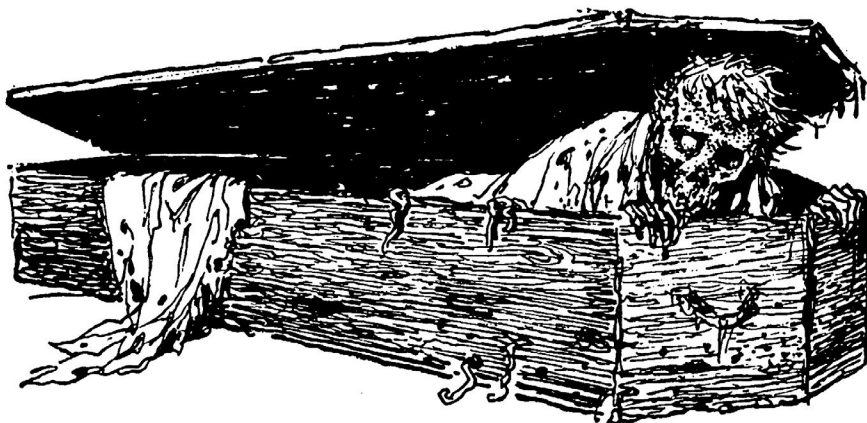
ALIGNMENT: Chaotic

An atori is a sort of “ruined corpse,”—a corpse that is conspicuously stained, moldy and rotted, both physically and spiritually.

Their putrid spell proceeds them, and any creature with a sense of smelling coming within 10' of them must save vs. breath or suffer extreme nausea (-2 to all attack and damage rolls) for 2d4 turns (one check per encounter). Furthermore, any creature making a successful melee attack against an atori will create a moldy, spore-like cloud 6' in diameter (centered on the atori). All caught within the cloud must save vs. breath or fall unconscious for 2d4 rounds (a new save must be made every time a new spore cloud is released).

An atori's touch is both necrotic (1d4) and infectious. Any victim touched by the successful attack of an atori must save vs. death or contract a disease with the following effects: movement is slowed to half, Charisma is reduced by 1d3, and any damage sustained by the infected creature is increased by 1 point per die of damage. These effects will persist until the disease is cured or the infected creature dies. Once cured, lost Charisma is recovered at a rate of 1 point per week. If a humanoid dies while infected, it will rise in 24 hours an atori, unless the corpse is burned before it rises.

Atori are immune to *sleep*, *charm* and *hold*, and take half damage from cold, but take double damage from fire.



NEW MONSTER

Cackler

ARMOR CLASS: 6 (4")
HIT DICE: 3
MOVE: /180'(60')
ATTACKS: 1 tail
DAMAGE: 2d4
NO. APPEARING: 1-4
SAVE AS: Fighter:3
MORALE: 9
TREASURE TYPE: H
ALIGNMENT: Chaotic

Cacklers are menial undead creatures often found in the service of greater undead creatures (vampires, liches and the like), set to drive adventures mad with their incessant cackling.

These creatures float at startlingly swift speeds, allowing the cackler to move quickly into the midst of a group before bellowing out its soul-rattling laugh.

The cackle has a 120' range and affects up to 3d6 HD of hearing creatures of 4HD or less (based on proximity). Those affected (no saving throw) are unable to take any action for as long as the cackling persists plus 1d4 rounds.

The maximum duration a cackler may sustain its laugh is a number of consecutive rounds equal to its remaining hit points. It must then rest its voice for 3 rounds before being able to begin cackling again.

Normally, a cackler is incorporeal (with an Armor Class of 4, and a +1 or better weapon required "to hit"). However, a cackler must phase into corporeal form to release its sound (giving the cackler an AC6 and making it possible to strike the cackler with non-magical weapons).



NEW MONSTER

Crypt Riddler

ARMOR CLASS: 3
HIT DICE: 5*
MOVE: 120(40)
ATTACKS: 1
DAMAGE: 1d6+1
or by weapon
NO. APPEARING: 1
SAVE AS: Fighter:5
MORALE: 8
TREASURE TYPE: Nil
ALIGNMENT: Chaotic

These solitary, gaunt beings begin life as witches and, upon their death, are granted “life beyond death” by remaining in service to the spirits with whom they formed the pact to originally receive their powers. The witch is then stripped of her powers and her sight, and (usually unknowingly) drafted into service as kind of “gatekeeper” to the spirits served. In this role, they pose riddles to adventurers, rewarding correct answers with special items or information, and penalizing incorrect answers with (in worst cases) death. This is why crypt riddlers are often referred to as “the sphinxes of the undead.”

The “power of the riddle” is not possessed by a crypt riddler, but only channeled through them by the spirit they serve.* This provides the crypt riddler with a seemingly endless number of riddles, the ability to summon rewards, and the means to dole out punishments. Before asking a riddle, a crypt riddler will always inform those attempting to answer it that their failure to do so correctly could cause their death—instantly. They are obligated to divulge this before asking any riddle, but are not obligated to admit truthfully as to any other effects. Any creature that attempts to answer a riddle and fails must make a saving throw vs. death; a failed roll results in their instant death; a successful saving throw results in their Constitution being reduced to 0, which immediately puts them into a coma-like state, with lost points recovered at a rate of 1 point per full day’s rest.

The broom of the former witch is replaced by the short staff of the crypt riddler—a thing that can be used to stab (with the point) or strike bluntly (with the head). In the hand of the crypt riddler, this strikes as a +1 weapon; in the hands of anyone else (including other crypt riddlers), it strikes as a normal weapon. Though stripped of their sight upon their subjugation, they are granted magical 360° vision to 120', making them impossible to surprise, as well as immune to normal blinding attempts. As undead, crypt riddlers are immune to *sleep*, *charm* and *hold*, and to all psionic attack modes and psionic abilities that require a psionic saving throw.

**Clerics answering crypt riddles are (in effect) making a pact with a spirit that is not their deity. The DM may consider imposing a temporary loss of some/all abilities for the cleric, based on the boon provided by answering.*



NEW MONSTER

Korper

Lesser Korper

ARMOR CLASS: 7[†]
HIT DICE: 3**
MOVE: 90'(30')
ATTACKS: 1 strike
DAMAGE: 1d6
NO. APPEARING: 1
SAVE AS: Magic-user:3
MORALE: 9
TREASURE TYPE: L,N,O
ALIGNMENT: Chaotic

Korper

ARMOR CLASS: 5[†]
HIT DICE: 5**
MOVE: 90'(30')
ATTACKS: 1 strike
DAMAGE: 1d6
NO. APPEARING: 1
SAVE AS: Magic-user:5
MORALE: 10
TREASURE TYPE: L,N,O
ALIGNMENT: Chaotic

Greater Korper

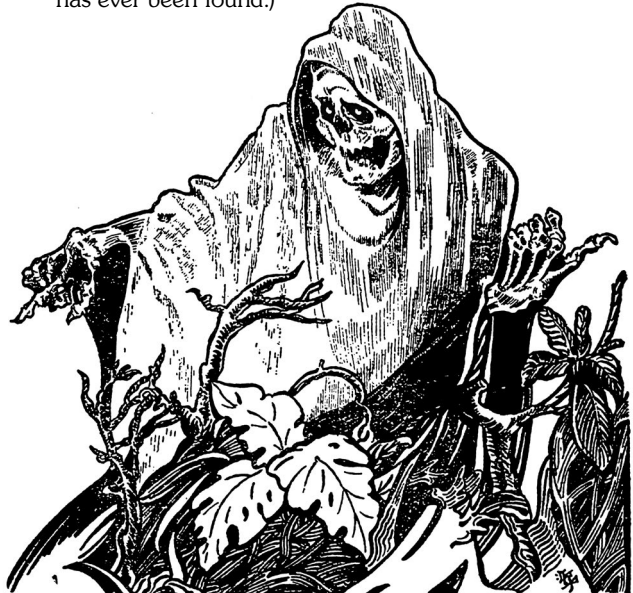
ARMOR CLASS: 3[†]
HIT DICE: 7**
MOVE: 90'(30')
ATTACKS: 1 strike
DAMAGE: 1d6
NO. APPEARING: 1
SAVE AS: Magic-user:7
MORALE: 11
TREASURE TYPE: L,N,O
ALIGNMENT: Chaotic

A korper is an undead spellcaster created when a high-level magic-user attempting to become a lich has their phylactery rupture during the process. The majority of their magic is lost when this happens, leaving them with a mere pittance of their former ability. Nonetheless, they are able to cast spells as a magic-user of a level equal to their Hit Dice.

