

# Hexed Places

## Shimmering Coast



Created by Mark A. Thomas





## Hexed Places

### Shimmering Coast

Published by **PBE Games**

Copyright 2019 **PBE Games**, licensed for private use only

Product ID: HP-7018

Created by **Mark A. Thomas**

Maps created using **Hexographer/Worldographer**

### Artists

Artwork copyright by the following artists, used with permission:

**Tamás Baranya** (Blade of Purity)

**Edward William Cooke** (Coastal Cliffs) courtesy **National Gallery of Art**

**Mark Goebel** (Sunset CC 2.0)

**Ian MacLean** (Undead Child)

**William McAusland** (Skull Standard, Page Ornaments)

Some artwork © 2015 **Dean Spencer** (Ghoul), used with permission. All rights reserved.

### About Hexed Places

Hexed Places are outdoor locations and encounters based on the classic six-mile hex format and OSR sensibilities. Use these locales as a quick side adventure, to fill a blank spot in your campaign sandbox, or expand upon them to create a multi-session campaign. Each Hexed Places includes a regional overview; expanded one-mile per hex maps for players and GMs; encounter tables, treasure information, and rumor lists; and descriptions of locations, encounters, and features within the hex.



# Contents and Usage

## Player and GM Maps

The maps offer a detailed look at the region at a one-mile per hex scale. The player version of the map does not include roads/trails or locale icons.

## Introduction and Rumors

This section provides a broad overview of the region, outlining major physical features and obstacles. It also includes a set of rumors that may or may not provide accurate information about the area.

## Locations

The major sites in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Locations are ordered by their coordinates, northwest to southeast.

## Encounters

This table reflects the typical creature population of the hex. Its primary purpose is to provide wandering monster encounters, but you can use it to fill in blank spaces on the map or as a tool for populating nearby locales.

## Extras

The Extras section details any unique creatures, treasures, or magic items mentioned in the text. It also includes any tables referenced in the main document.

## Stat Blocks

All creatures and NPCs in Hexed Places include simple stat blocks as a standard frame of reference. Here is a sample:

**Orc (5) - AC 6 (13), HD 1, #AT 1, D 1d6, MV 9**

**Hate the sun. Treasure: 2d6 GP, 2d6 SP each.**

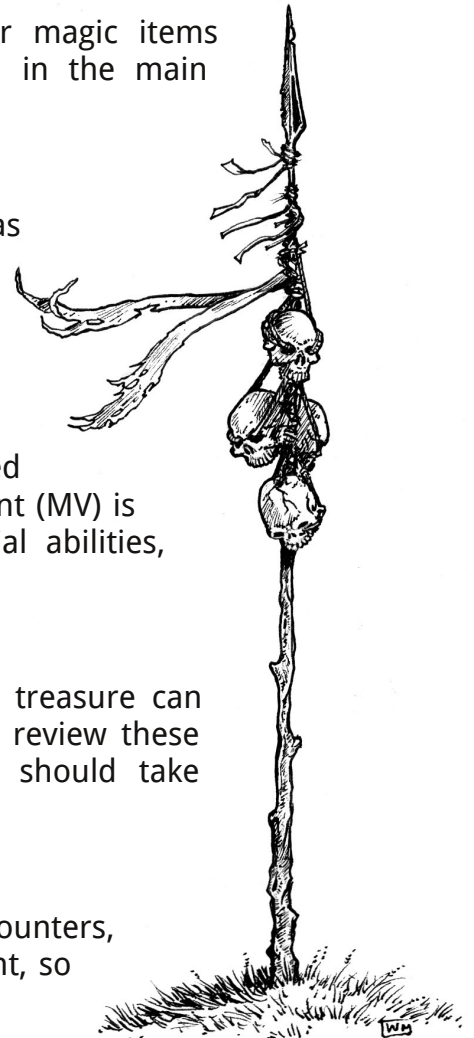
This stat block represents five, one hit-die Orcs. Armor Class (AC) values are given as descending (ascending). An unarmored character is AC 9 (10) and chainmail provides AC 5 (14). Movement (MV) is given in generic units. Unburdened humans are MV 12. Special abilities, class/level, and treasure are appended as needed.

