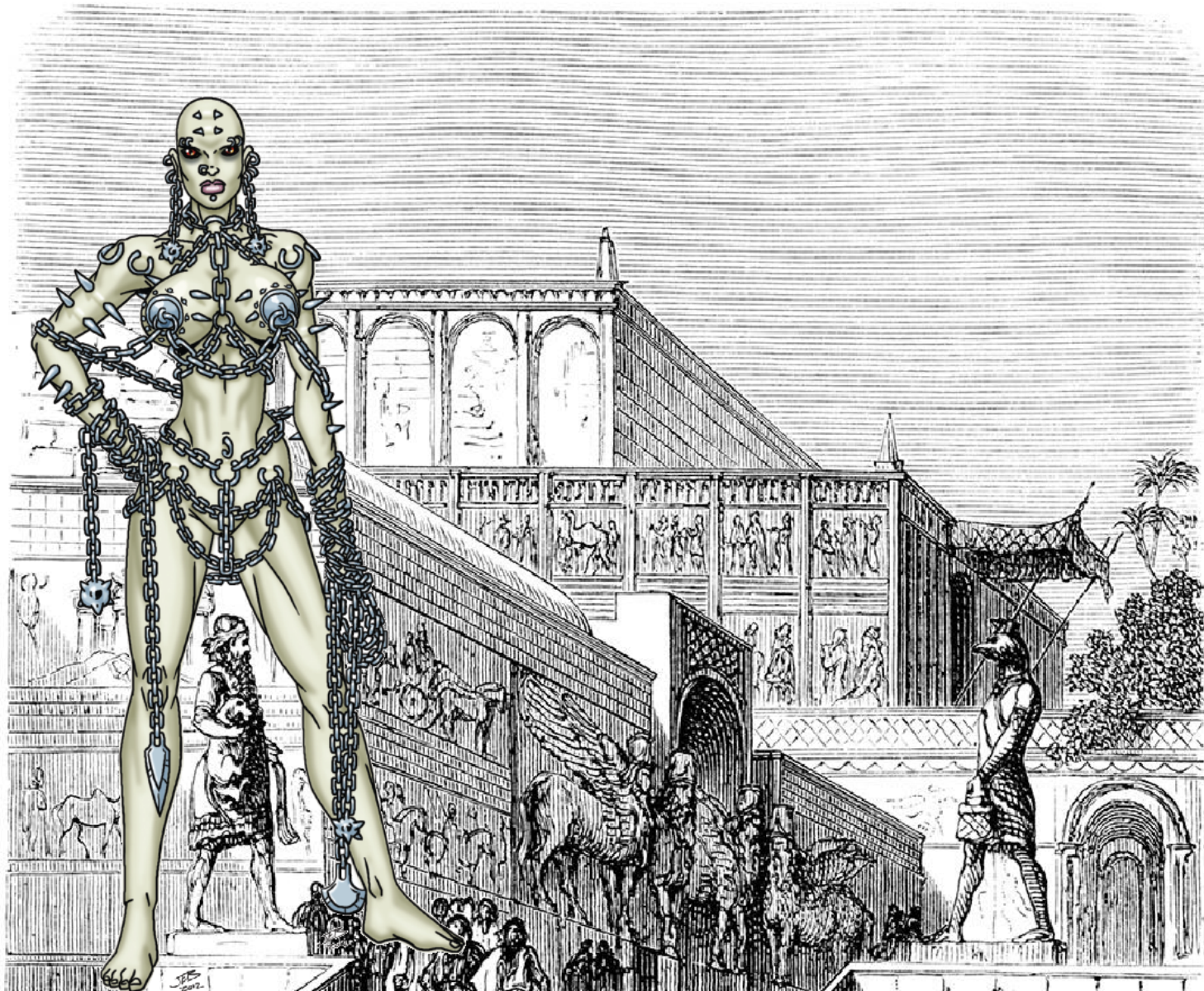


HS3

# OLD SCHOOL RULES



## Dungeon Module HS3 Incursion of the Chain Devils

By Jeremy Reaban

## HS3 Incursion of the Chain Devils

Three nights ago, strange lights and screams were heard from the local temple of Ishtar (or equivalent in your game, perhaps Loviatar, Xochiquetzal, or even Dionysus.). Most of the lower level priestesses fled.

Can the PCs save the temple of Ishtar from the incursion of the chain devils?

A module for 4-8 characters levels 5<sup>th</sup> to 7<sup>th</sup> using the first edition advanced rules and probably higher for those using basic or original editions. In any event, magic weapons are a must. Thieves and even clerics are not.

### GM Background

The head priestess of the temple, searching after sensual experiences beyond what her temple could provide, used a strange artifact to open a gateway to the domain of a group of outsiders known as "Kyttons" or "chain devils". Whether or not they are true devils is a matter of some debate, but they are dedicated to pleasures of the flesh, specifically that of pain.

Once the gateway was opened, several kyttons passed through and ran amok, taking over most of the temple. Other monsters also took advantage of the mayhem at the temple.

### Involving the PCs

Much of this depends on where you locate the Temple. If you locate it in the wilderness, you could have the PCs stumble upon it and decide to simply loot it.

You might simply drop it into an existing city in your world. If you do this before you plan on running the adventure, the PCs might go and visit the temple, either for healing or to enjoy themselves. Then when the temple gets invaded, they might wish to go to the rescue simply because they know the people there and wish to help.

The PCs might also be hired by a fleeing priestess. They might get a vision from the goddess herself. They might also be in the need of clerical henchmen and decided that rescuing some would be a great way to recruit.

## Dungeon Key

The temple itself is quite large and made of white marble. The walls are painted with colorful murals, most of which are quite obscene.. The floor is similarly made of mosaic tiles depicting various sacred but sleazy acts.

### 1) Temple Entrance

This is a large chamber dominated by a large central fountain. Instead of clear water though, the fountain's liquid is bright red.

As the party enters, the reddish water of the fountain slowly contracts and congeals, rising up into a vaguely humanoid form, a Blood Golem. It then attacks. If the party attacks while it's congealing, they get a free round to act. If the party flees, it does not leave the room.

