

Reliquary

Issue 1



Scourge Books

In this first issue of Reliquary, it is my intent to only spread a few tools upon your altars. As time moves on, specific angles and paths will be carved into unknown territory. The greater purpose of Reliquary is still vague even to myself.

As the trails wind and the darkness begins to spread, the greater purpose will reveal itself on its own. I have kept the material within this issue open-ended and free to interpretation in order to mirror these first few steps.

Dead Flowers

“Take me down...”

A short encounter with a demonic presence centered around a cabin in the woods.

Ritual of Execration

A ritual with the ability to curse a person with eternal suffering with terrible consequences upon failure.

Sistinas

“It’s so black and cold deep inside...”

A short dungeon crawl in what remains of a lost death cult’s temple.

Reliquary is a TTRPG zine with a focus on system neutral material for a variety of settings. The scenarios within this first issue lean toward a low fantasy world, but with minor changes one could use this material in any setting.

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Scourge Books

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Dead Flowers



A party finds a cabin in the middle of the woods that is the grisly scene of an unknown murderous magick. As they investigate, they face off with what remains of the previous inhabitants; Demonic possession, infernal worms, and blood red flowers that seem to speak. If they survive, they will have little to show for it besides XP and a tall tale.

The Lead Up

This scenario takes place as a party is traveling. They should be at least several miles from any settlements and wanting for supplies if possible. It is meant to take place during early Summer months, but the scenes can be played out in any rural setting.

The path is marked by a sign covered in the over growth of **large blood red flowers..**

It says,

*“Audley
Herbalist and Gatherer”*

If a character investigates the flowers they will know of their use as a heavy sedative with a background in Alchemy.

The path resembles a game

trail, but it is clear of obstructions. Overhead is a large canopy of oaks, hickories, cedars, and pines. **Rows of the red flowers** outline the trail to the homestead and circle the perimeter of the clearing.

There is an ominous silence in woods. Crows lurk in the tree lines over head. They caw and follow the party along the path, hopping from branch to branch.

200’ into the trail there is a journal that is covered in mold along the bottom. It is leaning against a tree as if someone placed it there. It has a red flower tucked into its blank pages.

If a party member picks up the journal... They may begin to hear the flower speaking before they open the cover. The red flower will seem to blossom out of the book and look the character in the face. It will breathe in soothing low tones.

If they take the journal... 10 minutes after they have found the cabin, the character carrying the journal has a 50% chance of vomiting black ichor and permanently losing 1d4 Hit Points. Do not explain why, but allow them to roll to understand. Basic logic could dictate the journal is cursed and causing the sickness, or they could

use some means of magick to figure it out. Do not offer advice or help. If a character carries the journal for more than 1 hour they will begin to be corrupted.

Corruption

Once a character has spent an hour around the cabin, carrying the journal, or the flowers, they must roll a **Poison/Constitution Saving Throw of 10** or fall under the same vomiting and loss of health. The character carrying the journal has their effects doubled after the first hour. You can put a cap on this if you wish, but every hour spent investigating the cabin and carrying the journal or flower should grant the party another check.

The Cabin

The cabin sits in a small grove, roughly a mile and a half from the main road. The front door is open and has busted free from its top hinge. Hanging freely, it creaks back and forth as if someone or something has just grazed it, scraping the against the wooden porch beneath it.

All of the cabin windows have been smashed out from the inside, leaving glass and the wooden frames strewn across the overgrown yard. The flowers are growing aggressively along the flower beds, up the siding and into the house.

Thrown around the yard are metal plates, utensils, cookware, blankets, a battered and broken wooden bed, a shovel, pick, and various woodsman

tools.

Anyone carrying a flower will hear its light breaths of approval as they approach the cabin. Coaxing them along the way, it will hum or lightly sing vowels and consonants they can not understand.

Inside the cabin... The cabin is mostly empty and has been heavily damaged and stained with blood from top to bottom. Where it has pooled, it is still wet to the touch. There is only one room and a small loft with a broken ladder leading up to it.

The oaken planks of the walls and ceiling have been stabbed and impaled with random tools such as hammers, drivers, large nails, and sickles. The tools are covered in dried blood.

With an **Intelligence of 13** or higher, a character can gather that the blood stains are from bodies (or a body) being slammed into the walls, ceiling, and floor.

If a character touches the pools of blood... They will suffer the effects of corruption mentioned earlier.