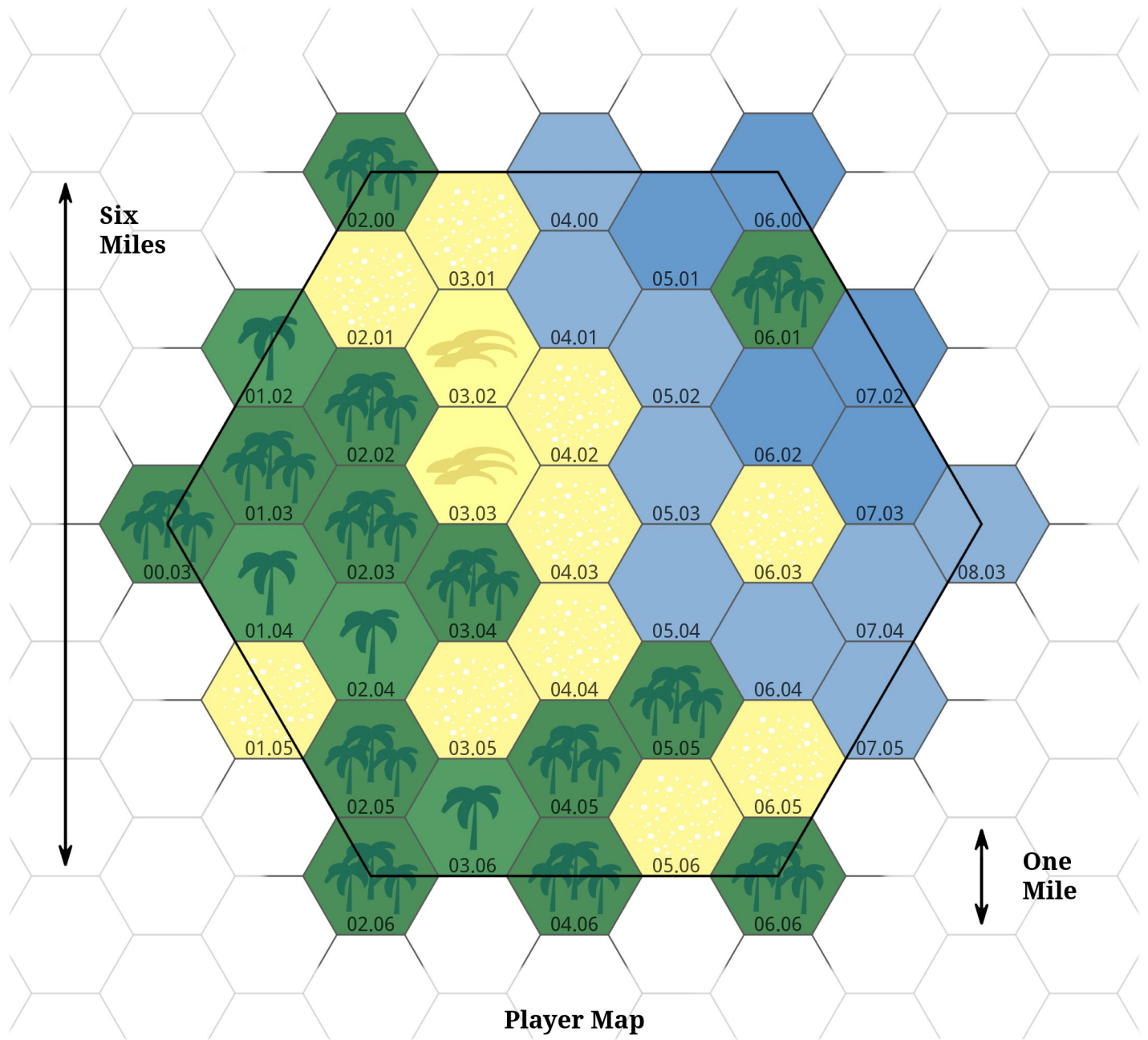
## Treasure

Creature and locale descriptions include treasure listings. Since treasure can have a major impact on the campaign, the GM should carefully review these listings and adjust them to suit their game. Intelligent foes should take advantage of any useful treasure they carry.