After being defeated, the blood golem congeals into 10 blood red rubies, 4 worth 100 gp each, 3 worth 500 gp each, and 3 worth 1000 gp each.

**Blood Golem** SZ L; MV 12"(30); AC 0(20); HD 8; hp 40; Atk 2-12 (slam)/2-12 (slam); SA If both attacks hit, victim is drained of 5 additional hp which are added to the Blood Golem's hp; SD Construct Immunities; Half-damage from piercing/slashing weapons; Immune to spells except the reverse of heal spells; AL N



## 2) Temple Pool

This very large chamber is dominated by a huge pool. Ordinarily meant for frolicking, so not very deep (5'), the waters have turned murky. Upon inspection, something seems to be swimming in the pool. Something large. At first the party will see what appears to be a fin (as of a shark), swimming in circle. It is actually a sarglagon or "drowning devil".

If anyone approaches the pool within 10', the sarglagon uses its special drowning attack. It fills a single target's lungs full of water. On a successful save, the character coughs up the water. On a failed save (vs. magic), the character begins to drown. The next round, the character must make another saving throw (vs. death). If made, the character coughs up the water. If failed, the character becomes unconscious (0 hp). On the third round, the character makes another save. If successful, the water is coughed up but the character stays unconscious. If failed, the character begins dying (-1 hp). One more set of saves is made the next round and if the character fails the last save, he is dead.

Other characters may attempt to draw the water out of the lungs and/or perform CPR which provides a bonus to the saving throw, or at GM's discretion, keeps them from dying.

After its drowning attack, it will literally fly out from the water, revealing itself to be a 15' long purplish-blue worm, with the head of a lamprey, wings, and two large arms that are made up of razor taloned tentacles. It immediately attack a PC

**Drowning Devil** SZ L; MV 12"(30)/Fly 12"(30)/Swim 15"(40); AC -1(21); HD 9; hp 34; Atk 3-12(tentacle arms)/3-12(tentacle arms)/2-12(bite); SA Drown; SD Magic Resistance 75%, Immune to fire & poison, half damage from cold & acid; AL; LE



## 3) Chapel of Love

This large room is where worshipers pay homage to the goddess in her aspect of love. Everything seems to be in order (devils tend not to vandalize). However, as the party approaches the altar, they hear a growling. It is the former guardian of the chapel, dead and reanimated through foul magic. Formerly a wise and gentle Lammasu, it now mutters and growls, leaping onto the PCs as they get close.

**Reanimated Lammasu** SZ L; MV 12"(30'); AC 6(14); HD 7; hp 56; Atk 1-6(claw)/1-6(claw); AL NE

## 4) Chapel of War

Similar to the Chapel of Love, only this large room is dedicated to the worship of the goddess in her war-like aspect. The murals feature somewhat gory and frenzied battle scenes.

As soon as the party enters, they are confronted by a somewhat intimidating sight, a 13' long bluish scorpion with the upper torso of an angry woman holding a halberd in her human arms. Her name is Gertha and is the guardian of this chapel. She demands to know what the party is up to. If the party gives any indication they are here to loot the temple, she attacks. If they say they are here to drive out the devils, she stands down. She will allow the PCs to stay in the chapel to rest (if needed).

**Gertie the Girtabilus** SL L; MV 18"(50'); AC 0(20); HD 10; hp 52; Atk 1-10+6(Halberd)/1-8(claw)/1-8(claw)/1-6(sting); SA Sting attack is poisoned, save or take 1d6 hp per round until save is made; SD Silver or Magic Weapon to Hit; AL N

## 5) Assignment Room

A beaded curtain falls across the entrance to this room, used for private "worship". There is a divan with pillows on it and a long table with various containers full of wine and other liquids as well as assorted implements.

## 6) Assignment Room

Much like the previous room, only meant for group "worship". It features a much larger divan, capable of accommodating at least six normal sized people.

## 7) Assignment Room

This room is much like the previous rooms, only there is a nearly nude woman on the divan, weeping.

What happens next depends on the time of day. If it's daylight, she turns around and appears to be a lovely young woman with a few gashes and lacerations on her skin. If it's in the night time, she turns around and appears to be a lovely young woman, but with bloody lips, sharp, protruding teeth and razor like claws.

In either case, it is a blood hag, a type of hag that drinks blood and steals the skin of young women to alter their appearance. Furthermore, she can turn into a ball of fire (ranging in size to a football to a tiny ember). While in this form she has a fire attack for 3d6 damage, or can choose to explode, doing 8d6 damage to everyone in a 30' radius. Exploding returns her to her hag form. In any event, she can only stay in fire form for up to 12 rounds a day and must wait 10 rounds before switching back to it.

If she is in hag form, she immediately attacks (probably after making a comment about "Don't you like what you see?"). If in woman form, she truthfully claims to be a lay sister (pun non intended) who worked at the temple. She was actually sent there at the behest of the hag goddess Illarton (who despises Ishtar and all similar goddesses) and played a role in corrupting the abbess. She will try to tag along with the party and transform and attack at what seems like an appropriate moment. Her true nature is undetectable in day time.

**Beryl the Blood Hag** MV 12"(30'); AC 0(20); HD 9; hp 44; Atk 1-6+2(claw)/1-6+2(claw)/2-8+2(bite); AL NE; SA Explode for 8d6 fire damage 30', Blood Drain on bite SD +1 magic weapon to hit, fiery form (fly 24"/60')

## 8) Assignment Room

Like the previous ones. Not surprisingly, the worship of Ishtar is quite popular.

## 9) Assignment Room

Unlike the previous assignment rooms, this room emanates a charnel odor. The large divan has been turned into a makeshift dining table and is piled with the corpses of several men, "worshippers" who were tardy in fleeing the temple.

Snacking at the improvised table are four ugly humanoids, looking vaguely like ogres but with short purple fur and with canine-ish looking faces. They are a type of undead similar to ghouls, only much larger, essentially to ghouls what ogres are to

humans. They are quite content with their current crop of food, but will attack intruders. They will not pursue if the party flees, but they might later be encountered once their current rations are exhausted.