Bookshelves have been knocked over and thrown around the room. Deep scratches cover most of the interior. A wooden stove has had its door ripped off its hinges and thrown into the floor by what was obviously a great force. It is impaled upright into the floorboards. Inside the stove is a burned human skull and ash.

The journal they found earlier will appear in a window sill. They do not need a dice roll to find it. The journal contains simple sketches and notes concerning the foliage of the

region. If they take 5 minutes to read it they will find that it mentions the flowers several times. Mostly it mentions the flowers having the ability to speak. The writer expresses that he is enthralled by the beauty of the flowers for hours a day.

The final entry says, *“Shannah’s red flowers have been speaking to me more. I have still been unable to understand what they are saying. I am theirs and they call to me. Her jealousy has started to annoy me...”*

The **Pool of Gore** waits to attack in the shadows of the loft. If the players don’t check it out or take more than 10 minutes it attacks.

Pool of Gore

15 AC

6 Hit Dice

+3 Dexterity

+3 Strength

Double attack

+2 to Hit

2d8+3

The pool of gore slams itself into its victim cutting and bludgeoning them with pieces of bone.

Healing

The four pools of blood in the cabin can be pulled into the fight with an additional bludgeon attack and join the mass. **It gains 10 HP.** Each pool may only be used once.

Possession

When a player is attacked they have a 20% chance of being possessed when they fail an **Intelligence/Magic Saving Throw of 12**. If a character is possessed they will fight the other party members to the death. The pile of gore will splatter across the ground and begin to dry. **The possessed character regains double their max health, +2 Dex, and +2 Str.**

The remains of the man of the house have been beaten to a pulp by the demon that possesses what is left of his body. The demon is able to keep this body alive enough to possess it, but it is looking for a new host. It cannot leave the perimeter of the house unless it can possess one of the characters. If its HP is reduced to 0, it is banished to the Void from which it came. It will be brought back by possessing the body of the next person corrupted by the flowers.

The Well

Behind the cabin is a well 3' in diameter and 30' deep. It contains 2-3' of water and the half rotted remains of a woman. She is wearing a white and blue linen dress stained with blood and mud. Hundreds of small white worms infest and crawl from her mouth and nose, across her eyes, and along her breasts.

If a player buckets water from the well... Or otherwise comes into contact with the worms or water, they must pass a **Poison/Constitution** saving throw of 15 or 1d4 worms will burrow into their skin. This will be painful and deal 1d4 damage.

The Worms

The worms are jaundiced white tubes of guts about 2" long and less than a centimeter in diameter. They secrete a sticky film all over their bodies, have small claw-like legs, and have a circular mouth with sharp white teeth.

Once the worms have burrowed into the flesh of a creature they will quickly multiply. They must feed on flesh to survive, but will feed on the flesh of the dead slower than a living creature. **Anyone or thing that has been infected with the worms will take a -3 to all checks until they are cured.** Unless they have a spell or potion that can turn the effects, they will begin to die within the hour.

At first, the character will feel painful sensations as the worm eats its

way along their limbs and into their torso. From there it will lay eggs that hatch rapidly as it feeds and grows. This will be excruciating and keep the character from doing strenuous activity.

The character's main organs will be attacked and they will take a point of damage for every second that passes as their internal organs are devoured. Once they are dead, their body will burst as the worms w pour out of their organs, mouth, and eye sockets, crawling towards the next victim as a **Mass of Worms**.

Mass of Worms

7AC/15HP
-1 Dex, -1 Int

Attack
1d8

The mass of worms lunges as one single being and pummels the victim as dozens of worms attempt to burrow into their victim.

Any character hit by the worms must pass a **Poison/Constitution Check of 15** or they will be devoured and birth another Mass of Worms within 1d4 rounds.

Moving On

If they hold onto any flowers, the events that led up to the cabin affair will take place once again. It is possible the flowers have made their way to settlements and corrupted others.

Ritual of Execration

This ritual is intended for religious characters. It places a curse on an object that will invite demons to torment and kill the owner of the object within 1d4 days. It can be learned within 1d4 days of studying infernal cults or by finding it within a book on infernal worship.