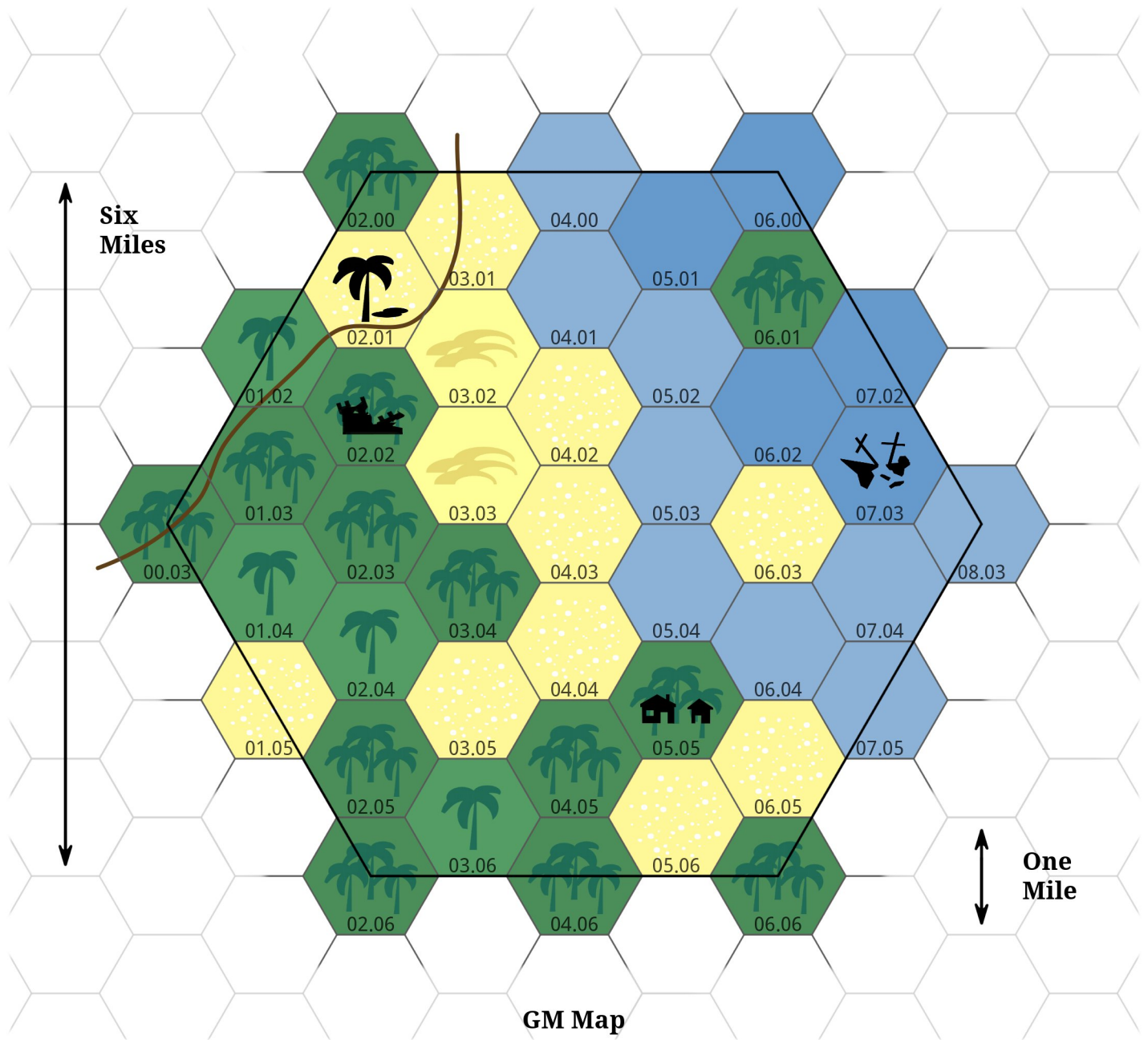
## Experience

Hexed Places does not provide experience point values for encounters, foes, or treasure. Experience is very system- and group-dependent, so it's left in the hands of the GM.





**Notes:**



**Notes:**

## The Shimmering Coast

Golden, sandy beaches, waving palm trees, and pale blue waters give this stretch of coast its name, but it also has a darker moniker: the Bone Beaches. A cannibalistic cult occupies the region. The group lives in **Dark Leaf Village (Hex 05.05)**, a crude collection of huts sited on a rocky hill overlooking the ocean. Cultists prey on those who travel the coastal road to the northwest, although they avoid **White Sand Oasis (Hex 02.01)** because of its powerful protector. The cannibals use swift outriggers to raid passing ships, and the wreckage (and occasional survivors) of these raids often wash up on **Chokewind Isle (Hex 06.03)**, a desolate, waterless stretch of sand.

Further out, **Five Palms Island (Hex 06.01)** serves as a navigation marker for sea captains familiar with this stretch of coastline. The decaying hull and masts of the wreck of the **Valderian (Hex 07.03)** are still visible when the tide is low. The **Village Ruins (Hex 02.02)** is all that remains of the area's original inhabitants, a tribe of primitive humans.

### Rumors

The cannibals of **Dark Leaf Village** use magic to control new tribe members.

The blood rites of the cannibals infect the waters of the Shimmering Coast with enchantments that affect swimmers.

**White Sand Oasis** is one of the few safe places along this stretch of coast, provided you make appropriate offerings to the site's guardian.

There is a magical shrine hidden in the village ruins south of **White Sand Oasis**.

The wreck of the **Valderian** holds a secret that can destroy the cultists.

The stone obelisk at **White Sand Oasis** is a holy site.

The cannibals use **Five Palms Island** to launch attacks on passing ships.

Bones and carcasses wash up on the beaches of the Shimmering Coast and attract a variety of scavengers.

The strange palm trees that surround the cannibal village are magical.

Most of the cannibal cultists look human, but others have been changed into something worse.

The **Valderian** was carrying knights of a holy order when it sank in a storm.