**4 Grave Apes** SZ L; MV 12"(30'); AC 4(16); HD 5+5; hp 40, 33, 28, 20; Atk 1-6(claw)/1-6(claw)/1-8(bite); SA Howl (causes fear for 1d4 rounds on failed save), bite causes paralysis on failed save; SD Turn as Ghosts; AL CE

## 10) Assignment Room

This is the last of the assignment rooms. It has a similar appearance to the previous ones, except if party listens carefully, they hear a faint breathing. Hiding under the divan is one of the surviving priestesses of Ishtar. She can be coaxed out with friendly words

**Ranna** 3<sup>rd</sup> Level Human Cleric of Ishtar S10 I10 W15 D17 C12 C16; MV 12"; AC 5(15); hp 18 (currently 5); Atk: by weapon (prefers flail); SD Unarmored AC as monk of same level (gift from Ishtar); AL N



## 11) Hall

This large hall marks the beginning of the private area of the temple. The artwork on the walls and floors are still risqué, but much more subdued than in the public part of the temple.

The lighting in this part (and all further areas) has a strange, eerie quality. The light is reddish and strobes, causing strange shadows. (Optionally that cause a -2 penalty to hit.)

As the party enters, they hear a loud scream. A young blonde woman runs into view, pursued by a swarm of silvery balls floating in the air. She spots the PCs and runs toward them, then stumbles to her knees. The silvery balls hover over her menacingly, extending drill bits from their surface. She is a priestess of Ishtar and the silvery balls are augur kytons.

**6 Augur Kytons** MV Fly 18"(50'); AC 5(15); HD 3; hp 20, 19, 15, 13, 11, 7; Atk: 1-4(Drill); SA On successful hit, does 1-4 each additional round until killed; SD Only hit by magical weapons, immune to cold; AL LE



## 12) Inner Chapel

This is where the priestesses worship their goddess privately, once a week. It is much more subdued and reverential than the other chapels.

However, it is currently the demesne of the former head of the temple, Amare, who has been transformed into a kyton Apostle. She, along with her new friend Narol, the kyton evangelist, are currently "instructing" (I.e, torturing) four followers of Ishtar (Suran, Lyrin, Nareena, and Medara) are bound and wrapped with numerous chains.

**Abbess Amare, Kyton Apostle** MV 12" (30'); AC 2(18); HD 9; hp 60; Atk 2-8+2 (Chain)/2-8+2(Chain); SA Animate 4 Chains Within 30', Spells as 9<sup>th</sup> level Cleric; SD Silver or magic weapons to hit; Regenerate 2 hp/round; AL LE

**Narol the Kyton Evangelist** MV 12" (30'); AC 2(18); HD 8; hp 40; Atk 2-8+2 (Chain)/2-8+2(Chain); SA Animate 4 Chains with 30' ; SD Silver or magic weapons to hit; Regenerate 2 hp/round; AL LE

**Animated Chain** SZ S; MV 12"(30'); AC 5(15); HD 4; hp 10; Atk 2-8 (razor tips); SA Grapple SD No damage from blunt or piercing weapons; AL N

There are a total of 30 chains in the room. Each kyton can animate 4 at a time (in addition to their own, personal chains)

On top of the alter is a glowing metallic object. It appears to be a three dimensional star, but upon closer inspection it's a cube that has been twisted and turned. Returning it to a cube will banish all the remaining kytons and other devils.

To do this, either have a PC make three intelligence checks in a row. Or simply have a player manipulating the cube roll three six-sided dice. On the roll totaling 13, the cube is reset.

The four victims are all 0 level followers of Ishtar and are at zero hit points, but stable.

(If this battle should prove difficult, then assistance might arrive in the form of Gertie from Room #4, or a holy warrior or two of Ishtar)

### 13) Torture Chamber

Formerly a store room for spare furniture, it has been converted to a makeshift torture chamber. Inside this room is a dark haired woman chained to a table. A very large grotesque four armed figure is standing over her.

Although bleeding from several minor incisions, the young woman is very much alive, the kytton is mostly still just toying with her.

**Interlocuter Kytton** SZ L; MV 15"(40'); AC -2 (22); HD 10; hp 52; Atk 1-10(claw)/1-10(claw)/1-10(claw)/1-10(claw); SA SD Silver or Magic Weapons to Hit, 50% Magic Resistance, Immune to Cold; AL LE

**Sana**, 2<sup>nd</sup> Level Human Cleric of Ishtar, S10 I11 W15 D16 C16 C17; MV 12"(30'); AC 7(13); hp 14 (currently 4); Atk by weapon (prefers mace); AL N; SD Unarmored AC as monk of same level

### 14) Priestess's Quarters

This room is the shared quarters of the four highest ranking priestesses, besides the head priestess.

There are four very luxurious beds, one in each corner, as well as an adjacent chest. Each contains various sundries and keepsakes of no value.



### 15) Head Priestess's Quarters

This room still has all the trappings of its former use, a bedroom for the head priestess. Inside this room is a dark haired woman in her late twenties, hanging from the ceiling by her bound arms. Except for a number of piercings, she is completely nude. She is being whipped by a number of muscular, misshapen humanoids, similarly devoid of clothing.

**4 Suppliant Kyttons** MV 12"(30'); AC 4(16); HD 5; hp 36, 31, 25, 24; Atk 1-6 (whip); SD Regenerate 2 hp per round; AL LE

**Nera**, 5<sup>th</sup> Level Human Cleric of Ishtar S11 I9 W16 D16 C16 C15; MV 12" (30); AC 3(17); hp 32 (currently 15); Atk: by weapon (prefers mace; AL N; SD Unarmored AC as monk of same level; Gear: +2 Ring of Protection

In theory, the temple's treasure should have been spent on upkeep, buying luxuries for the whole temple, with the remainder helping the needy. But instead, the head of the temple had been embezzling for at least a year.

There is a large chest which contains 11,267 g.p., 2011 p.p and a smaller jewelry box that contains a ruby necklace worth 5,000 g.p, a ruby bracelet that is worth 2,000 g.p., and an emerald bracelet worth 2,000 g.p.