Prepping the Ritual

The caster must have access to the following:

- **A sacred or profane place.** The site of many deaths, burial grounds, and places of worship will work.
- A small table or stone in which to create an **altar**; 7 black, 3 red, and 3 white **candles**; small **chalice** or bowl (human skulls work very well); **black-thorn leaves** and “sloe”; **poison ivy vine, tobacco, and rotten pig’s blood**; a **ritual knife** for carving runes/sigils and drawing blood; **3 strands of hair**, fingernail clippings, or an item belonging to the intended victim.
- The altar must face the south and be laid out before the ritual has begun. The candles are lit and placed one at a time in a counterclockwise circle around the lock of hair or item. The chalice is then placed in front of the candles with sloe, poison ivy, and pigs

blood already inside. The ritual knife is laid across the lip of the chalice.

Performing the Ritual

After every candle is lit, the ritual has begun. It must be completed in full or the effects will target the performer.

The caster will carve the symbols below into the inside of their left forearm, collecting the blood in the chalice. They will mix the contents of the chalice with the knife while chanting the intended victim’s name repeatedly.

Once the blood begins to slow, the lock of hair or object is dabbed with the contents of the chalice using the middle finger of the left hand. The remaining contents are consumed by the performer and the chalice is held to the sky as the performer bows their head.

Adding Wisdom or Willpower Modifiers roll a dice check against a 10 to see if a demon accepts the offering. If the roll fails every candle is extinguished and a **Constitution/Poison Saving Throw** must be made. If



this is failed the performer takes **1d20 Poison Damage**.

If it is successful, the caster must sit in silence until every candle burns out. If any candle is blown out early the spell fails and may not be attempted again for **1d12 weeks**.

Effects

Once the ritual has successfully been completed, the performer has exactly **24 hours** to return the object or it will become their curse. If the cursed item was strands of hair or nail clippings this step is unnecessary. After the initial 24 hours has passed, it will take **1d4 days** for the curse to kill the owner. **Roll a 1d10** to determine the type of demon that will haunt the cursed item.

This spell is permanent and may not be reversed unless by divine intervention or great sacrifice. If a person finds the cursed item and takes it for themselves or accepts it as a gift, within 24 hours they become the owner and will face the consequences of the curse. If the cursed object is thrown away or left somewhere, it will find its way back to its owner within 1 hour. The effects of the curse occur whether or not the object is carried by or near its owner.

1 A demon of filth and disgust torments the victim with hallucinations that cause total loss of sanity before their death. The victim will suffer episodes of violent and uncontrollable bowel movements. They will vomit worms and be plagued with swarms

of flies that materialize from the ether. They will go without sleep due to this haunting. When their soul is taken, the demon materializes, force feeding them excrement and rotten flesh as it drags them to hell kicking and clawing, unable to scream for help.

2 The victim is faced with their greatest fear in gradual steps. At first, small horrors may appear to attack them or they may find themselves at the edge of a tall spire. Eventually the spirit will manifest in greater ways, forcing the victim to live through hallucinations that seem real enough, but cease just before the victim is harmed. When their time is up, the spirit sucks the victim into the Void and subjects them to their own personal hell until the end of time.

3 The victim meets a demon disguised as the mate of their dreams. They start off on a passionate affair that is love at first sight. In a few days they forget about their life before meeting this person and begin to operate against their own will in order to meet the demands of their lover. The demon begins requesting sacrifices of blood and pride from the victim. The victim will willingly begin cutting and flagellating themselves and performing tasks they would never agree to in service to the demon. Eventually they will be led away into the Void, accepting a life of eternal obedience, enthralled by their new found love.

4 The victim will find themselves

in a world of darkness for short periods of time. The only sounds they can hear are their own. They will move in and out of these visions at random until the final day of the curse. They will then spend 72 hours in the Void. They will thirst and hunger, however they will not die from this. Just as they begin to lose sanity a demon disguised as a close friend or family member will appear before them and offer to pull them out. As they extend their hand, the demon will fade into a black mist and they will be surrounded by the endless nothing that is of the Void. In time they may be offered a second chance at life and revenge against the one responsible for the curse, but this will come with a heavy debt.

5 The victim will be unable to quench their thirst or hunger with food or drink. They will face extreme pain in their guts as they begin to shit and piss blood. They will lose all body fat and muscle mass until they are whittled down to skin and bones. Once their time is up, they will die and find themselves enthralled by gluttonous demons. They will spend eternity hand-feeding their obese masters delicacies as they suffer the pains of endless hunger.