Although they are similar in appearance to a lich, their eyes glow with an aquamarine light (rather than deep crimson). Any creature meeting the gaze of a korper must save vs. spells or flee in fear for 2 turns.

A +1 or better weapon is required "to hit" a korper, and they are immune to silver. Korpers are unaffected by *sleep*, *charm*, and *hold* spells, and they are resistant to electricity and cold (half damage). Furthermore, if a *magic jar* spell is cast against a korper, the korper saves against the attempt with a bonus on the roll equal to their HD.

While liches tend to remain hidden away in their lairs, korpers are most often found traveling, as they search desperately for a way to regain their lost power. (As far as even the most learned of sages know, no such method has ever been found.)



NEW MONSTER

Hill Haunt

ARMOR CLASS: 3⁺
HIT DICE: 10+10**
MOVE: 120'(40')/180'(60')
ATTACKS: 2 touches
DAMAGE: 2d8 + special
NO. APPEARING: 1
SAVE AS: Fighter:10
MORALE: 11
TREASURE TYPE: E
ALIGNMENT: Chaotic

A hill haunt is an enormous, spectre-like creature that is spiritually tethered to an outdoor location of particularly resonant evil (e.g., evil sacrificial altars). A hill haunt will never move beyond the limits of the evil place where they reside (usually no more than a 360-yard radius), but it will seek to kill any living creatures that enters its area of control.

As undead, hill haunts are immune to *sleep*, *charm*, and *hold* spells, and immunity to psionic effects that require a psionic saving throw. As incorporeal creatures, a magic weapon is required "to hit" a hill haunt (silver weapons have no effect).

The touch of a hill haunt does 2d8 damage and, on a failed saving throw vs. death, causes the character to be reduced to "0" level (as a normal man) and 1 hit point (having all class energy levels permanently drained). If the strike of a hill haunt kills a character, the character's spirit will be tethered to the location (though the body may be moved), and will rise the next night as a spectre under the control of the hill haunt.

Sanctifying the location to which a hill haunt is tethered (and cleansing the place of its evil) will destroy any hill haunt tethered to that place, as well as all spectres created by the hill haunt.

A character killed by a hill haunt may only be reincarnated or resurrected if the location is sanctified while the spectre of the character is still "alive." If the spectre of the character is killed before the location can be sanctified, the character may not be reincarnated or resurrected.



NEW MONSTER

Spawn of Chuamisi

ARMOR CLASS: 4
HIT DICE: 8
MOVE: 120'(40')
ATTACKS: 1 tail
DAMAGE: 2d4
NO. APPEARING: 1-4
SAVE AS: Fighter:8
MORALE: 9
TREASURE TYPE: H
ALIGNMENT: Chaotic

PSIONIC ABILITIES

PSIONIC LEVEL: 8 (40 PSPs)

Attack modes:

id insuatiun; ego whip

Defense modes:

thought shield

Chuamisi is the elder evil that heralded the dawn of the Age of Serpents that brought the Great Poisonfall upon the world. The first of Chuamisi's spawn were created from first nagas purified through fire, and birthed from the ashes of their remains.

A spawn of Chuamisi appears similarly to a naga, but their head is much more human-like, and has no serpentine features. The coloring of their scales varies greatly, though iridescent blue is most common.

Any creature gazing upon a spawn of Chuamisi must save vs. spells or become charmed (as the magic-user spell *charm*). Any creature kissed by a spawn of Chuamisi will automatically be charmed (no saving throw).

In addition to its tail attack, a spawn of Chuamisi is able to magically *poison* a single creature within 120' (usable once every 6 rounds). On a failed saving throw vs. spells, the target creature will immediately fall into a coma (their Constitution being reduced to 0), and will die in 1d4 days unless the poison is cured. Once cured, lost Constitution points are recovered at a rate of 1 point for each full week of rest. Spawn of Chuamisi are alternately able to cast this as the reverse (*neutralize poison*). Spawn of Chuamisi will often *poison* a victim (causing them to fall into a coma), kiss them while they are in the coma (to charm them), then *neutralize* the poison (so they awake charmed). The spawn of Chuamisi are, themselves, immune to poison and *charm*.





Optional Rules FOR Killing Vampires



“I wanted vampires to require different steps to kill them, basically each step reducing the number of hit dice they had: so stake a vampire, reduce it by 12 Hit Dice. If it is 12 or less, staking it reduces it to dust. More than 12, then you need to add a step, such as cutting off its head, or stuffing the head with garlic, or burning the whole thing and burying the ashes at a crossroads). — Sat Jun 24, 2006 1:48 am

“I also wanted to do a step reduction for Vampires. Stake them, -10 HD. Cut off the head, -6 HD. Stuff head with garlic, -4 HD. Bury at cross roads, double Hit Dice reduction. That way, to kill a vampire really dead (so it would stay dead) would require various parts of the classic treatment depending on how powerful it was.” — Mon Apr 11, 2005 5:43 pm

From an ongoing Dragonsfoot Forum Discussion
with Steve Marsh, circa 2005/2006:



Optional Rules for Killing Vampires

For all of the following methods, a vampire that has lost HD (i.e., “levels”) may only regenerate 1HD per day, and may only regenerate a total number of hit points that does not exceed his relative total per his current HD. Reducing a vampire to 0 (or fewer) HD and 0 (or fewer) hp permanently turns the vampire to dust.

Sunlight: If exposed to direct sunlight while conscious, and if his movement is not restricted (e.g., the vampire may not be tied down), the vampire must save vs. death ray for each round of exposure or lose 1HD and a relative number of hp (e.g., a vampire with 10HD and 80 hp will lose 1HD and 8 hp). If exposed to direct sunlight while unconscious, or while movement is restricted, the vampire automatically loses 1HD and a relative number of hp (no saving throw).

Wooden Stake: A wooden stake in a vampire’s heart immediately reduces the vampire by 10HD and a relative number of hit points. If the stake is removed before the vampire has been reduced to 0 hp, the vampire will regenerate HD and hp as prescribed above.

Silvered Weapon: A silvered blade in a vampire’s heart reduces a vampire by 1HD and a relative number of hit points for each round it remains lodged there. If the silvered blade is removed before the vampire has been reduced to 0 hp, the vampire will regenerate HD and hp as prescribed above. A silvered blade may not be lodged into a vampire’s heart if the vampire is already staked. Likewise, a wooden stake may not be lodged into a vampire’s heart if a silvered blade has already been lodged there.

Fire: Damage to a vampire by fire deals hp damage only, and does not reduce the vampire’s HD.

Removing a Vampire’s Head: Cutting off the head of a vampire reduces it by 6HD and a relative number of hp. If the vampire’s head is returned to its proper place atop the body before the vampire is reduced to 0 hp, it will re-attach itself in 24 hours. Stuffing the head with garlic lowers the vampire by an additional 1HD, and prevents the head from being able to re-attach itself (unless the garlic is removed first).

Burying the Vampire at a Crossroads: If the vampire is buried face down at a crossroads, once the dirt over the coffin has been packed down and the site is blessed by a cleric, any HD loss and hp damage is automatically doubled.

Optional Rules for Killing Vampires (Abridged)

Sunlight: Exposure to direct sunlight reduces a vampire by 1HD for each round of exposure (no saving throw).

Wooden Stake: A wooden stake in a vampire’s heart immediately reduces the vampire by 10HD.

Silvered Weapon: A silvered blade in a vampire’s heart reduces the vampire by 1HD for each round it remains lodged there.

Fire: Vampires take normal damage from fire.

Removing a Vampire’s Head: Cutting off the head of a vampire reduces it by 6HD. Stuffing the head with garlic lowers the vampire by an additional 1HD.

Burying the Vampire at a Crossroads: Burying a vampire at a crossroads immediately doubles any HD and hp loss.

NEW PETTY GOD

Anguia Umbra

Petty god of Lophilia, Toxicophilia, Shadow Walkers, and Assassins



For information about petty gods, their abilities, and using them in your game, please see **Petty Gods: Revised & Expanded Edition**, pp. xi–xiii.

Anguia Umbra

(petty god of iophilia, toxicophilia, shadow walkers, assassins)

TITLES: *The Son of Shadows; The Father of Poisons; He who Attacks from Shadow*

SYMBOL: An open asp mouth with dagger blades as fangs, wrapped in violet velvet

ALIGNMENT: Chaotic

MOVEMENT: 150' (50')
FLY: 240' (80')

ARMOR CLASS: 0

HIT PTS. (HD): 99 hp (20HD)

ATTACKS: 1 touch

DAMAGE: Death

SAVE: M20

MORALE: 10

HOARD CLASS: XV

XP: 12,000

It is widely held that Anguia Umbra is the firstspawn of Chuamisi, the elder evil that heralded the dawn of the Age of Serpents.