If the party searches the bed, they find a mysterious wand under a pillow that may just be a +2 backscratcher. Regardless of what use it's put to, it has a sale value of 1,000 gp and is worth 200 x.p.



## 16) Library

Set into the walls of this room are rows and rows of bookcases, protected by glass doors. In the center of the room are tables, desks and chairs

While the contents of the shelves consists of mostly liturgical material, it also contains many manuals of a more physical nature.

It contains a number of forbidden books: *The Erotinomicon*, *Coitus des Ghoules*, *Ecstasies of the Worm*, *The Revelations of Glasya*, as well as others with censored titles (this is a PG-13 module).

Chained to the wall is the temple's librarian, Zahira, who refused to leave her books.

Tormenting her is an inquisitor kyton, a horrible monstrosity in a bishop's outfit with tongs for arms. He clicks the pincers of one arm while heating the other pair red hot in a brazier

**Inquisitor Kyton** MV 12"(30'); AC 2 (18); HD 8; hp 42; Atk 2-12(pincer)/2-12(pincer); SA Heat pincer for 1d6 extra fire damage; SD Silver or Magic Weapons to Hit, 40% Magic Resistance, Immune to Cold; AL LE

**Zahira**, 6<sup>th</sup> Level Human Cleric of Ishtar, S12 I16 W17 D12 C16 C17; MV 12"(30'); AC 6(14); hp 40 (currently 13); Atk by weapon (prefers mace); SD Unarmored AC as monk of same level; AL N

Hidden behind a bookcase is the temples stash of scrolls. Virtually every sort of healing is available, but only Zahira knows the hiding place. If the party is banged up (or dead), she will use them to heal them. Otherwise she keeps them hidden until the temple is cleared.

## 17) Main Dormitory

The priestesses of the temple have a largely communal living arrangement, with all the lower level priestesses and staff sharing a sleep chamber.

There are two dozen beds, regularly spaced against the east and west walls.

## 18) Dining Room

Unlike most of the rest of the temple, this room shows signs of damage. Dining tables and couches are torn and strewn about the place, dishes and eating utensils scattered all over the floor.

There is also quite a bit of splattered blood.

As the party enters this room, they hear a snorting and smacking noise coming from the south.

## 19) Kitchen

In most respects, this is the standard kitchen serving a mid sized domicile. What sets it apart is that it has apparently been used to butcher and serve several of the former temple staff.

A large pot is simmering over a fire. Investigation reveals it to contain a large, male bald head.

The snorting and smacking sounds are louder here, still coming from the south.

## 20) Food Storeroom

Inside this room is a bizarre sight. A strangely obese skeletal creature is noisily eating the stored foods in this room.

This is one of the priestesses, Opara, who was killed fighting the kyton incursion. In death, she was turned into a Gaki, a form of gluttonous undead

**Opara, Gaki** MV 12"(30'); AC 0(20); HD 9; hp 66; Atk 2-12 (claw)/2-12(claw)/2-12(bite); SD Undead Immunities, Takes 1d4 damage per round of exposure to moon or sun light, double damage from fire and cold, turn as Vampire; AL NE

## P = Privy

If your players want to go there, you're on your own.

## Wrapping Up:

### Aftermath:

Once the temple has been cleared and the kytons back to their shadowy domain, things will slowly return to normal, with the remaining staff cleaning up and Zahira using scrolls to restore the dead to life

### Rewards:

The PCs are permitted to retain the loot taken from the quarters of Amare, the head priestess

The Church of Ishtar will give the PCs 1,000 gp (in the form of a gem) for each follower of Ishtar saved.

Furthermore, each PC will receive a blessing from Ishtar herself

### Blessing of Ishtar

#	Blessing Type
1	Prime Requisite Increases by 1 (Max 21)
2	Re-roll hit points, no 1s, 2s, or 3s.
3	Immunity to Disease
4	Immunity to Charm and Sleep
5	Unarmored AC as monk of same level
6	Charisma Raised to 19

Lastly, party members will receive future healing from the temple at cost and will be invited to partake in a special celebration a week hence.

Some of the rescued priestesses may also serve the party as henchmen, if desired (and for standard pay).

Lastly, the PCs may be hired to dispose of the kyton cube

### Monster Experience:

Blood Golem = 1125  
Drowning Devil = 2085  
Reanimated Lammasu = 675  
Blood Hag = 1840  
4 Grave Apes = 2000  
6 Augur Kytons = 540  
Apostle+Evangelist Kyton = 3170  
Interlocuter Kyton = 2400  
Inquisitor Kyton = 1385  
Gaki = 1085  
Total = 16305

## New Monsters

Note that xp values are based on average (4.5 hp per hit die). It saves work and it evens out in the long run.

### Blood Golem

FREQUENCY: Very rare  
NO. APPEARING: 2-5  
ARMOR CLASS: 0 (Descending) or 20 (Ascending)  
MOVE: 3" (Classic) or 10' (Neo)  
HIT DICE: 40 hp (8 HD)  
% IN LAIR: 100%  
TREASURE TYPE: Special  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-12(slam)/2-12(slam)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Nil  
ALIGNMENT: Neutral  
SIZE: L (10' tall)  
XPV: 1125 xp

Like other golems, the blood golem is a magical construct created by a high level magic-user or cleric. Instead of forming a body and then animating it, a large pool of blood is animated. This requires 30,000 gp of powdered rubies, a large amount of giant blood, and a *miracle* or *wish* spell. 20% of flesh golem manuals will actually be for blood golems, as well as 10% of clay golem manuals.

The blood golem spends most of its time simply a very large pool of blood. However, when intruders appear (or something else specified by its creator), the blood congeals and rises up into a vaguely humanoid shape. It is very strong and strikes with two fists for 2-12 damage each. If both attacks hit, the victim takes a further 5 hit points of damage and this 5 hit points is gained by the blood golem (to a maximum of 64 hit points).

As they are liquid, piercing and slashing weapons have no effect on blood golems. Only magical blunt weapons do damage.

Like other golems, blood golems are immune to magic spells with a few exceptions: Healing spells will cause damage to the amount of healing they would normally do, fire spells do the minimum damage possible (all 1s on damage dice), and cold spells do no damage, but will allow magical slashing or piercing weapons to damage it for 1d4 rounds.