The cultists engage in demon worship and that is the source of their strange powers.



## Locations

### White Sand Oasis (Hex 02.01)

A spring-fed pool, surrounded by date palms and scrubby pines, lies at the heart of this beautiful oasis, which is about 100 yards north of the coastal road. A small fire pit surrounded by simple wood and stone benches and a makeshift three-sided shelter offer travelers some minor comforts.

A sandstone obelisk, decorated with the holy symbol of an order of knights, rises from a 10-foot wide, square platform made from the same material. The same symbol marks a simple altar that stands before the obelisk. Low denomination coins and dried-out food lie scattered about the altar, offerings left by previous visitors. A careful examination of the stone platform reveals a half-buried secret opening that leads to a simple tomb. The only thing it contains is the cloth-wrapped body of a man. An iron holy symbol rests upon his chest, and a small plaque, inscribed with his name, **Langbrand Hegg**, and dates, marks his bier.

A powerful consecration spell, enforced by Langbrand's ethereal spirit, protects the tomb and oasis. Langbrand's **ethereal spirit** appears as a ghostly figure surrounded by a golden aura. He wears clerical robes and holds a glowing symbol in one hand. Langbrand uses his powers to thwart any attempt to enter the tomb or harm those who have made offerings on the altar with good intent. He may travel up to 500 yards from his grave.

**Ethereal Spirit (1) AC 0 (19), HD 8, #AT 1 touch, D 1d10 plus drain, MV 15 flying**

**Level 9 priest. Aura of good. Strength drain. Immune to mundane weapons.**

**Cannot be turned.**

Langbrand was traveling to the Shimmering Coast with his knights to destroy the altar and cleanse the **Village Ruins (Hex 02.02)** using the **Blade of Purity** (see **Extras**). He died in the storm that wrecked their ship, and his surviving followers laid him to rest here. Spells that allow communication with the dead will work on Langbrand. He knows about the **Curse of Flesh and Bone** (see **Extras**) that affects the cannibals of **Dark Leaf Village (Hex 05.05)** and the demonic altar beneath the Village Ruins. Langbrand does not know the fate of the Blade of Purity.

### Village Ruins (Hex 02.02)

The jungle has retaken this abandoned village. A dozen huts, their wooden walls broken and rotting, surround the stone foundation and fallen timbers that mark the site of a larger central hall. Shards of pottery, a few broken spears and arrows, and a corroded bronze ax head stuck in a stump are the only remaining artifacts of the villagers.

If anyone with woodcraft skill searches the area, they spot a faint trail leading southeast. It skirts the dunes there and eventually winds its way to **Dark Leaf Village (Hex 05.05)**. At the ruins, the trail ends at a narrow gap in the central building's foundation, which leads to a half-collapsed chamber beneath the ruined hall.

Old blood and gore cover the walls and floor of the underground hellhole, and the stench of rotten flesh fills the air. Two pits filled with dismembered human remains flank a blood-stained iron table fitted with leather straps designed to hold a humanoid victim. The table stands before an altar made of rib cages, arm and leg bones, and skulls, which radiates an intense aura of evil. A sickly green flame burns in a tarnished silver bowl built into the top of the grotesque construct. It's clear from the age of the remains in the pits that many people have died here over many years.

## Locations (continued)

### Village Ruins (Hex 02.02, continued)

The altar is dedicated to **Sith'todoth**, a demon who corrupts those who worship it with the **Curse of Flesh and Bone**. Anyone who participates in a ritual sacrifice here is afflicted with the Curse. Destroying the altar is a significant challenge and requires the **Blade of Purity** or a similar powerful artifact. Attempting to cleanse the site with lesser magic may summon ghouls and ghosts (75%) or Sith'todoth (10%).

Should the altar be destroyed, each cursed being makes a saving throw versus magic. If it succeeds, the curse breaks. If it fails, the cursed person is permanently transformed into a ghoul or ghost. See **Extras** for details of Sith'todoth, the Curse of Flesh and Bone, and the Blade of Purity.

**Ghoul (2d6) AC 6 (13), HD 2, #AT 3, D 1d3/1d3/1d6 claw/claw/bite, MV 9**

**Paralyzing touch. Immune to sleep/charm. Victims become ghouls.**

**Ghost (1d4) AC 4 (15), HD 4, #AT 3, D 1d4/1d4/1d8 claw/claw/bite, MV 15**

**Sickening stench. Paralyzing touch. Immune to sleep/charm. Victims become ghouls.**

There is nothing of value here, and anyone spending time searching this chamber must make a saving throw versus poison each turn or contract a disease.