6 The victim will have episodes of being temporarily unable to touch physical items, speak unintelligible words, and parts of their body will begin to fade away. The episodes will increase in frequency as the victim's time draws near. They will lose more

of their body with each occurrence. When their time is up, their body will completely fade from the material plane and they will find themselves in the bowels of Hell serving as a plaything to lesser demons.

7 The victim begins to notice small painful rashes appearing on their body. Within hours the rashes spread and begin forming small lesions and tumors that secrete yellow and green puss. Their bodies will feel weaker as every second passes. Dark green and yellow mucus will drain from their nostrils and their tongues will bleed with ulcers. Their entire body will be consumed in blisters and boils within 12 hours. After the first day their flesh will begin to decay and they will begin to lose their fingers and toes. Their tongue will fall out, forcing them to remove it by hand as their ability to spit is taken. The victim will be robbed of their vision as their eyes swell and burst with infectious puss. As their prayers to the gods continue to go unanswered they will beg to be put out of their misery. On the seventh day they will find themselves in a realm of perpetual decay as they move through this putrid landscape deaf, dumb, and blind. Their only knowledge of their surroundings will come from damp textures, the smell of carrion, and the screams of pain that encircle them.

8 Roll again adding the effect to both the intended victim and the performer of the ritual.

Sistinas



Over View

A small mining community has unearthed the entrance to a temple that has been sealed underground for centuries. Some of the miners have reported hearing screams and chanting coming from within. Many are refusing to return to the mines and some have left altogether, claiming an ancient evil resides within. The leader of the community has hired the party to investigate and put an end to the rumors. Inside they will find the remains of a death cult that worshiped a serpentine goddess of death and decay known as Contortrix.