Anguia Umbra's avatar appears as an old-but-virile man with a long white beard and bald head, wearing a cloak of violet velvet.

Each round, he is able to summon up to 20HD of the same type of (normal) poisonous snakes (e.g., up to 20HD of cobras during one round, then up to 20HD of asps the next round, and so on); he is unable to summon any snake that is not poisonous, nor is he able to summon magical snakes or chimeras. At will, he is also able to telepathically command all (normal) poisonous snakes (summoned or not) and all poison-using chimeras within a 120' radius, as well as his familiar, Azamus (regardless of range).

In shadow, Anguia Umbra is treated as completely invisible (for purposes of combat and surprise). Furthermore, while he is in shadow, he phases into a semi-corporeal state (with half of his being in the Material Plane, and the other half in the Shadow Plane); in this semi-corporeal form, Anguia Umbra only takes half damage from attacks made against him from the Material Plane or from the Shadow Plane.

Though the touch of Anguia Umbra is poisonous, he prefers to remain aloof from the center of combat, allowing his familiar and those snakes under his command to do his bidding. However, should Anguia Umbra make a successful melee "to hit" roll against an opponent, the victim of his touch must save vs. poison, or take 20d6 damage and fall into a coma until the poison is cured. Furthermore, anyone touching the fallen/uncured body must also save vs. poison or take a number of d6 in damage equal to the HD of the fallen character.

Azamus

SERVES: *Anguia Umbra*

NO. ENC.: 1

ALIGNMENT: Chaotic

MOVEMENT: 120' (40')
FLY: 180' (60')

ARMOR CLASS: 3

HIT DICE: 10

ATTACKS: 1 gore or 1 bite

DAMAGE: 2d8 or 2d6+special

SAVE: F10

MORALE: 10 (12)

HOARD CLASS: Nil

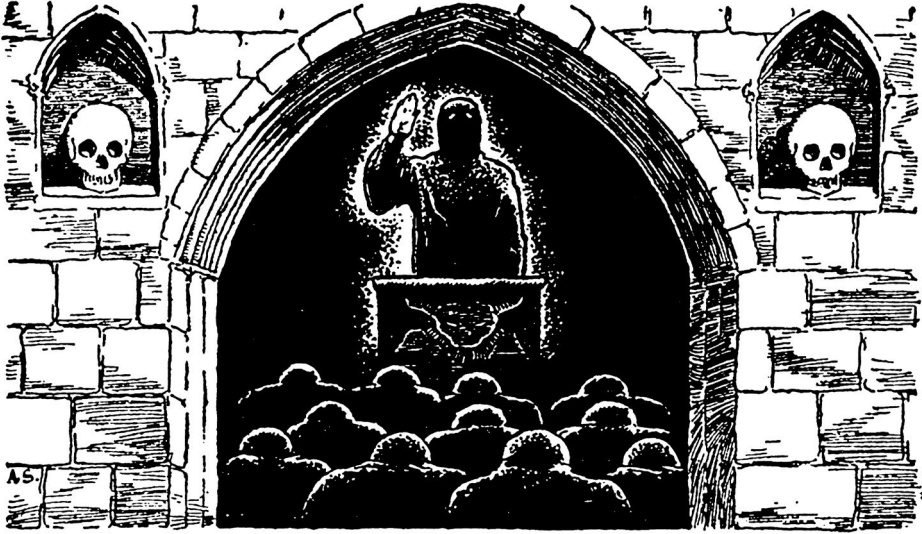
XP: 1,500

Azamus, is the chimeric familiar of Anguia Umbra. It has the body of snake, the wings of bat, the head of a great cat, and horns like a goat. In the presence of its master, Azamus's morale is never shaken (and it will never fail a morale check).

Each round, in combat, Azamus has the option of goring or biting an opponent. On a successful bite attack, the victim must save vs. poison or take 5d6 additional damage and fall into a magical sleep for 2d6 turns (the victim cannot be awakened before the duration has expired); a successful save results in 1d6 rounds of the same magical sleep. Additionally, every 6 rounds, Azamus may (in lieu of a bite or gore) choose use its breath weapon—a 10' diameter cloud of gas; all creatures caught in the cloud must save vs. breath or sleep magically (unable to be awakened) for 5d4 turns.

THE BLACK CHAPEL

An adventure for 5–7 characters of 3rd–5th level



Overview. Lemures have begun to emerge from the small shrine known simply as the Black Chapel. Surely, some sort of evil has been set upon the world and must be stopped before it's too late!

Background. Legend holds that the Black Chapel (a small, black stone building hidden deep in a forested area) has long been home to a dark cult operating there. All but the most daring avoid the place altogether. The daring are never heard from again. Locals steer clear of the area, believing the dark evil of the chapel to be linked Asmodeus, the King of Hell. Recent events are beginning to support this suspicion—lemures have begun emerging from the forest. These hideous, anguish-mawed, man-sized blobs of molten stinking flesh are the lowest ranking minions of Hell, and have no place in the Material Plane. Surely, something is awry, and the growing number of lemures in recent days suggest that things are getting worse. The farmers of the area around the forest where the Black Chapel is located have banded together, and have gathered a 10,000 gp reward for anyone that can stop the source of the lemures.

Party Mix. It is suggested the party include at least one thief and at least one cleric of third level or higher.

Alignment Note. Please note that this adventure has been written for classic editions and similar retroclones of the original role-playing game, and therefore use a single-axis alignment system (lawful/neutral/chaotic). This alignment system does not account for the lawful-evil alignment associated with Hell in advanced editions and similar retroclones. If using a dual-axis alignment system, the DM should use their best judgment in determining when “lawful” should mean “good,” and “chaotic” should mean “evil.”

Wandering Monsters

The following wandering monster tables may be used for the areas in and around the chapel complex. Adjustments may be made at the DM's discretion.

Outside Chapel (Above Ground)	Inside Chapel (Ground Level)	Underground Level
<i>Roll 1d8 every 3 turns.</i>	<i>Roll 1d10 every 3 turns.</i>	<i>Roll 1d10 every 2 turns.</i>
1. no encounter	1. 1–3 evil acolytes (C1) <i>entering from outside</i>	1. 1–6 evil acolytes (C1) and 1 evil priest (C3)
2. 1–3 evil acolytes (C1)	2. 1–2 evil adepts (C2) <i>entering from outside</i>	2. 1–2 evil adepts (C2) and 1 evil priest (C3)
3. 1–2 evil adepts (C2)	3. 1–3 evil acolytes (C1) <i>entering from underground level</i>	3. 1 evil vicar (C4) and 1 bodyguard (F2)
4. 1 evil priest (C3)	4. 1–2 evil adepts (C1) <i>entering from underground level</i>	4. 1 evil curate (C5) and 2 bodyguards (F3)
5. 1–12 pilgrims (NM) (50% chance they are simply visiting the chapel, and a 50% chance they are seeking to join the cult)	5. 1 lemure <i>entering from underground level</i>	5. 1–6 lemures
6+ no encounter	6+ no encounter	6. 1 wraith
		7. 1 spectre
		8+ no encounter

General Information

Size. Unless otherwise stated, the ceilings are 20' tall throughout and there is no lighting to speak of. There are, however, black iron torch mounts located throughout the hallways and the rooms, set at approximately 7' up from the floor. If necessary, the DM may determine specific locations for any specific torch mount. All measurements in parentheses are approximate.

Construction. The chapel (above ground) was formed magically from stoneshaped basalt called forth from the Abyss. The underground level is constructed from the same Abyss-origin basalt, but was dug and cut by a less-than-capable crew (volunteers from amongst the numbers of the Cult of the Black Chapel, and human slaves captured into service only to be sacrificed later when their services were no longer needed). Unless otherwise indicated, there are no doors in the lower level complex.

Ground Level Encounter Areas

1. Chapel Exterior. (100' wide × 50' deep × 80' high) The immaculately-hewn rock of the structure appears to be carved from a single piece of the basalt so deeply black it appears unreal. Any dwarf coming within 30' of it must save vs. spells or be rendered speechless by its impossible beauty for 1d6 rounds. At its entrance, a pair of slender ebony double-doors (each 3' wide by 10' tall) are carved with a writhing interlace of smoke-like streams tipped with spike-like elements and set with black iron rings as door handles. The wood of the doors is cool to the touch. Any non-chaotic creature touching the door handles (even while wearing gloves) must save vs. spells or suffer an electrical shock, taking 1d2 points of damage. The back sides of the doors are plain and smooth.