### Dark Leaf Village (Hex 05.05)

This horrid enclave sits on a rocky rise that overlooks the ocean. It is surrounded by discolored palms draped in vines with reddish leaves. These befouled plants writhe and twist when anyone untouched by the **Curse of Flesh and Bone** (see **Extras**) passes. The leaves and vines mark clothing and exposed skin with dark reddish stains, and the noise the plants create makes it very difficult to sneak up on the village's inhabitants. Two faint trails connect this site to the **Village Ruins (Hex 02.02)** and **Rocky Point (Hex 06.05)**. Anyone with woodcraft skill who searches the area will find these paths.

The village is a crude affair. A half-dozen large huts house the **cursed**, while primitive lean-to shelters provide some relief from the sun for the unfortunate slaves chained to the surrounding trees. Many of these poor souls are missing limbs, and a crude butchery and long spit hanging over a fire pit in the center of the village tell a tale of torture and cannibalism. A poorly maintained, three- to four-foot tall wooden fence surrounds the entire complex.

About 35 cursed occupy the village, and three siblings -- **Aran**, **Maur**, and **Rioz** -- lead them. Aran is small and quick, with dark skin and hair. She is a charismatic leader who revels in the benefits offered by the Curse and is, so far, untouched by its adverse effects. Initially, Maur resisted the Curse and suffered for his willful opposition. Now, he might be mistaken for a ghoul and is fanatically committed to **Sith'todoth** (see **Extras**). Maur conducts weekly rituals in the Village Ruins. He also works to keep the food slaves alive and performs the butchery that keeps the cursed supplied with the meat they need. Rioz resembles Aran but shows some effects of the Curse. He maintains a low profile in the village but will back his siblings when necessary. Of the three leaders, Rioz knows the area best and often accompanies hunting parties.

## Locations (continued)

### Dark Leaf Village (Hex 05.05, continued)

At any time, about 10 of the cursed and one of the siblings will be away from the site, meeting slavers, hunting, fishing, or scouting the road for potential victims. Three cursed will maintain a watch on the jungle surrounding the village while the rest of the inhabitants rest, relax or perform tasks in the settlement. If alerted to a threat, the cursed and remaining leaders respond in groups of three to five every two to three rounds.

The cursed will attempt to subdue foes, and anyone captured will be searched, stripped and chained to a tree. Cult leaders will actively direct the defense of the village.

**Cursed (35) AC 5 (14), HD 2+2, #AT 2, D 1d6+1/1d2+1 short sword or spear/bite, MV 12**

**Curse of Flesh and Bone. Always hungry. Treasure: 2d10 CP, 1d10 SP each**

**Aran (1) AC 3 (16), HD 6 (33), #AT 1, D 1d8+3/1d6+3 long sword or spear, MV 12**

**Level 6 fighter. Curse of Flesh and Bone. Smooth talker. Primary leader.**

**Treasure: 20 CP, 15 SP, 14 GP, +1 long sword, potion of giant strength**

**Maur (1) AC 6 (13), HD 5 (27), #AT 1, D 1d6+1 mace, MV 12**

**Level 5 priest. Curse of Flesh and Bone. Fanatic. Warped by the Curse.**

**Treasure: 15 CP, 20 SP, 25 GP, silver unholy symbol, ring of +1 protection**

**Rioz (1) AC 6 (13), HD 7 (28), #AT 1, D 1d6+1 short sword or short bow, MV 12**

**Level 7 thief. Curse of Flesh and Bone. Quiet supporter. Woodwise.**

**Treasure: 20 CP, 15 SP, 3x25 GP gems, 5 +1 arrows**

A thorough search of the village will uncover 750 CP, 500 SP, 250 GP, and 900 GP in luxury goods hidden in secret caches in the huts. The siblings have a locked iron chest in their building that contains another 350 GP and 5x100 GP gems. The key to the chest is hidden in a hollow beam in the hut. The lock contains a poison needle trap that is relatively easy to detect (+10% to find/remove traps). See the **Blade of Purity** in **Extras**.

### Five Palms Isle (Hex 06.01)

This island takes its name from the five huge trees that stand atop a steep-sided hill on its east side. The rocky shoreline makes it challenging to approach the island by boat, and the **turtle folk** inhabiting the sea caves that riddle the island's foundations pose an added threat to seaborne traffic. The island itself is home to a variety of creatures, including sea birds, snakes, lizards, small mammals, and seals.



## Locations (continued)

### Five Palms Isle (Hex 06.01, continued)

There is a shallow cave in the base of the **Hill of Five Palms**, and three long-dead human corpses have been laid out within. Each wears rusted armor and holds a sword marked with the same holy symbol found on the obelisk at **White Sand Oasis** (Hex 02.01). Just south of the cave, a collapsed hut hides a fourth set of human remains. Searching the ruined structure will uncover rusted armor, a few personal items, and an ornate but empty wooden chest. Another sword and a corroded metal scroll case, both marked with the same holy symbol lie hidden beneath debris. The case contains three sheets of well-preserved parchment. One orders **Bishop Langbrand Hegg** and his knights to destroy the altar of **Sith'todoth** (see **Extras**), who is described as the corrupter of blood. Another outlines the ritual required to do so. The third, written in a complex cipher, describes the **Blade of Purity** (see **Extras**) and how to use it. There is a small cache of foreign coins, about 200 GP worth, buried beneath the wooden chest, but they are very difficult to find without treasure detection capabilities.