When killed, some of the blood congeals back into rubies (3d6) worth 100 gp, 500 gp, or 1000 gp each (even amounts of each)

## Blood Hag

FREQUENCY: Very rare  
NO. APPEARING: 1 or 3 (Coven)  
ARMOR CLASS: 0 (Descending) or 20 (Ascending)  
MOVE: 12" (Classic) or 30' (Neo)  
HIT DICE: 9  
% IN LAIR: 20%  
TREASURE TYPE: 10% 1d12x1000 cp, 15% 1d12x1000 sp, 15% 1d8x1000 ep, 50% 1d6x1000 gp, 30% 1d10 gems, 25% 1d6 jewelry, 15% 1d3 magic items (1 potion)  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6+2(claw)/1-6+2(claw)/2-8+2(bite)  
SPECIAL ATTACKS: Explode  
SPECIAL DEFENSES: +1 magic weapon to hit  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Very  
ALIGNMENT: Neutral Evil  
SIZE: M (5' to 6' tall)  
XPV: 1840 xp

The blood hag is a rare form of hag that takes on the appearance of a young woman by day, but at night (or in the day if she wishes) sheds her skin (which reforms every day at dawn) and assumes its hag form of a wizened, but powerful woman. In its hag form, it drinks the blood of young women, though it rarely kills them. However, on occasion it will kill its victim, enabling the blood hag to take on the form of that victim by day. It gains no memories of the victim.

In its hag form, the blood hag may also turn into a ball of fire (same armor class and hit points) for up to 12 rounds a day. In this form the blood hag has a single attack that does 3d6 fire damage. It can change the size of the ball so it is as small as an ember, allowing it to pass through cracks and other small openings. While in this fiery form, the blood hag may be returned to its normal form by casting dispel magic or by doing 20 points or more of cold damage. The blood hag in this form may also choose to explode, causing 8d6 fire damage in a 30' radius and returning her to her hag form.

When posing as a normal young woman, the alignment of the blood hag is undetectable, returning as neutral or neutral good.

Blood hags are immune to mind controlling spells, fire, disease, and fear. They can detect magic and good and spider climb as per the spell. They can cast the *sleep* spell three times per day. Some blood hags are known to cast spells as a magic-user or witch (if applicable to your campaign).

## Drowning Devil (Sarglagon)

FREQUENCY: Very Rare  
NO. APPEARING: 1  
ARMOR CLASS: -1 (Descending) or 21 (Ascending)  
MOVE: 12"/Fly 12"/Swim 15" (Classic) or 30'/Fly 30'/Swim 40'  
HIT DICE: 9  
% IN LAIR: 50%  
TREASURE TYPE: None  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 3-12(tentacle arms)/3-12(tentacle arms)/2-12(bite)  
SPECIAL ATTACKS: Drown  
SPECIAL DEFENSES: Immune Fire, Poison, Half-Damage from Cold, Acid  
MAGIC RESISTANCE: 75%  
INTELLIGENCE: High  
ALIGNMENT: Lawful Evil  
SIZE: L (12-15' tall)  
XPV: 2085 xp

Called sarglagon in their Infernal tongue, drowning devils take great pride in being the best-adapted guardians of Hell's waterways, and are among the few fiends who travel the seas and rivers of the multiverse as part of larger infernal plots. Even in the air or on the ground, a drowning devil moves with a haunting liteness as though it were swimming.

A typical drowning devil weighs 600 pounds, and can exceed 15 feet from head to tail.

## Gaki

FREQUENCY: Very Rare  
NO. APPEARING: 1 or 2-4  
ARMOR CLASS: 3 (Descending) or 17 (Ascending)  
MOVE: 12" (Classic) or 30' (Neo)  
HIT DICE: 9  
% IN LAIR: 100%  
TREASURE TYPE: None  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 2-12 (claw)/2-12 (claw)/2-12 (bite)  
SPECIAL ATTACKS: None  
SPECIAL DEFENSES: Vulnerable to Fire and Cold  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Average  
ALIGNMENT: Neutral Evil  
SIZE: L (9' tall)  
XPV: 1085 xp

When an especially jealous or greedy evil person dies, it sometimes returns as a gaki—a misshapen creature with a supernatural hunger for things of the material world. Mistakenly called "hungry ghosts" because of their ability to fly and turn invisible, gakis believe that if they consume the right material—typically meat, wine, blood, flowers, and souls—they

can form a new body resembling their former mortal shapes. Its long, thin neck restricts how much it can eat, and the creature is perpetually starving. It prefers to consume evil creatures, believing it gains more sustenance from a sinful being than a righteous one, but it won't pass up any mortal flesh. Some gakis believe they must consume flesh from demons or undead, and fixate on these creatures to the aversion of all others.

These creatures have short memories and little sense of perspective. They're smart enough to pursue what they want cannily, but fail at making long-term plans. Most gakis wander alone, pursuing their search for nourishment in solitude. When they do form packs, they use their numbers to surround and bring down large animals or groups of people, but then throw cooperation aside to squabble and shove as each one greedily tries to claim the entire prize they've taken.

Strangely, gakis are scorched by moonlight and frozen by sunlight. Because of this, they're forced to lurk in the shadows of ruins. Some wander the deep caves and tunnels below the surface, scrounging whatever meals they can find. In urban areas, they group together to stalk the slums, often leaping upon victims, tearing away small morsels of flesh before they retreat, leaving victims bleeding and disoriented. They find hiding places—often in abandoned buildings or sewers—to stay during the day, turning invisible and biding their time till the dark of night comes.