2. Chapel Narthex. (20'×30') The chilly touch of the air in this 50'-high room runs down the back, and the scent of burnt hair sneaks past the nostrils and into the mind. From the northwest corner of the room, a 5'-wide hallway heads west. In the northeast corner of the room, a 1'-wide and 3'-tall cylindrical stone pedestal is topped with a large iron bowl and a brass-handled straight razor (1 gp value). Inside the bowl are the charred remains of hair. (The hair is that of the cult members who shave their heads and burn the hair before entering the chapel.)

3. The Black Chapel. (45'×25') For as numerous as the members of this cult are reported to be, this chapel is surprisingly small. It is also surprisingly sparse. There is an alabaster podium near the west end (**a**); on its face (to the east) is a *bas relief* of the devil Moloch (once Master of Malbolge, but now exiled from the Nine Hells); the podium, being of a soft stone, seems well-worn from time and use and constant cleaning (and was likely carved when Moloch held higher standing). To the southwest are a pair of ebony doors similar to those at the building's entrance (including the black-iron rings as handles). Any non-chaotic character coming within 10' of the doors will believe the interlace decoration on the doors is writhing and moving on the doors' surfaces and will cause a sense of general unease; the sense and the hallucination will persist (indefinitely) until the character touches either door or handle. The back sides of the doors are plain and smooth.

4. Descending Stairwell. (12'×100'; 45° angle) Just beyond the doors from the chapel, the construction moves from the seamless piece of basalt to the poorly-constructed basalt stonework that continues throughout the underground structure of this complex.

Underground Encounter Areas

5. Statuary Hallway. (25'×90') Flanking this hallway are a number of alcoves, most of which feature statue. Each life-sized human statue of granite feature the likeness of a bald-headed human of varying appearance, age and build, but all are carved wearing the robes of the cult. Each statue is set atop a 3'-diameter, 2'-tall base, each carved with a different sigil on its face. When translated (e.g., using *read/comprehend languages*), the sigils are nothing more than the names of the individuals written in a shorthand code used by the cult.

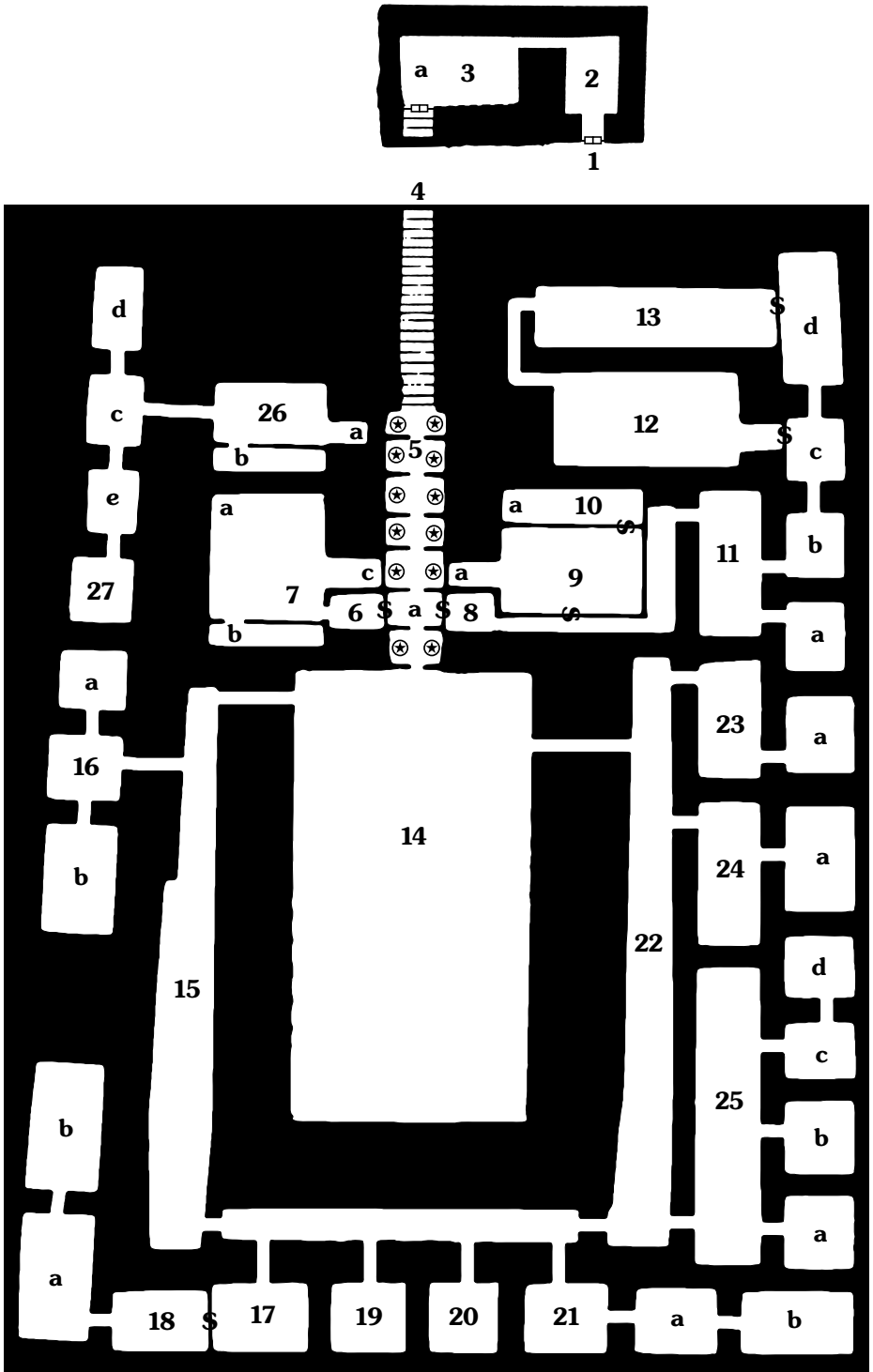
The alcoves at **a** do not have statues, but each does have a 3'-diameter, 2'-tall base, and features the same sigil (which, when translated, is understood as the word “self.” When a human stands on the base (facing away from the alcove, into the hallway) and says their name aloud, the wall behind them will magically disappear for 3d6 rounds, allowing passage into the areas beyond.

6. Unholy Water Font. (20'×15') In the middle of this room is a granite baptismal font filled with unholy water. If touched by any character that has been temporarily blessed or is otherwise under the boon bestowed by the spell of a good cleric, the blessing or effect is ended immediately.

When the secret door that accesses this room is “closed,” the same “self” sigil (as the pedestal outside) can be found carved into the wall there at human eye height. When a human faces the sigil and says their name aloud, the wall section will magically disappear for 3d6 rounds, allowing passage back into the hallway.

7. Shrine of Self-flagellation. (40'×60', including **b**) The walls of this room feature hauntingly-beautiful frescoes of cult members in loin cloths who are self-flagellating.

In the northwest corner (**a**) is another baptismal font, identified in common as “THE FONT OF TEARS.” It is damp in the bottom-most part of the basin, and the dry part of the bowl



is caked with a thin, white crystalline powder, but it is otherwise empty. If tasted, the water and the powder are salty, but harmless. Cult members are encouraged to cry here when they are self-flagellating—as suggested by one of the frescoes.

Written in common above the door entering area **b** are the words “CHAMBER OF THE GREAT WHIP.” At the eastern end of this chamber is a large granite pedestal 5' wide, 3' deep, and 3' tall, set wide against the back wall. Written in common on the face of the pedestal are the words “THE GREAT WHIP.” There is nothing on the pedestal.

In the alcove to the east (**c**) is a large iron chest. The chest is trapped and locked. If the is not disarmed first: there is a 50% chance it will go off if the lock is attempting to be picked, and a 100% chance it will go off if the chest is opened. The trap is a flurry of spikes that will fly out from the inside of the top of the chest, striking the first person within 10' of the front of the chest for 1d4 damage. Inside the chest is a large key (which unlocks the shackles on the hill giant chained up in area **9**).

8. Unholy Water Font. (20'×15') In the middle of this room is a granite baptismal font filled with unholy water. If touched by any character that has been temporarily blessed or is otherwise under the boon bestowed by the spell of a good cleric, the blessing or effect is ended immediately.

When the secret door that accesses this room is “closed,” the same “self” sigil (as the pedestal outside) can be found carved into the wall there at human eye height. When a human faces the sigil and says their name aloud, the wall section will magically disappear for 3d6 rounds, allowing passage back into the hallway.