The turtle folk that inhabit the many submerged sea caves along the island's coast are ordinarily peaceful, but the cursed and their allies, slavers, pirates, and worse, have made them extremely wary of humankind. Patience and a friendly attitude may win over these sea-wise creatures, but any aggressive action will draw an overwhelming, hostile response.

Turtle folk are 7 to 8 feet tall and have leathery, streamlined shells. They walk upright on land but prefer to remain in the water where they are far more mobile. They use barbed spears and have a powerful bite. Their long, webbed fingers are surprisingly nimble. Turtle folk usually hunt or forage in groups of 2 to 5, but, if danger threatens, they form large war parties of 15 to 20 armed warriors.

**Turtle Forager (1d4+1) AC 3 (16), HD 3, #AT 2, D 1d6/1d6 spear/bite, MV 9/15 swim**

**Natural armor. Powerful swimmer. Wary.**

**Treasure: 2d10 GP worth of carved shells and coral each**

**Turtle Warrior (1d6+14) AC 3 (16), HD 3+3, #AT 2, D 1d6+2/1d6 spear/bite, MV 9/15 swim**

**Natural armor. Powerful swimmer. Wary. Aggressive.**

**Treasure: 3d10 GP worth of carved shells and coral each**

Turtle folk live in extended families of 15 to 30, each occupying part of the cave network beneath Five Palms Isle. The creatures have no real leaders. The families make decisions collectively after debating all the facts, a time-consuming process. The caves are air-filled, but most of the entrances are submerged. Should someone establish peaceful contact with the turtle folk, they would be willing to trade fish, carved shells and coral, or rare sea plants for precious metals or gems, which they covet. See the **Blade of Purity** in **Extras**.



## Locations (continued)

### Chokewind Isle (Hex 06.03)

A few tall rocks rise above the wave-torn beaches of this sandy, windblown waste, providing scant shelter for the sea birds that are the place's sole inhabitants. On the leeward side of the island, several crude shelters made from wrecked lifeboats are the only sign that humans visit Chokewind. The boats themselves are old and useless, but burned driftwood, broken bottles, and other debris hint at recent visitors. There is a brackish spring beneath the sand near the boats. **Cursed** from **Dark Leaf Village** (Hex 05.05) sometimes meet **slavers** and **pirates** at the boats to conduct business, but no one stays for long.

### Rocky Point (Hex 06.05)

Several huge rocks jut skyward here, breaking the monotony of the sandy beach. The **cursed** from **Dark Leaf Village** (Hex 05.05) keep several outrigger canoes hidden near the rocks, and a narrow trail leads from this locale to the village. There is a 1 in 6 chance of encountering cursed hunters here (see **Encounters**).



### The Wreck of the Valderian (Hex 07.03)

The **Valderian** was a two-masted sailing ship. The wreck is now firmly stuck on a rocky ridge that extends northeast from **Chokewind Isle** (Hex 06.03). The water over the ridge ranges in depth from 5 to 10 feet at low tide to 20 to 25 feet at high tide. The Valderian was utterly gutted when it struck the rocks during the storm, and its contents now lie scattered along the south side of the stony shelf that sank the ship. Crates of rotten food, rusted weapons, and water-damaged personal goods are all that remain.

A careful search of the area has a 1 in 6 chance per turn of finding one of the three valuable items hidden amidst the wreckage: a rusted metal chest that holds 12 vials of holy water, a small strongbox containing 25 x 100GP gems, and a +2 mace of undead slaying. Each turn spent searching also has a 1 in 6 chance of attracting the interest of undersea predators, a 50/50 chance of either **sharks** or a **giant octopus**. See the **Blade of Purity** in **Extras**.

**Shark (1d4) AC 6 (13), HD 4, #AT 1, D 2d6 bite, MV 24 swimming**

**Feeding frenzy. Superior senses.**

**Giant Octopus (1) AC 7 (12), HD 8, #AT 1 or 8, D 1d6 bite, 8x1d3 tentacle, MV 9 swimming**

**Perfect camouflage. Blinding ink. Constricting attack.**

Should the party engage in underwater combat near the wreck, there is a 1 in 6 chance they will attract 1d2 sharks. Check every three rounds.