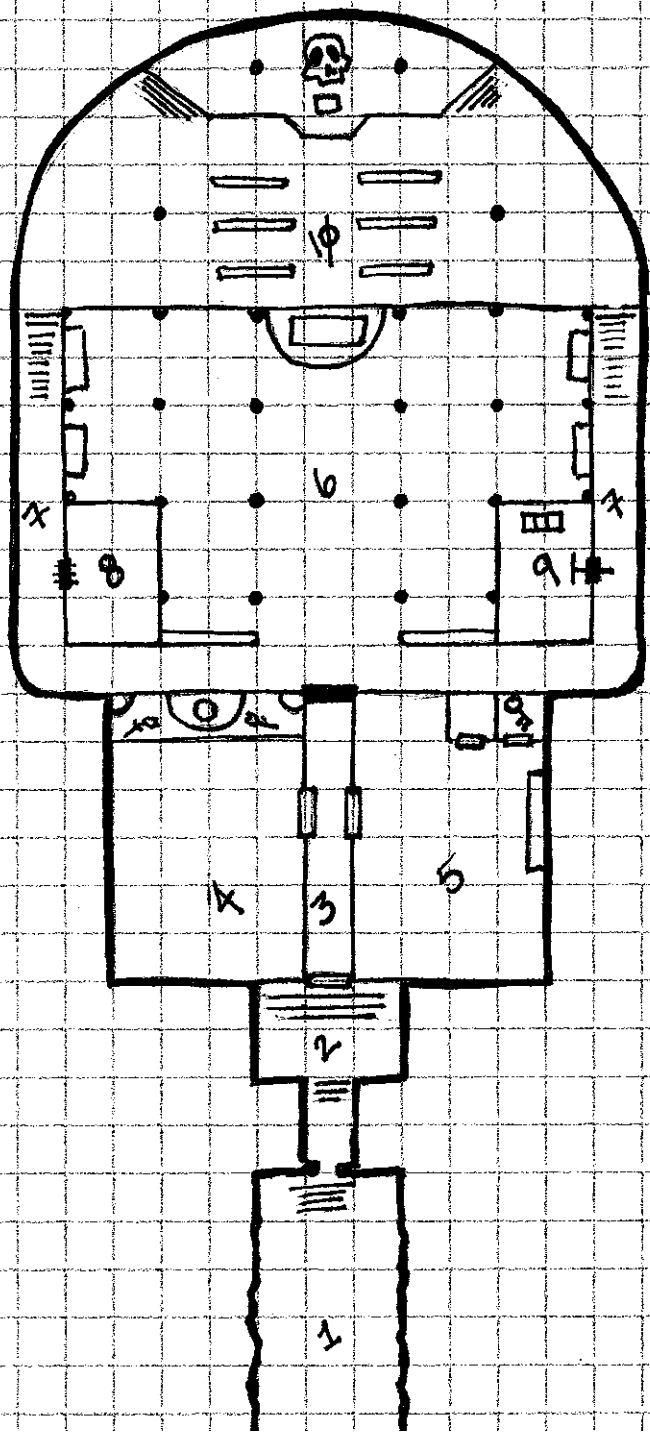
Starting off

The specifics of the community

are of little importance. None of those present are of any real authority, but the local leader, Helvetia Silvana, has a small group of men capable and ready to fight if the need arises. This job could have been posted in a nearby settlement or happened upon by chance while traveling through. The promised pay is at least 150 gold pieces. To hire on some of the townsfolk is not out of the question, but highly unlikely considering the rumors. The community is highly superstitious and each of the 12 families has their own interpretations of what could possibly be lurking below.

The Tunnels

The miners have carved a labyrinth into a hillside that descends steadily for a mile underground.



There is a small cart system used to transport ore and dirt from the site. There are currently only 10 miners that work in two separate shifts. The mining of ore has ceased and the core of the work has been transferred towards securing the tunnel and entrance to the temple.

The Temple

1

The tunnel leading to the entrance is framed with oak and hickory timber and is 15' wide. It is obvious it was constructed in haste, and could possibly give beneath the weight and trap them. Torches are set up within 10' of each other and provide a large source of light.

There are still several people digging and installing the framework. They know nothing and are only going to make small talk as they continue their work. The rocky red clay makes it difficult to run as a group or formation, but with enough room between the party they can maneuver with ease.

The tunnel ends at a staircase made of black marble.

2

The excavation has left some clumps of clay and rock littered across the floor. The stairs lead to an arched hallway roughly 15' tall. The walls are lined with rusted iron sconces made to look like human skulls spread 5' apart. The wicks of the sconces are dry, but with oil or some other fuel

they may be used for their intended purpose.

Overhead they will notice a serpent impaled with daggers, swords, and spears has been carved into the top of the archway with great skill.

The door is made of 12' tall, 5' wide, and 4" thick solid oak stained a dark brown. Massive rusted iron hinges hold the door in place. It will take two members of the party passing a **Strength Check of 10** to open the doors.

3

When the door is opened, the party is hit with the smell of mildew and decay of rotting flesh. **If they close the door behind them**, it may seal shut as they enter another room.

The hallway is lined with the same sconces split 10' apart. They are heavily rusted and each has a 20% chance of holding oil. Without a source of light it is nearly impossible to see much of anything in the darkness.

The walls, ceilings, and floors throughout the temple are made of stone unless otherwise stated.

The doors on the East and West are made in a similar fashion to the main entrance and are unlocked. The door to the North is framed with steel and made of the same dark oak. It is locked and will take a **Strength Check of 25** to break and it cannot be picked. There is a **key** to this door in **Area 5**.

4

Nine corpses rest on their

knees, bowing to the North. They are cloaked in black robes with their heads covered with hoods. The stench is almost unbearable. There are no bugs or vermin present, but the flesh of the bodies is severely decayed and falling into small chunks and pools of thick coagulated blood beneath them. A **Poison/Constitution Saving Throw of 10** may be made to avoid vomiting and being forced to turn away. If the bodies are searched, **3 daggers and 32 copper pieces** are found.

A table made of a rough grey stone stretches across the North wall. In its center is a large effigy of a woman with a goat's head made of solid black onyx. It is flanked by two burnt out candles sitting on small piles of wax. There are also large clumps of rotting flowers. They appear to be in a secured in a state of slow and perpetual decay.

If the statue is touched, the corpses break free from their slumber and attack.

The Corpses

8 AC
1 Hit Die
+2 Str, +1 Dex, -1 Int

Dagger
1d6+4 Necrotic

Life Drain
1d10+6 per turn

“As you are held on the ground, the corpse leans in and opens his mouth, exposing the crawling maggots and worms within. A low hum is audible to you as you feel your stami-

na fade and your lungs collapse.”

The Corpses are the damned souls of the cult trapped in their lifeless bodies. They smell wet with foul diseases and rot. Preferring to grapple and dog-pile on one opponent at a time, they will rarely attack with a strike unless armed with a dagger.

As an opponent is overtaken with a grapple others will run in to help keep their enemy pinned while the attacking corpse has time to **drain the life of the victim**. When the victim is grappled they are unable to do anything except attempt a **grappling check**. It is possible that they are unable to make this check if three or more are attacking

They may taunt or tempt their enemies into giving up and joining them.