9. The Great Flagellator. (55'×25', not including **a**) A *hill giant* sitting on a stone pedestal, his feet shackled by a chain to its base; at **a**, there is hill-giant-sized cat-o-nine-tails. His chains are just short enough he is unable to reach the whip without assistance.

10. Offerings Room. (50'×15') This chamber is stacked deep at the west end with what, even at a cursory glance, are sacks and sacks of coins. There 11 sacks—10 of which are normal sacks each containing 500 cp, and the very farthest sack back is a *bag of holding* containing 10,000 cp. Examination of the coins will reveal that the nearest coins (those in the sacks closest to the entrance) are of newer mint, while the farthest coins (those at the west end, and especially those in the *bag of holding*) are of a much earlier mint (going back almost a millennium)—suggesting this cult has been in operation for quite some time. At some point, the leaders of the cult will decide it's worth trading in all this copper for gold.

11. Room of Oil. (25'×55') The smell of oil permeates the room. Carved into the floor of the room is a “grid” of grooves running from wall to wall, set 1' apart and carved 1" into the floor, filled with a clear liquid (oil). If the floor is touched anywhere beyond the threshold (whether it be the drop of a coin, the touch of a pole, or the weight of a foot), the channels of oil will immediately be set alight (magically). Once inflamed (either by touching the floor or lighting the oil directly), the oil (which has a strong magic set upon it) will burn for a remarkably long time and at a remarkably high heat. The flames (which reach nearly to the ceiling) will last for nearly an hour before burning out. Anyone walking through the burning room will take 2d6+6 fire damage, and anyone running through the room will take 1d6+3 fire damage. If *dispel magic* is cast upon the oil, the oil will burn out in 1 turn.

Beyond the **Room of Oil** are several associated treasure rooms:

In the center of area **a** (22'×25') is a round pedestal (1' diameter, 3' tall) of black alabaster. Atop the pedestal is a *strength-bitten ring*. This cursed item “bites” into the skin of the

wearer and (until the curse and ring are removed) decreases their HD by 1HD (will kill a 1HD character) and raises their Strength by 1.

In the center of area **b** (22'×25') is a round pedestal (1' diameter, 3' tall) of black alabaster. Atop the pedestal is a *face-bitten mask*. This cursed item appears as a featureless human face. When placed on or near (within 2") a face, it attaches itself to that face, "biting" into the skin and merging into it, making the wearer's face nearly featureless (with only hints of eyes, nostrils, mouth, and ears). Until the curse and mask are removed, it decreases the wearer's HD by 1HD (will kill a 1HD character) and lowers their Charisma to 3.

Area **c** (22'×25') is empty and featureless, except for 1"-diameter hole in the west wall about 3' in from the north wall and 3' up from the floor. The hole is approximately 3" deep and there is a button inside. The button is set in the middle of a secret door, triggered by the button. The hole is trapped with a razor blade that re-sets every time the secret door is closed. It will cut off 2" of anything that pushes the button (finger, pole, etc.). Any "to hit" roll penalty incurred from finger loss, and the time learning to compensate (negating the penalty), is at the discretion of the DM (based on which finger is lost, whether it is on a primary or secondary hand, and the type of weapon being used). The secret door is weighted and will close itself if not propped open. A similarly-bladed button hole is located on the other side of the door.

In the center of area **d** (22'×50') are two round pedestals (1' diameter, 3' tall, set 3' apart in a north/south orientation) made of black alabaster. Atop each pedestal is a crystal flask, and both contain a swirling white liquid. Each contains a *potion of curse-dropping*; when consumed fully, this potion will cause a cursed item to "fall away" from the imbiber, freeing them of the attachment of a cursed item (but not removing the curse from the item). The crystal flasks are beautifully cut with a star-like rosette pattern (25 gp value each, when empty).

On the wall to the west is in area **d** is an identical button hole (and razor trap) to area **c** above, but set about 12' from the north wall.

12. Trapped Lemures. (70'×35') There are **3 lemures** here. They accidentally got themselves into this area (through the secret door) and couldn't figure their way out. They will immediately attack anything that enters the room.

13. Dead Cultists. (90'×22') Upon entering, the reek of death here seems greater than the single dead cultist on the floor (killed by the lemures from area 12); there is actually a second (invisible) dead cultist wearing a *ring of invisibility*. When any good character enters the room, the bodies will rise as **2 zombies** (the second will remain invisible until it is hit or strikes successfully). The first dead cultist wears a brooch of gold & onyx (70 gp). The other has a pouch with 3 pieces of smoky quartz (300 gp each) and a *ring of invisibility*.

Along the south wall of the room are 3 iron chests. There are all locked and trapped with poison needles in the lock-clasp (save vs. poison or temporarily lose 1d3 Con, recovered at a rate of 1 point per full day's rest). The mechanic of the clasp is too fine for the clasp (even after being disarmed) to be opened by anything but the fingers of a fairly dexterous character (13 or better Dexterity required to unclasp), so they can't be opened using any sort of secondary object or by anyone wearing any sort of bulky/protective gloves. The left and right chest are empty. The middle chest contains *seven (7) potions of healing*.

14. The Black Chapel/Cracked Altar. (90'×165') Though most people outside the cult itself assume the above-ground structure is the Black Chapel, this room is actually the Black Chapel. This is where the cult has traditionally held its gatherings, ceremonies, rituals, etc. The west and east walls are each decorated with a septet of 3'-wide black

velvet banners anchored from the ceiling and draping to just inches from the floor. Each banner features a totem-like interlace of red embroidery. In the center of the room is a black stone pedestal-like altar, 4' tall and 7' in diameter. The altar is cracked right through the middle, so that it is essentially two parts now (instead of one). Every turn, there is a 1-in-6 chance a **lemure** will emerge from the altar and attack any non-devilish creature it sees.

15. Gallery of Torment I. (15'x70' area opens to 20'x135' area) Completely covering the west and east walls of this long gallery are frescoes of lemures (vaguely-humansque blob-like devils of the lowest level) being tormented by pit fiends (massive, fanged and horned devils with bat-like wings). The things the pit fiends are doing to the lemures ranges from the banal (flagellation) to the unspeakable and truly blasphemous. The first time anyone enters this gallery, they must save vs. spells or flee in fear (for 2 turns). There are **1d4+1 lemures** here.

16. Administrative Office. (30'x25') This area is blocked from entry by a portcullis (that is currently closed). There are levers on the inside and outside of the portcullis. The lever in the hallway has a chain but no padlock.

This area appears to be some sort of administrative office, lit by a low torch light in the main room. This area is currently staffed by a low-level cult member who will be in area **a** when the party enters.

In area 16, there is a simple wooden table and stool (there is a large padlock on the table), and the west wall features a large wooden bookcase loaded with similarly-bound books—each is 13"x7" with a 3" spine. The cover of each features an embossed archaic rune that (when translated, e.g., using *read/comprehend languages*) is understood to mean "oath-takers." Inside the books are rows and rows of signatures (oath-takers who have joined the cult). Of the nearly 100 books here, there are four that are completely unused and would (except for the embossed rune on the cover) be usable for any kind of book (or spellbook).

The side-room at **a** (25'x22') features several simple wooden shelves piled with new and used cloaks for members of the cult.

The **cult member** (C1) who staffs this area wears the cloaks of the cult, and because he will be in the dimly lit cloak room when the party enters, and because he spends most of his time alone here and listening for even the slightest hint of noise, there is only a 1-in-10 chance he will be surprised by the presence of the party, and any thief attempt to move silently is halved. He has three key possessions: a +2 *dagger*, a key to the portcullis (in a small pouch on his belt), and a wooden whistle around his neck. The whistle is a *whistle of hellhound summoning* that he will immediately blow if he has the chance. It is silent and magical, and summons 2 hellhounds once per week. The hellhounds attack the nearest creature that is not the summoner, and will remain and fight for 4 rounds, until all but the summoner are dead, or until they are killed (whichever comes first).

The side-room at **b** (25'x40') features personal belongings and clothing items taken from those who have recently joined the cult. It is likely this area is cleared occasionally. Anything of value has already been stripped and removed from the area.

17. Sleeping Quarters. (40'x25') There are 8 cots stuffed into this room, and the room appears dusty and unused. It is unclear who slept here, though it was likely some low-level cultists. It doesn't appear that the room has been used in quite some time. Only the most thorough search will reveal a block in the west wall that, when pushed, opens the secret door to area **18**.

18. Forgotten Altar. (35'×22') This room is covered in dust, and does not appear to have been used for some time. In the middle of the room is 4'×7' altar made from a solid block of green and gold marble. If the altar is touched (even by a secondary object, like a pole) or the crypt in area **b** is disturbed, the altar will spew forth **2d4 skeletons** per round for 3d4 rounds.