## Grave Ape

FREQUENCY: *Very Rare*  
NO. APPEARING: 1  
ARMOR CLASS: 4 (*Descending*) or 16 (*Ascending*)  
MOVE: 12" (*Classic*) or 30' (*Neo*)  
HIT DICE: 5+5  
% IN LAIR: 50%  
TREASURE TYPE: 5% 1d10x1000 cp, 25% 1d12x1000 sp, 25% 1d6x1000 ep, 25% 1d8x1000 gp, 15% 1d12 gem, 10 1d8 jewelry, 25% 1d4 magic items (1 scroll)  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6(claw)/1-6(claw)/1-8(bite)  
SPECIAL ATTACKS: Howl causes Fear, Bite causes Paralyzation  
SPECIAL DEFENSES: None  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic Evil  
SIZE: M (6' tall)  
XPV: 500 xp

Grave apes are a rare type of cannibalistic undead named for their horrible, ape like appearance. They stand 6' tall and weigh nearly 400 pounds, with sickly purple fur and grey skin, freakishly long arms and large, powerful jaws. Their origin is unknown,

but many sages have speculated that they are the spirits of exceptionally brutal killers, while others say they are to ogres, what ghouls are to humans. .

A grave ape can howl, causing all those within 50 yards that hear it to cower in fear for 1d4 rounds if a saving throw is failed. While its claws only do normal damage, the grave ape's saliva is poisonous causing paralyzation on a failed save. Grave apes can be turned as a wight.

## Girtablilus

FREQUENCY: *Very Rare*  
NO. APPEARING: 1, 2, 3-5, or 6-14 (*Cult*)  
ARMOR CLASS: 0 (*Descending*) or 20 (*Ascending*)  
MOVE: 18" (*Classic*) or 50' (*Neo*)  
HIT DICE: 10  
% IN LAIR: 100%  
TREASURE TYPE: 20% 1d12x1000 cp, 30% 1d6x1000 sp, 10% 1d8x1000 ep, 30% 1d10 gems, 25% 1d6 jewelry, 15% 1d2 magic items.  
NO. OF ATTACKS: 4  
DAMAGE/ATTACK: 1d10+6(*Halberd*)/1d8 (claw)/1d8 (claw)/1d6(sting)  
SPECIAL ATTACKS: Poison Sting (save or paralyzed)  
SPECIAL DEFENSES: Silver or magic weapon to hit  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Average  
ALIGNMENT: Neutral  
SIZE: L (13' long)  
XPV: 2130 xp

Girtablilus are essentially scorpion-centaurs, only with both scorpion arms and human ones. They fiercely guard ancient places and treasures lost to history. Far from civilized eyes, they thrive and piously protect their charges with the aid of monstrously large scorpions that girtablilus keep as pets.

All girtablilus share a zeal for religion, although the objects of veneration vary from tribe to tribe. Some girtablilu tribes still serve long-forgotten deities, preserving the divinities' names and holy rituals. Others embrace religions derived from prehistoric worship, devoted to the idea of gods that once were or might never have been.

Girtablilu leaders are clerics and are responsible for the tribe's religious observances and laws. Tradition and service to the group are important. Those who violate tribal beliefs are killed or exiled into the harsh wasteland. Girtablilus believe that no sacrifice in life (including death in the service of the gods) goes unrewarded in the hereafter; this belief makes them fierce and fearless fighters.

A girtablilu is 13 feet long and weighs 800 pounds.

## Kyton

Despicably cruel and equally horrible to gaze upon, kytons are evil fiends who feed on the fear and suffering of mortals through painful supernatural means. Their monstrous appearances vary, but their stoic and amoral dispositions are universal, for no kyton cares anything for the plights typical of the creatures they prey upon. They are beings wholly dedicated to metamorphosis achieved through horrific trials of self-mutilation and the mystical power provided them by their sapping of mortal anguish.

Despite being often categorized by mortals as shadow-dwelling devils, kytons calmly refute such claims, seeing themselves as above the principles of Hell's denizens. Instead, kytons seek ecstasy through pain in the form of deliberate and violent self-transformation, adhering to the belief that by altering the physical and spiritual matter that makes up their form, they can reach a state of perfect being. Removing aspects of themselves and replacing them with more desirable or powerful pieces one at a time, kytons believe that experiences of heightened emotion and sensation (typically in the forms of terror and pain) lead to greater states of awareness and existence. The dedication with which they practice this belief places them on the level of zealots, their fanatical commitment made all the more disturbing by their eerie composedness and unnaturally cool dispositions.

The original kytons were born of the first truly selfish and depraved thoughts conceived by mortals. These creatures surprised and horrified the early gods with their power and hideous nature, and so the gods chained them in a remote part of Hell. The kytons embraced their chains and, seeking to fulfill their unnatural hunger for pain, escaped to the Plane of Shadow, which lay much closer to their mortal prey. Now, kytons are born of mortal souls that were spiritually and physically tortured in life, victims of their own masochism, sacrifices to gods of suffering, or those promised to the fiends either by their own will or by sadistic cultists. Obscure rituals force the sacrificed souls to bypass the normal judgments of the afterlife and instead become mired in the Plane of Shadow. Over an excruciating and lengthy span of time, these souls are warped and twisted until they emerge as frail new kytons.

## Kyton (Evangelist)

FREQUENCY: Very rare  
NO. APPEARING: 1, 2, 3-6 (link), or 6-20 (chain)  
ARMOR CLASS: 2 (Descending) or 18 (Ascending)  
MOVE: 12" (Classic) or 30' (Neo)  
HIT DICE: 8 HD  
% IN LAIR: 80%  
TREASURE TYPE: 30% 3d6x100 pp; 55% 2d10 gems, 50% 1d12 jewelry, 15% any magic item  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-8+2(chain)/2-8+2(chain)  
SPECIAL ATTACKS: Animate 4 chains  
SPECIAL DEFENSES: Silver or magic weapons to hit, regenerate 2 hit points round, immune to cold  
MAGIC RESISTANCE: 50%  
INTELLIGENCE: Average  
ALIGNMENT: Lawful Evil  
SIZE: M (6-7' tall)  
XPV: 1085 xp

Evangelist kytons are the most commonly encountered form. They are humanoid creatures, nearly human in appearance, with their bodies wrapped in chains and generally covered with dozens of extreme piercings and body modifications.

They use their chains to attack and also have the ability to control any nearby chain (within 30' radius), causing the chains to sprout razors and make attacks identical to the chains they wield themselves (for a total of 6 attacks per round).