## Encounters (roll 1d20)

### 1-3 Cursed Hunters

A small group of cursed who have been hunting or fishing to supplement their unholy diet. There is a 25% chance one of the leaders from **Dark Leaf Village** (Hex 05.05) is with them.

**Cursed (1d4) AC 5 (14), HD 2+2, #AT 2, D 1d6+1/1d2+1 short sword or spear/bite, MV 12**  
**Curse of Flesh and Bone. Always hungry. Treasure: 2d10 CP, 1d10 SP each**

### 4-5 Cursed War Party

A group of cursed who have been scouting the road for fresh victims. There is a 75% chance one of the leaders from **Dark Leaf Village** (Hex 05.05) is with them.

**Cursed (3d4) AC 5 (14), HD 2+2, #AT 2, D 1d6+1/1d2+1 short sword or spear/bite, MV 12**  
**Curse of Flesh and Bone. Always hungry. Treasure: 2d10 CP, 1d10 SP each**

### 6 Sharks (water only, treat as Giant Snake elsewhere)

There is a 25% chance these hungry predators will attack swimmers, and they always attack if there is blood in the water.

**Shark (1d4) AC 6 (13), HD 4, #AT 1, D 2d6 bite, MV 24 swimming**  
**Feeding frenzy. Superior senses.**

### 6-7 Ghouls/Ghasts

A group of former cursed who have become undead creatures. During the day they hide in crude dens, but at night they are active and aggressive hunters.

**Ghoul (1d4) AC 6 (13), HD 2, #AT 3, D 1d3/1d3/1d6 claw/claw/bite, MV 9**  
**Paralyzing touch. Immune to sleep/charm. Victims become ghouls.**  
**Treasure: 2d10 CP, 1d10 SP each**

**Ghast (1d3-1) AC 4 (15), HD 4, #AT 3, D 1d4/1d4/1d8 claw/claw/bite, MV 15**  
**Sickening stench. Paralyzing touch. Immune to sleep/charm. Victims become ghouls.**  
**Treasure: 2d10 CP, 1d10 SP each**

### 9 Giant Snake (land only, treat as Sharks elsewhere)

A huge constrictor snake that is waiting to ambush passing prey. It will attack the last person in the group that passes beneath it.

**Giant Snake (1), AC 6 (13), HD 5, #AT 2, D 1d4/2d8 bite/constrict, MV 9**  
**Ambush predator. Tree climber. Treasure: valuable skin 50 GP**

### 10 Carnivorous Apes

Fierce apes altered by the shrine of **Sith'todoth**. They try to carry victims into the trees.

**Carnivorous Ape (2d4), AC 6 (13), HD 4, #AT 2 or 1, D 1d4/1d4 or 1d6, MV 12**  
**At home in the trees. Cowardly hunters.**

## Encounters (continued)

### 11 Jungle Panther

This jungle predator is a solitary, opportunistic hunter and will avoid large groups.

**Jungle Panther (1), AC 6 (13), HD 6, #AT 3, D 1d4/1d4/1d8, MV 21**

**Raking attack. Stealthy. Mighty leap. Treasure: valuable hide 250 GP**

### 12-13 Slavers

Slavers do business with the cultists of **Dark Leaf Village** (Hex 05.05) and are happy to add new stock when the opportunity presents itself. Ocean-going slavers will be in a small sailing vessel.

**Slaver (1d4+3), AC 7 (12), HD 1+1, #AT 1, D short sword, whip, or crossbow, MV 12**

**Sneaky. Heartless. Treasure: weapons, 5 GP, 10 SP each.**

### 14-15 Escaped Slaves/Prisoners

These poor souls have somehow managed to escape their imprisonment and hide out in the jungle.

**Slave (1d4), AC 9 (10), HD 1, #AT 1, D 1d4, MV 9**

**Crippled. Chained.**

### 16-17 Turtle Folk (water/coast only, treat as Slavers elsewhere)

A hunting party from Five Palms Isle (Hex 06.01), looking for food. They will be alert and ready for trouble.

**Turtle Forager (1d4+1) AC 3 (16), HD 3, #AT 2, D 1d6/1d6 spear/bite, MV 9 / 15 swim**

**Natural armor. Powerful swimmer.**

**Treasure: 2d10 GP worth of carved shells and coral each**

**Turtle Warrior (1d3-1) AC 3 (16), HD 3+3, #AT 2, D 1d6+2/1d6 spear/bite, MV 9 / 15 swim**

**Natural armor. Powerful swimmer.**

**Treasure: 3d10 GP worth of carved shells and coral each**

### 18-19 Monstrous Crabs

These oversize creatures roam the beaches and nearby jungle, scavenging whatever they can.

**Monstrous Crab(1d2), AC 2 (17), HD 3, #AT 2, D 2d6/2d6 claws, MV 6**

**Aquatic. Iron grip. Tasty flesh.**

### 20 GM Choice

Choose from the entries above, add an encounter of your own, or use something from an adjacent locale.