Area **a** (30'×50') is empty of furnishings, but frescoes on the west and east walls showcase the origins of the cult—a man in a black robe identified in a banner graphic as “Anoth Ballmokach” signs a pact with Asmodeus. The pact turns Anoth’s skin charcoal gray, but it gives him great power and throngs of followers. If anyone reads the fine-print on the contract (requires magnification, or for the reader to be under the effects of a *potion of diminution*—so the text appears bigger), it will be noted that Anoth must die twice.

In area **b** (30'×45'), there is a human-sized crypt made of the same green and gold marble as the altar in the main room. Opening the crypt will release the **spectre** of Anoth. Inside the crypt is the following treasure: a *potion of gaseous form*, a *potion of diminution*, a *staff of striking*, a *ring of human control*, and a treasure map (leads to what will turn out to be an depression in the ground, the treasure found long ago, and the hole filled up over time). In the northeast and northwest corners of the room are large iron chests, each containing 500 gp.

19. Sleeping Quarters. (25'×25') There are 8 cots stuffed into this room and they all seem recently used. There are 3 dead cultists here. They have nothing of value.

20. Sleeping Quarters. (25'×25') There are 8 cots stuffed into this room and they all seem recently used. Otherwise, there is nothing here.

21. Cult Leaders Suite. (30'×25') The first room here has 4 cots and 4 wooden chests. There are **4 cultists here** (C3, C2, C1, C1). They are all watching the door intently from their cots and will attack any lure or non-cult member that enters. Each wooden chest contains 4d6 gp. One has a false bottom with *scroll (clerical spell: protection from good)*.

Area **a** (30'×25') has a simple wooden desk and chair, a bed with a straw mattress, and small iron chest. The chest is locked and magically trapped. Touching the chest releases a 10'-radius burst of necrotic energy that does 2d4 damage to all in its area of effect (save vs. spells for half damage). Once the burst has been released, its magic is spent and won't go off again. Inside the chest is a *rod of cancellation* with 1d10 charges.

Area **b** (40'×25') has a fancy wooden desk and chair, a bed with a down mattress, and small iron chest. The chest is locked and magically trapped. Touching the chest releases a 10'-radius burst of necrotic energy that does 4d4 damage to all in its area of effect (save vs. spells for half damage). Once the burst has been released, its magic is spent and won't go off again. Inside the chest are the following gems: topaz (500 gp), onyx (75 gp), garnet (750 gp), star rose quartz (250 gp).

22. Gallery of Torment II. (220'×15-20') Completely covering the west and east walls of this long gallery are frescoes of lemures (vaguely-humansque blob-like devils of the lowest level) being tormented by pit fiends (massive, fanged and horned devils with bat-like wings), under the direction of Asmodeus (the Overlord of Hell). The things the pit fiends are doing to the lemures ranges from the banal (flagellation) to the unspeakable and truly blasphemous. The first time anyone enters this gallery, they must save vs. spells or flee in fear (for 2 turns). There are **1d3+2 lemures** here.

23. Chapel of the Saplu-samara. (25'×45') *In the cult of the Black Chapel, the priest just below the high priest is known by the title “Saplu-samara” (“low samara”).*

This area is blocked by a portcullis, which is down. There are levers on either side of the portcullis (each can be used to raise or lower the portcullis). The levers are locked and require a key (or lockpicking) to enable them to be used.

Inside the room, beyond the closed portcullis, are **3 cultists**: C3, C2, C2.

The southwest corner of this chapel features a simple shrine—a small, short, dark-stained oak table with an adequately-carved, moderately-detailed, 12" ebony statue of Asmodeus, and a number of black candles of various diameters and heights (some are burned; some are new). In front of the table is a 2'x3' pillow (for kneeling) covered in purple velvet (well worn, but still worth 10 gp).

The statue appears as a poor copy of the one in the samara's shrine (**23**), and unlike the other statue, this one is *not* magical. To those interested in depictions of such pure an utter evil, the statue is worth 15 gp; others will want nothing to do with it

23a. Samara's Vestry. (25'x30') This area is furnished with the following: a beautifully-patterned but well-worn woven area rug (5'x7') of red, purple, and black cording with gold thread interlace (rug value: 350 gp); a large, overstuffed chair (in northeast corner) covered in purple velvet; and a finely-carved oak armoire (in northwest corner) with ebony inlay designed to appear as finger-like flames. In the southeast corner, a strange sigil is carved into the floor; it is not a language, so cannot be translated/understood as such.

The armoire features double door and a lower drawer. The armoire door is locked; inside are three identical cowed robes of black velvet—and a **lemure** that has been trapped inside. The armoire drawer is closed and does not lock. The drawer is empty, but contains a false bottom that hides the following: a **spitting cobra**; a small iron chest (unlocked but empty); and a *poison potion*.

Stepping on the sigil will transport a creature to **26a**. Any creature stepping on the sigil at **26a** will be transported to this sigil.

24. Chapel of the Samara. (25'x55') *In the cult of the Black Chapel, the high priest is known by the title "Samara"—a word that simultaneously means "high priest" and "god" (an indication of how close to "divinity" the leader of the cult is believed to be).*

This area is blocked by a portcullis, which is down. There are levers on either side of the portcullis (each can be used to raise or lower the portcullis). The levers are locked and require a key (or lockpicking) to enable them to be used.

Inside the room, beyond the closed portcullis, are **3 cultists**: C5, C4, C2.

The southwest corner of this chapel features a simple shrine—a small, short, dark-stained oak table with a delicately-carved, richly-detailed, 12" ebony statue of Asmodeus, and a number of black candles of various diameters and heights (some are burned; some are new). In front of the table is a 2'x3' pillow (for kneeling) covered in purple velvet (well worn, but still worth 10 gp).

The statue is cursed. Anyone touching it (even while wearing gloves or gauntlets) must save vs. spells or immediately change to chaotic (evil) alignment, and worship Asmodeus to the exclusion of all others. The curse cannot be removed from the statue. Furthermore, anyone under its magic will desire nothing more in life than to possess the statue, and will offer everything they own in exchange for it, or (if such an offer is refused) kill the owner to take possession of it. A *remove curse* spell (or similar magic) will lift the magic (causing the previously-affected character to rid themselves of the statue/toss it away, allowing the character to return to their alignment of choice, and permitting them to worship as they choose); psionic abilities do not affect the statue or its magic.

24a. Samara's Vestry. (25'x40') This area is furnished with the following: a beautifully-patterned woven area rug (5'x7') of red, purple, and black cording with gold thread interlace (rug value: 500 gp); a large, overstuffed chair (in northeast corner) covered in purple velvet; and a finely-carved oak armoire (in northwest corner) with ebony inlay designed to appear as finger-like flames. In the southeast corner, a strange sigil is carved into the floor; it is not a language, so cannot be translated/understood as such.

The armoire features double door and a lower drawer. The armoire door is locked; inside are three identical cowled robes of black velvet. The armoire drawer is closed and does not lock, but it does contain a basilisk. The drawer is otherwise empty, but contains a false bottom that hides the following: a small, black velvet bag containing 5 moonstones (100 gp each); a small iron chest (unlocked but magically trapped with a blast of electricity that deals 1d6 to all standing within a 10' radius when the chest is opened; save vs. breath for half damage) that contains 200 pp; a bejeweled gold goblet (250 gp); and a *wand of fire balls* (3 charges).

Stepping on the sigil will transport a creature to **26b**. Any creature stepping on the sigil at **26b** will be transported to this sigil.

25. Dining Hall. (25'x110') This area features a large, long wooden table with an elaborately-carved wooden chair at the north end (for the samara), a moderately-carved wooden chair at the south end (for the supla-samara), and a half-dozen stools on each side (west/east) of the table (for the other high-ranking cultists). There are **3 lemures** here.

Area **a** (25'x25') is reserved for storage of dry goods, but apart from a half-sack of rations (enough to feed 5 people for 6 days), there are mainly empty sacks (about two dozen).

Area **b** (27'x27') is a food prep/cooking area, with a small stove (with a small vent above, leading out of the complex), a table, food prep equipment (knives, spoons, pots, etc.), and a couple of empty wooden crates.

Area **c** (25'x20') has a **ravenous dog** chained to the east wall; the chain is long enough that the dog can get to any part of the room, and all the way to the edge of the short hall that leads into this area from area **25**.