## Kyton, Apostle

FREQUENCY: Very rare  
NO. APPEARING: 1, 2, 3-6 (link), or 6-20 (chain)  
ARMOR CLASS: 2 (Descending) or 18 (Ascending)  
MOVE: 12" (Classic) or 30' (Neo)  
HIT DICE: 9 HD (and up)  
% IN LAIR: 80%  
TREASURE TYPE: 30% 3d6x100 pp; 55% 2d10 gems, 50% 1d12 jewelry, 15% any magic item  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 2-8+2(chain)/2-8+2(chain)  
SPECIAL ATTACKS: Animate 4 chains  
SPECIAL DEFENSES: Silver or magic weapons to hit, regenerate 2 hit points round, immune to cold  
MAGIC RESISTANCE: 50%  
INTELLIGENCE: Average  
ALIGNMENT: Lawful Evil  
SIZE: M (6-7' tall)  
XPV: 2085 xp

Kyton Apostles are powerful spellcasters (9<sup>th</sup> level and up) who have fully embraced their new nature. As such, they have skipped the lower stages and become a full fledged kyton, with all the abilities of the typical (Evangelist), as well as the spell casting ability they had in their former existence.

## Kyton, Augur

FREQUENCY: Very rare  
NO. APPEARING: 1, 2, 4-10 (flight), or 6-30 (swarm)  
ARMOR CLASS: 5 (Descending) or 15 (Ascending)  
MOVE: Fly 18" (Classic) or Fly 50' (Neo)  
HIT DICE: 3 HD  
% IN LAIR: 100%  
TREASURE TYPE: None  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: On hit, 1d4 each additional round until dead.  
SPECIAL DEFENSES: Silver or magic weapons to hit, immune to cold  
MAGIC RESISTANCE: 20%  
INTELLIGENCE: Average  
ALIGNMENT: Lawful Evil  
SIZE: S (3-4)" diameter  
XPV: 90 xp

Perhaps the most unusual type of kyton is the augur, a small, flying sphere that sprouts a blade when attacking. This blade will bore into a creature on a successful hit, causing an additional 1d4 damage each round until either the augur or the creature is dead.

Augur kytons are often used to guard someplace, or as companions to other kytons. In the latter case, the augur will remove itself from a creature if ordered to (most notably a kyton wishing to keep a creature alive for future torture), though they are loathe to.

## Kyton, Eremite

FREQUENCY: Very rare  
NO. APPEARING: 1, 2, or 2-5 (cell)  
ARMOR CLASS: -5 (Descending) or 25 (Ascending)  
MOVE: 15"/Fly 24" (Classic) or 40'/Fly 60' (Neo)  
HIT DICE: 12 HD  
% IN LAIR: 90%  
TREASURE TYPE: 50% 1d100 gems, 50% 1d4 10 jewelry, 15% 1d6 magic items  
NO. OF ATTACKS: 5  
DAMAGE/ATTACK: 2-12+6(bite)/2-12+4(claw)/2-12+4(claw)/1-8(wing)/1-8(wing)  
SPECIAL ATTACKS: 6 additional chain attacks  
SPECIAL DEFENSES: Silver or magic weapons to hit, regenerate 2 hit points round, immune to cold  
MAGIC RESISTANCE: 65%  
INTELLIGENCE: Average  
ALIGNMENT: Lawful Evil  
SIZE: M (6-7' tall)  
XPV: 4415 xp

Eremites are among the eldest and most mutilated of kytons, having inflicted such massive damage to

themselves that they feel little pain and no fear. The typical eremite is completely covered in blood-caked bandages, tattered cords of black leather, and thousands of jagged shards of razor-sharp metal. These fragments are all that holds the creature's mutilated flesh together, yet they do so with a strength far greater than that granted by mortal flesh and bone..

If both claw attacks hit, the eremite will eviscerate his opponent, ripping flesh from its opponent's body causing a further 1-8 damage. It then grafts it to his own body, restoring the same amount,

## Kyton, Interlocuter

FREQUENCY: Very rare  
NO. APPEARING: 1, 2, or 2-5 (gang)  
ARMOR CLASS: -2 (Descending) or 22 (Ascending)  
MOVE: 15" (Classic) or 40' (Neo)  
HIT DICE: 10 HD  
% IN LAIR: 90%  
TREASURE TYPE: 5d4 gems, 25% 1d10 jewelry, 35% 1d5 magic items  
NO. OF ATTACKS: 4  
DAMAGE/ATTACK: 1-10(claw) x4  
SPECIAL ATTACKS: Double damage on attack roll of 20  
SPECIAL DEFENSES: Silver or magic weapons to hit, immune to cold  
MAGIC RESISTANCE: 50%  
INTELLIGENCE: Average  
ALIGNMENT: Lawful Evil  
SIZE: L (9' tall)  
XPV: 2400 xp

Interlocutors are the self-proclaimed surgeon-sculptors among kytons, viewing their practice as more art than medical process. Each victim is a new chance to study the art of pain and sensation through horror-stricken eyes. Their ability to heal the damage they inflict, even to the extent of restoring life to a subject that has only just expired, is perhaps more feared than their eagerness to cut flesh. To an interlocutor's victim, death is a mercy that is rarely offered.

Nowhere is the interlocutor's mastery of flesh more apparent than in their bodies, for their apotheosis from mortal into kyton involves the shedding of useless parts down to a tangle of nerves, veins, and various organs. These are then incorporated into bodies made of semi-living metal fashioned from raw shadowstuff harvested in strange reaches of the Plane of Shadow, giving the kyton a terrifying body. Periodically, an arm or other "leftover" limb is retained by the kyton, but only in the same way someone might retain ownership of a treasured piece of jewelry as a keepsake or memento. Some interlocutors retain nothing of their old bodies of flesh save the brain, nerves, and portions of their

circulatory system.

Interlocuter kytons may cast cure serious wounds three times per day (including on themselves), and raise dead once per day (not on themselves, generally for when surgery goes bad. Cheaper than malpractice insurance)

Interlocutors are 9 feet tall and weigh 800 pounds.