5

The fireplace on the **East** wall has been prepared with fresh wood and oil. Starting a fire would be simple.

In the **Northeastern** corner is a confession booth made from oak and stained deep red and brown. An **Intelligence Check of 10** can reveal the grain of the wood is secreting blood slowly. It is not dripping and appears to soaking back into the wood before it can accumulate.

A table draped in back cloth sits against the East wall. On it is a small plate with **3 gold, 14 silver, and 47 copper pieces**.

Inside the stall on the right is the mummified body of a woman in black robes lined with silver sigils and

stitching. She is wearing a mask made from a goat's skull. Around her neck is a **key that fits every door** in the temple. There is a **War Scythe** leaning against the wall.

The black tile floor of the left stall has a 4" drain that is **heavily stained in blood**. An **Intelligence check of 15** will reveal that the blood stains on the floor were made over time during ritualized flagellation and bloodletting.

As the party leaves, the last person out of the door is attacked by a burst of flames from the fireplace that deal 1d8 damage to the character and their belongings. They may have the chance to roll a **Saving Throw** if you wish. Anything that is not directly shielded by armor is scorched and partially burned away. Any wood they carry catches fire. The fireplace will now be crackling with a small fire that seems like it is about to go out. Nothing further happens, and an investigation will turn up nothing, though you may hit them with it a few more times if you wish.

6

As the door is unlocked and opened, a breeze of cold air can be felt spilling over the balcony, 20' above from room 10. From this point on, the remaining rooms are rank with decay and rot beyond what was faced earlier.

There are large columns made of white marble in 10' set in squares 10' apart. They are engraved with intricate details of a skeleton in robes harvesting the lives of people and presenting them to the idol that stands at the **North** wall.

The idol is the avatar of Contor-

trix with the words, "**Lies. Poison. Plagues. Death.**" written at its base. Her head is a jaw-less skull with long flowing hair that is wrapped around her naked body. She has two large snake like fangs along with her otherwise human and perfect teeth. With her 6 arms she holds a total of 13 heads by their hair, a pair of scales, a flail, an hourglass, and three spears. Below the idol is a large tray with several human teeth, locks of hair, **26 gold, 50 silver, and 72 copper pieces.** If a player investigates the idol or stares into its eyes they must make a **Wisdom/Willpower Check of 10** to avoid attacking their party members. If they fail they will attack for **1d4** rounds.

The tables on the **East wall** has a variety of weapons. There is a **20% chance** of finding a **+1 or silvered weapon**. The tables on the West wall have a variety of equipment ranging from the useless to essential adventuring gear.

The **ceiling** is 50' tall and has iron chains and candelabras hanging 20' from the top. Towards the tops of the columns are rafters that bridge them together.

In the shadows of the ceiling a **Giant Undead Viper** is coiled up and may move to strike if the players remain in one spot for several rounds.

Giant Undead Viper

9 AC

5 Hit Dice

+3 Str, +2 Dex, +1 Wis

50' Long/2,500 lbs.

Bite
1d12+3 +3 Poison
30' Reach

Constrict
1d12+3 per turn

A chance at a **Saving Throw** may be given to avoid constriction. After 2 rounds the Viper will begin to eat its victim. This will take 2 full rounds. During this time the victim may make a **Saving Throw** to break free as long as the snake has been attacked during the same round.

Tail Whip
1d10+3
20' Reach

The Giant Undead Viper is a massive beast and the child of Contortrix. Its body is rotting and smells putrid. Some of its flesh has fallen away exposing large portions of its skeleton. Its fangs are 3' in length and drip with a yellow venom.

It may attack twice per round.

As long as it can reach its victims, it will not completely leave its perch. It will only constrict someone in conjunction with biting them. When it constricts a victim, they are pulled into the rafters where it will break their bones and kill them as it begins to swallow them whole. If the victim breaks free it will drop them into room 6 below. If an enemy attempts to escape the encounter the viper will give chase and attack while ignoring everything else.

7

The halls on the East and West

are similar. The sconces continue around the outer walls and up the stairs.

The door to **room 8** is a barred gate made of iron. It is locked, but may be opened with the key from room 5 or with a **Security Check of 15**.