Area **d** (25'x22') is slightly lower than the other rooms on this level, and the shelves suggest it was a wine cellar; there is, however, only 1 bottle left. The bottle is absolutely caked in dust, and appears to be of a vintage that coincides with the supposed origination of this cult. The label, though greatly faded, reads as "The Blood of Anoth Ballmokach." From outer examination only, it is impossible to tell if this is a metaphorical name for a bottle of wine, or if the bottle actually contains the blood of Anoth Ballmokach, the founder of the cult (see **18a**).

26. Conclave Room. (main chamber: 40'x25', southern chamber: 40'x10') This area features a 4'x8' table and eight chairs. There is a sigil carved in the floor at **a** that transports any creature stepping on it to **23a**. In the southern chamber, there is a sigil carved into the floor at **b** that transports any creature stepping on it to **24a**.

In area **c** (20'x25'), searching through the shelves are **2 cultists** (C6, C5). The 6th-level cultist possesses the key to the chest in **21a**; the 5th-level cultist possesses the key to the chest in **21b**. This room has bookshelves filled with tomes containing all sorts of vile/evil rituals. The world would be better off if these were destroyed.

Areas **d** (20'x30') and **e** (20'x25') feature bookshelves filled with tomes containing all sorts of vile/evil rituals. The world would be better off if these were destroyed.

27. Inner Conclave Room. (25×25') The cult leader (the samara, **Crovan of the Lightless Dark**) and his second in command (the supla-samara, **Tarabus of the Ebony Dark**) are seated on stools at a table here, reading through tomes, trying to find a way to counteract the broken altar that is producing lemures.

If threatened or attacked by the party, they will try to convince the party to spare their lives if the party helps them destroy the altar. They have (so far) only found one way to stop the lemures, but it requires destroying the altar. The ritual, known as “Gishtil” (translated as “vehicle of life”), unfortunately for the cultists, requires a lawful cleric to perform the ritual—which obviously counts them out (especially considering the samara is under the evil spell of the Asmodeus statue). They will only tell the characters how to perform the ritual if it is promised that their lives are spared, signed in a blood oath under the protection of Asmodeus, with the stipulation that if they (the samara or supla-samara) are harmed, the party members will die (without the ability to be resurrected or reincarnated), with their souls to be eternally tormented in Hell by Asmodeus and his minions. The blood oath will be drafted by the samara and supla-samara, and they will sign as representatives for Asmodeus; any cleric of neutral alignment that is 3rd level or higher, or any lawful (good) cleric of 2nd level or higher, will know the oath is unenforceable, while evil clerics will believe it is absolutely enforceable (which it is not). The book that contains this ritual is hidden in a secret compartment in the table.

Crovan possesses the following: a *plague mace* (see p.15); a *scroll: aura of fear* (see p.13; casts as a 7th-level cleric spell, rather than a 6th-level magic-user spell); and a *potion of invulnerability*. Crovan also has the following on a keyring: a key that unlocks the portcullis levers for area **24**; a key to the armoire in area **24a**; a key to the iron chest in the armoire from **24a**; a key to the chest from **7a**.

Tarabus possesses the following: a *staff of striking*; a *ring of regeneration*; and *scroll: protection from magic*. Tarabus also has the following on a keyring: a key that unlocks the portcullis levers for area **23**; a key to the armoire in area **23a**; a key to the iron chest in the armoire from **23a**; a key that unlocks all three iron chests in area **13**.

About the Ritual (Gishtil)

In order for the ritual to be effective, it must be performed by a cleric of lawful alignment of 3rd level or higher who has been in good standing with his faith for a minimum duration of 90 days. The ritual also requires the following material components: 3 vials of holy water, 3 vials of holy oil (standard lantern oil blessed by a cleric of 1st or higher level will suffice for this), the branch of an evergreen that has not been separated from the living tree for more than 48 hours, and a single platinum coin (though the coin may not feature any depiction of any sort of human, humanoid, or celestial being of non-lawful alignment).

The ritual takes 3 turns to perform, and the cleric performing it must perform it without interruption (e.g., the cleric performing the ritual may not stop to fight lemures while performing the ritual). Any failed saving throw by the cleric performing the ritual or any successful “to hit” roll against them will interrupt the ritual. Each turn uses up 1 vial of holy water and 1 vial of holy oil, and “re-starting” the ritual requires a fresh evergreen branch and replacement water and oil used before being interrupted, though the same coin may be “re-used” with new performances of the ritual.

Stats for Cultists and Monsters Used in this Adventure

CULTISTS

C1 (acolyte): HD:1; AC:9; #AT:1; D:1d6 (mace); M:120'(40'); ST:C1; spells: none.

C2 (adept): HD:2; AC:8 (from Dex); #AT:1 (+1 “to hit” from Dex bonus); D:1d6 (mace); M:120'(40'); ST:C2; spells: *protection from good**.

C3 (priest): HD:3; AC:8 (from Dex); #AT:1 (+1 “to hit” from Dex bonus); D:1d6 (mace); M:120'(40'); ST:C3; spells: *protection from good**, *cause light wounds**.

C4 (vicar): HD:4; AC:8 (from Dex); #AT:1 (+2 “to hit” from Dex/magic weapon); D:1d6+1 (+1 mace); M:120'(40'); ST:C4; spells: *protection from good**, *darkness**, *hold person*.

C5 (curate): HD:5*; AC:7 (from Dex); #AT:1 (+3 “to hit” from Dex/magic weapon); D:1d6+1 (+1 mace); M:120'(40'); ST:C5 (+1 vs. spells); spells: *protection from good**, *cause light wounds**, *hold person*, *silence (15' radius)*.

C6 (elder): HD:6*; AC:7 (from Dex); #AT:1 (+3 “to hit” from Dex/magic weapon); D:1d6+1 (+1 mace); M:120'(40'); ST:C6 (+1 vs. spells); spells: *protection from good**, *cause light wounds**, *hold person*, *silence (15' radius)*, *striking*, *cause serious wounds**.

Tarabus: HD:7*; AC:6 (from Dex); #AT:1 (+3 “to hit” from Dex); D:1d6 (mace); M:120'(40'); ST:C7 (+2 vs. spells); spells: *protection from good**, *cause light wounds**, *hold person*, *silence (15' radius)*, *curse**, *cause disease**, *cause serious wounds**; additional items: *staff of striking*, *ring of regeneration*.

Crovan: HD:8*; AC:6 (from Dex); #AT:1 (+5 “to hit” from Dex/magic weapon); D:1d6+2 + special (*plague mace (see p.9)*); M:120'(40'); ST:C8 (+3 vs. spells); spells: *protection from good**, *cause light wounds**, *hold person*, *silence (15' radius)*, *curse**, *cause disease**, *cause serious wounds**, *insect plague*; additional items: *scroll: aura of fear (see p.7)*, *potion of invulnerability*.

MONSTERS

Basilisk: HD:6+1**; AC:4; #A:1 bite + gaze; D:1d10 + petrification; M:60'(20'); ST:F6; characters meeting the basilisk’s gaze must save vs. paralysis or be petrified (including all equipment carried or worn); those in melee combat with it must save each round unless looking away (attacking the basilisk at -4 “to hit” while the basilisk attacks at +2 “to hit”).

Hill Giant: HD:8; AC:4; #A:1; D:2d8; M:120'(40'); ST:F8.

Lemure: HD:1*; AC:7; #A:1; D:1d3; M:30'(10'); ST:F1; immune to sleep, charm, fire; half damage from cold, gas; regenerates 1 hp per round, and can only be killed by blessed things (holy water, holy swords, etc.), but not a blessed person with a normal weapon.

Ravenous Dog: HD:2+1; AC:5; #A:1 bite; D:1d6+1; M:120'(40'); ST:F2.

Spectre: HD:6**; AC:2; #A:1 touch + special; D:1d8 + 2 level drain; M:150'(50')/300'(100'); ST:F6; immune to *sleep*, *charm*, *hold* and psionic abilities requiring a psionic saving throw.

Spitting Cobra: HD:1*; AC:7; #A:1 bite or 1 spit; D:1d3 + poison; M:90'(30'); ST:F1; spits up to 3' (on successful “to hit” roll, victim must save vs. poison or be permanently blinded until magically cured).