## Kyton, Inquisitor

FREQUENCY: Very rare

NO. APPEARING: 1, 2, or 2-5 (coterie)

ARMOR CLASS: 2 (Descending) or 18 (Ascending)

MOVE: 12" (Classic) or 40' (Neo)

HIT DICE: 8 HD

% IN LAIR: 90%

TREASURE TYPE: 30% 1d10 gems, 25% 1d6 jewelry, 15% 1d3 magic items

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12 (pincer)/2-12 (pincher)

SPECIAL ATTACKS: Heat for additional 1d6 damage

SPECIAL DEFENSES: Silver or magic weapons to hit, immune to cold

MAGIC RESISTANCE: 40%

INTELLIGENCE: Average

ALIGNMENT: Lawful Evil

SIZE: M (6' tall)

XPV: 1385 xp

Inquisitor kytons formerly persecuted heretics in their past incarnation and have taken that expertise to its fullest extent in their new forms.

They appear similar to other kytons, in tattered clothing, but resembling clerical garb. The most striking difference is where there once were arms are now metal tong like pincers the inquisitor uses to torture its victims, often heating them first (doing an additional 1d6 of heat damage).

## Kyton, Supplicant

FREQUENCY: Very rare

NO. APPEARING: 1, 2, 3-6 (link), or 6-20 (chain)

ARMOR CLASS: 4 (Descending) or 16 (Ascending)

MOVE: 12" (Classic) or 30' (Neo)

HIT DICE: 5 HD

% IN LAIR: 70%

TREASURE TYPE: 5% 1-2 jewelry

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: None

SPECIAL DEFENSES: Silver or magic weapons to hit, regenerate 1 hit point per round, immune to cold

MAGIC RESISTANCE: 20%

INTELLIGENCE: Average

ALIGNMENT: Lawful Evil

SIZE: M (6' Tall)

XPV: 250 xp

Kyton supplicants are those who have been reborn as kytons, yet have not attained much in the way of power, or "yet to earn their chains". They appear to be hairless, sometimes skinless humans with muscular bodies.

They generally wield long barbed metal whips which cause 1d6 damage, but are more unnerving than truly dangerous.

## Design Notes

This was originally a section of a much larger dungeon, which proved to be unwieldy and unlikely to ever get finished as a large module, so I decided to turn sections of it into smaller module.

Obviously, it's inspired by a work of Clive Barker, both his original story and the first two movies based on it, though that inspiration is second hand, as the kyton is a product of third edition, later elaborated on greatly by the company the kept third edition going as a game.

Much of the other inspiration came from reading various "spicy" pulp magazines off of a public domain fiction site. Lurid is probably a better description. Only about 1/3 of the illustrations in those don't feature nudity and much of it would probably be considered "torture porn".

It was playtested with a party of 6: 6<sup>th</sup> level Fighter, 6<sup>th</sup> level Exorcist (See my PC2), 6<sup>th</sup> level Hunter (Spell-less Ranger), 6<sup>th</sup> Level Templar (Forthcoming PC7, basically a dragon setting knight), 6<sup>th</sup> Level Amazon Warrior (Forthcoming PC8, like a barbarian), and a 4<sup>th</sup> level Cleric/Fighter.

They had an easier time of it than expected, however everyone had at least a +2 weapon as well as double weapon specialization in two cases. It also helped that most the monsters they faced were large and thus they did greater damage. PC armor classes averaged 0 (or 20)

## Roster of Temple Personnel

These are just the ones that appear in the module, there are probably many others

**Amare**, 9<sup>th</sup> Level Human Cleric of Ishtar, S16 I14 W14 D16 C16 C17; hp 53

Pale with dark hair, Amare is surprisingly stern for a cleric of Ishtar and is becoming increasingly jaded in the pleasures the temple provides.

**Opara**, 8<sup>th</sup> Level Human Cleric of Ishtar. S15 I13 W13 D10 C16 C15; hp 48

The temple's second in command, Opara is in charge of the day to day running of the temple. She is somewhat corpulent and enjoys eating as much as worshiping, if not more so.

**Zahira**, 6<sup>th</sup> Level Human Cleric of Ishtar, S12 I16 W17 D12 C16 C17; hp 40

The temple's librarian, Zehria is third in command of the temple. Somewhat bookish (or is that scrollish?), but well respected.

**Nera**, 5<sup>th</sup> Level Human Cleric of Ishtar S11 I9 W16 D16 C16 C15; hp 32

She has pale skin and long black hair with bangs.

**Grool**, 4<sup>th</sup> Level Male (Eunuch) Fighter S17 I9 W5 D10 C18 C8; hp 40

Grool was once a caravan guard who suffered a crossbow malfunction. He is large, bald, and blubbery.

**Ranna**, 3<sup>rd</sup> Level Human Cleric of Ishtar, S10 I10 W15 D17 C12 C16; hp 18

Somewhat cowardly, has long dark hair.

**Sana**, 2<sup>nd</sup> Level Human Cleric of Ishtar, S10 I11 W15 D16 C16 C17; hp 14

The dark complected Sana tends to be sarcastic

**Nareena**, 0 Level Human Follower of Ishtar, S8 I10 W10 D10 C17 C18; hp 6

Widely considered the most beautiful woman in the temple, Nareena has flawless ebony skin and curly black hair contrasting with her perfect pearly white teeth. She is also very enthusiastic.

**Lyrin**, 0 Level Level Human Follower of Ishtar, S11 I9 W7 D11 C13 C15; hp 3

Somewhat plump, the blonde haired Lyrin also giggles a lot. At anything.

**Suran**, 0 Level Human Follower of Ishtar, S15 I10 W15 D11 C13 C17; hp 4

A tall redhead, Suran is a recent convert and studying to be a full priestess (cleric). She is very serious and professional.

**Medara**, 0 Level Human Follower of Ishtar, S9 I7 W8 D14 C13 C15. Hp 3

Quiet, Medara has black curly hair and olive skin.

**Beryl**, Blood Hag.

A recent addition to the temple, Beryl has been sent by the hag goddess to sow dissension in the ranks. She is very catty and gossips a lot, as well as pushes her fellows to do things they aren't comfortable with. She had the ear (and other things) of the head priestess. She is pale and has stark white hair, but otherwise appears young, if not innocent.

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