The door to **room 9** is made of solid oak and fortified with an iron frame. It is locked and rigged with a **trap**. A small glass vial of acid has been lodged into the keyhole. If a key or a lockpick is pushed into the lock before it is investigated, the vial will break, the key or lockpick and the tumblers will dissolve, and the door will remain locked indefinitely. A **Strength Check of 18** can break the door open if you are feeling generous.

8

This room is a holding cell made of rough stone with five sets of shackles fixed to the walls. There is a 6" drain in the center trailed with stains of blood, urine, and excrement. With a basic examination one would find a phrase **scratched into the North wall:**

"serpent Xxis"

9

This room served as storage for goods taken from those who were sacrificed to Contortrix.

If anything is taken out of the room, a mixture of blood, urine, and excrement begins to flood the temple from the drains in rooms 5 and 8. It will take 20 minutes for the flood to

cover the lower level of the temple.

If the party has still yet to venture upstairs, the pool will rise 1' every 5 minutes whether the items are returned or not.

There are assorted clothes wadded in piles and stained in blood, leather bags, tools, various ruined weapons and armor, tattered traveling gear, and...

- 2 Silver Goblets
- 6 Silver Necklaces
- Golden Flask with 4oz. Whiskey
- Brass Music Box
- 200 gp, 400 sp, and 800 cp

10

This room is the main ritual chamber. A place of unholy worship and bloodshed. To the North of the room is a 5' riser with an altar made from a pile of countless bones from both humans and animals that are covered in coagulated blood still wet to the touch. On it rests the coiled lifeless body of a large viper, 13 gold pieces, and six unlit red candles. Painted in blood on the North wall is an image of Contortrix that has been surrounded by hundreds of black candles. Flies and maggots swarm the painting, but will disperse if anyone comes within 10' or makes any loud noise.

There are six pews in the middle of the chamber that face the altar. Flanking the chamber are four columns similar to the ones in room 6. The skull sconces line the curve towards the riser.

If the Viper was avoided in room 6 it will begin to stalk anyone in this

chamber and attack.

If anything is disturbed or a great amount of noise is made, Contortrix will be summoned and begin her assault. Dozens of snakes will crawl from the altar and take her form. If given the chance she will command anyone present to worship her.

Contortrix

13 AC

7 Hit Dice

+1 Str, +2 Dex, +3 Wis, +2 Int

Attacks on Contortrix with fire deal double damage

Spear (3)

1d6+1 +4 Necrotic

Flail

(10' Reach)

1d10+1 +4 Necrotic

Bite

1d8 +3 Poison

The following spells add the Wisdom Modifier for rolls to hit.

Serpentes Exspiravit

1d4+2 Poison per bite

In a 20' cube, Contortrix summons 6 snakes of shadow 3' in length that bite the nearest target and disappear. *The spell is rolled once against the target's AC.*

Obscurus

Until her next turn, Contortrix obscures herself in shadow and blends in with her surroundings. **-5 to all checks that attempt to spot her.** If she attacks the unaware target is Sur-

prised, however the effects of the spell wear off.

Illecebra

An opposing Wisdom check is made between the target and Contortrix. If the target succeeds they gain an attack of opportunity if Contortrix is within range. If the target fails they are smitten by her grace and power, falling to their knees in worship. They lose their next turn and must pass a **Wisdom Check of 15** to snap out of it.

Contortrix is 6' tall and covered in copper colored scales. There is only darkness where her eyes should be. Her hair is a bright red that slithers around her naked body on its own. She holds 3 spears in her left hands. The top right hand wields a flail made of bone and iron with a 10' chain. She speaks in hisses and gasps, as she taunts and seduces everything that stands before her.

See the description of the idol in room 6.

Contortrix may attack twice per round. She will throw the spears and keep her distance until she has no more. At that point, she will close in with the flail and move to bite or cast spells. She is nimble and has the ability to climb walls if she must. However, she prefers to be on the offense even as she is losing a fight.

Exiting the Temple

Leaving the temple could pose different complications depending on what has taken place.

If anything was taken from the storage room... The flood of blood and excrement described in the passage for room 9 will begin to flood the tunnels and the temple. It will be difficult to walk and near impossible to run once it is knee high. Swimming will be difficult.

If the Giant Undead Viper has not been killed... It will give chase and attempt to block the exit. If the party escapes, it will follow and attack anything in its path until it is defeated.

If Contortrix has not been killed... She will awaken and give chase. If the party escapes, she will fade into the world and begin building her cult once more.