Zombie: HD:2; AC:8; #A:1; D:1d8 (or by weapon); M:120'(40'); ST:F1; immune to *sleep*, *charm*, *mind-reading*.

d30 Quirks Caused by Becoming Unhinged

1. craves to drink blood and believes themselves to be bat-related (but not a vampire)
2. eats bugs, but only ones that are still living—the bigger and juicier the better!
3. craves human flesh [only 1-in-3 chance that they know this is wrong]
4. self-flagellates [roll 1d3: 1=randomly, 2=regularly, 3=constantly]
5. “speaks” only in a sign-language of their own creation (but capable of speech)
6. shouts obscenities [roll 1d30: even=randomly, odd=when conversing]
7. desires to remain nude (skin feels like its burning when clothing is worn)
8. tries to teach normal animals (incapable of human speech) to speak common
9. never blinks... ever, even sleeps with eyes wide open
10. scribbles unceasingly [roll 1d3: 1=uses no ink/makes no marks, 2=gibberish “code” of elder runes, 3=incoherent nonsense]
11. curates their feces, grouping it by color and consistency
12. thinks bees are always buzzing around their head
13. has simple paranoia: 2-in-3 chance they believe any individual they know/meet is out to get them
14. suffers from bewilderment (confused by absolutely everything)
15. suffers from *confusion* (as spell, roll every round)
16. irreconcilable sadness/melancholy
17. lives in constant state of panic
18. has random seizures
19. suffers from narcolepsy
20. drools/drenched in saliva
21. spits when speaking
22. talks as if tongue is numb
23. eyes dart about constantly
24. scratches themselves constantly
25. sleeps in a coffin
26. lives in a hole in the ground
27. thinks they are invisible
28. thinks they are on fire
29. thinks they are dead
30. thinks they are undead



d30 Methods of Sacrifice

1. disemboweled
2. stomach ripped open
3. heart removed while still beating
4. split into halves
5. throat cut
6. beheaded
7. chopped to death
8. stabbed to death
9. stabbed in the head
10. beaten to death with clubs/sticks
11. stoned to death
12. crushed between heavy stones
13. strangled
14. skinned alive
15. eaten alive (cannibalism)
16. boiled alive (water or oil)
17. burned alive
18. dissolved alive (e.g., acid or lime)
19. buried alive
20. pushed off cliff
21. "fed" into natural geographic feature (e.g., volcano, sinkhole, quicksand, etc.)
22. tossed into pit: left to drown
23. tossed into pit: left to starve
24. tossed into pit: eaten by animals
25. poisoned: bite of creature
26. poisoned: forced to imbibe
27. poisoned: force fed
28. drowned by force
29. transported to an inhospitable plane of existence
30. taken directly and consumed/absorbed by a deity or demon





d30 Evil Hooks & Seeds

1. After a night without a watch, a member of the party (a henchman, perhaps) is discovered dead (drained to death by a vampire). Unless dealt with, the body will rise as a vampire in 3 days to serve the vampire that slew it.
2. The party comes upon a field that was, long ago, a battlefield. The dead begin to rise from the ground as warrior skeletons and attack *en masse*.
3. A group of creatures that appears as an undead version of the party is roaming the countryside, killing indiscriminately.
4. A wizard is going from town-to-town creating and selling flesh golems as servants. After a few days, they are killing their new masters and creating havoc.
5. A merchant is traveling from town-to-town selling gems for much less than they're worth. After a few days, the gem cracks and releases a low-level demon that has been trapped (by a *magic jar* spell) in the gem.
6. An alchemist claims he can resurrect the dead without divine or arcane power. His semi-successful attempts wander the countryside as strange undead beings.
7. A magical map has been discovered that holds the directions to a horde of cursed items, but it requires a human sacrifice in order to reveal the details of the map. This map is highly-sought after by demons and devils, and is indestructible until the sacrifice has been made.
8. A mysterious stranger hands the party a black onyx orb, claims it is the key to a hidden necropolis filled with the riches of the past, points the way, then disappears as dust in the wind.
9. A contrite lich wishes to relinquish his evil ways, submit to a ritual that will absolve him, and allow his spirit to move on to an upper plane. He needs the assistance of lawful/good characters to access a prayer book that contains the Rite of Profoundest Remorse, and enlist a high-level lawful/good cleric to perform the ritual. (The rite exists, but the lich is not penitent. He simply wishes to slay a high-level cleric to increase his power.)

10. A series of animal plagues (locusts, frogs, beetles, snakes, etc.) has descended upon the local farm-land. These were predicted by a traveling priest who told them the farmers he could prevent them if offerings (in gold) were made to the petty god of plagues. (He is a charlatan. He buys the animals and releases them, increasing the “offering” required as more plagues are released).
11. A portal opens and a group of wizards attempts to charm the party in order to enlist them in a battle against a group of demons.
12. A local river has turned to blood.
13. All the suits of armor in the castle and the armory have mysteriously become magically-animated, sword-wielding killing machines.
14. The local cleric has returned from a pilgrimage, inexplicably converted to an evil religion and empowered with a venomous touch.
15. A village has burned a witch at the stake, but the village’s missing children and the witch’s spellbook have yet to be found.
16. A black mist has descended upon a local village, keeping it in permanent night—a dream situation for the nearby brood of vampires.
17. Everyone in the local settlement are suddenly unable to keep food down—vomiting, becoming emaciated, and eventually dying.
18. Everyone in the village believes and acts as if they are zombies (but they are not).
19. Everyone in the village is suddenly filled with a yearning to consume human flesh.
20. A series of villages has fallen to possession by a malevolent force which causes everyone in the village to fight each other to the death. The victor from the village on to the nearest settlement and the process begins over.
21. The children of a village go missing, returning 3 days later and 50 years older, with no recollection of what happened.
22. Everyone in a village awakes to find a handbill posted on their door post announcing that they must slay their firstborn or their entire family will die.
23. An entire village is plagued nightly with deeply vivid dreams about the same ritual human sacrifice.
24. The party comes upon a village where everyone there is in a coma-like state, having fallen into this state from going about their daily life (e.g., the pub owner is slumped over counter). Their foreheads are all marked with a demon’s sigil.
25. The village has become lifeless—with piles of ash left where people once were.
26. For nearly two weeks, a stranger wearing a purple velvet cloak has entered town holding a dagger dripping with fresh blood, and then dropped dead.
27. Strange graffiti has begun to appear all over the city. As new layers of graffiti are added, strange symbols are revealed that cause the city’s residents to walk around in a zombie-like stupor. This is all building to something bigger.
28. The party is asked by local authorities to investigate a rash of recent grave robberies. There are two forces behind this: 1) a group of cannibalistic, ghoul-like human degenerates; and 2) a necromancer attempting to perfect his craft.
29. Someone with access to an elder tome has begun distributing the pages, causing those who come across them to go mad.
30. The party comes into possession of a magical hammer that is purportedly able to destroy a seemingly indestructible black monolith that creates undead. (In truth, it will destroy the monolith, but destroying the monolith opens the entrance to a massive fortress of forgotten horror dedicated to evil elder gods.)

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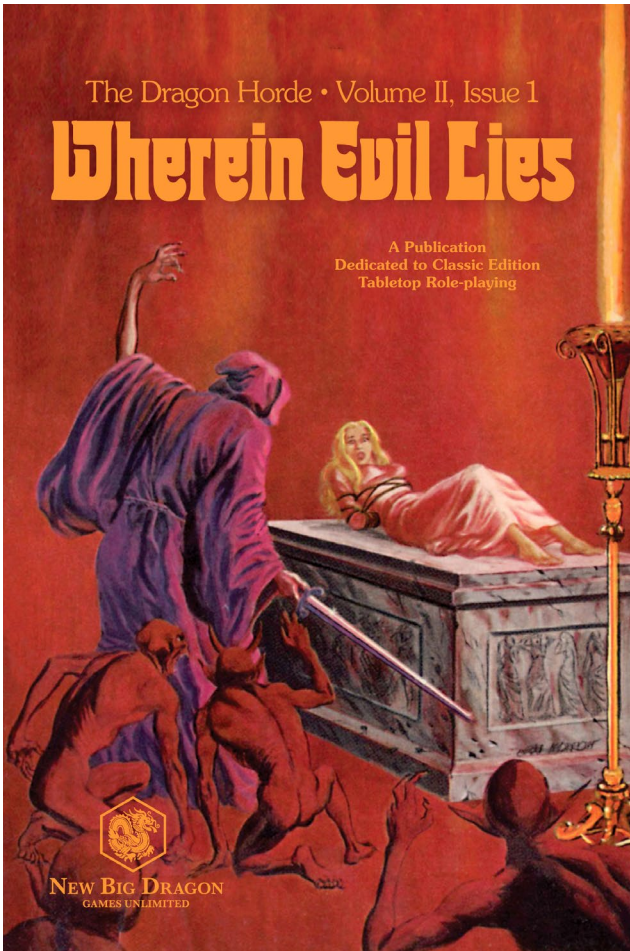
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