## Extras

### The Curse of Flesh and Bone

Those who participate in the ritual sacrifice of a sentient being upon the hidden altar in the **Village Ruins** (Hex 02.02) gain the Curse of Flesh and Bone. The curse strengthens and heals anyone so afflicted, but the cost is high. Victims gain the following benefits:

- Regenerate 1 hit point per turn
- Inflict +1 melee damage due to increased strength
- Gain a +3 bonus to saves versus poison or disease
- Age at one-tenth the usual rate

The curse also inflicts a horrible cost: the afflicted must consume the flesh of sentient beings regularly. Those who fail to do so begin to waste away. They suffer 1d4 permanent hit point loss per week, take on a gaunt appearance, and their skin becomes gray and mottled. Paying the curse's cost restores lost hit points but does not restore the being's appearance. Those who die from the curse rise as undead a week later. Roll 1d6: 1-4 ghouls, 4-5 ghouls. The curse can only be negated by a remove curse spell cast by a 9th higher level priest of good alignment.

### Blade of Purity

This dagger has a wide blade cut from a pure golden crystal, with circular decorations on the crossguard. It has steel quillions, a plain handle wrapped in white leather, and a pommel made from the same crystal as the blade. It radiates powerful auras of magic and good and inflicts 2d8 damage on any evil creature that handles it. The Blade has the following characteristics:

- +3, +5 versus undead and evil creatures of the outer planes
- Provides protection from evil 10' radius when wielded by a good-aligned character
- Remove curse, as the spell, by touch
- Dispel geas or quest spells, as a 16th level spellcaster, by touch

The Blade of Purity can also destroy altars, shrines, and other sites dedicated to evil. After performing a purification ceremony (cleansing the site with holy water, burning evil relics, exposing the area to sunlight, ritual prayers), the Blade's wielder must carve the holy symbol of an appropriate deity into the central feature of the evil area. The rite always succeeds when used on sites dedicated to lesser powers such as demons or devils. Against sites devoted to evil deities, treat the ritual as a dispel magic and compare the relative strength of the good and evil gods involved to determine the chance of success. There is a 5% chance that using the Blade of Purity to cleanse the altar of an evil deity will also destroy the artifact.



## Extras (continued)

### Blade of Purity (continued)

#### Where Is the Blade?

There several possible locations for the Blade and each offers different opportunities to the party. Locate it in/near the **Wreck of the Valderian** (Hex 07.03) to encourage underwater exploration. Place it in the hands of the turtle folk of **Five Palms Isle** (Hex 06.01) and let the players negotiate an exchange and potentially gain allies. Put it in **Dark Leaf Village** (Hex 05.05) and create a tactical challenge for a combat-oriented party or place it elsewhere in the world and start an adventure that leads to the Blade's recovery and an eventual return to face off against the forces of **Sith'todoth**.

#### Sith'todoth

This foul demon looks like an oversize ghoulish creature with a huge, bloated belly. Its pallid skin contrasts sharply with its stringy, pitch-black hair and long blood-stained nails. Sith'todoth attacks with its claws and a bite. Claw wounds fester and can only be healed by magical means. Bite wounds bleed, doing 1d2 damage per round until treated. The demon can also split open its bloated belly and attack up to three targets with its writhing intestinal Gut Beasts, which snare any creature they hit, doing 1d4 constriction damage per round. Anyone slain by this demon immediately rises as a ghost under its control.

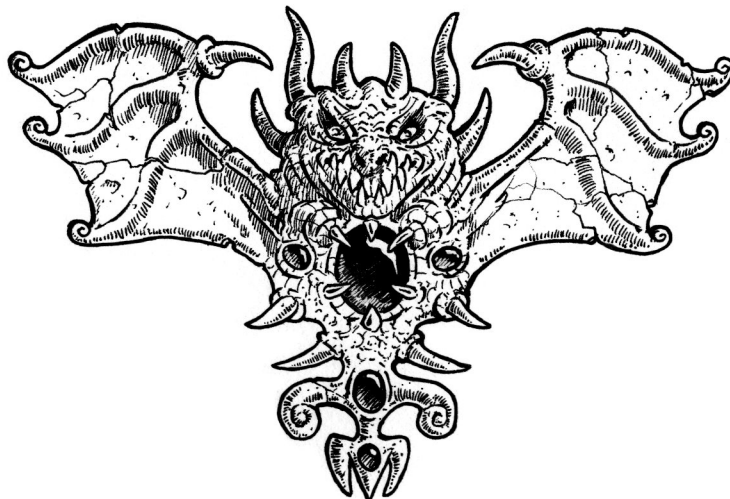
**Sith'todoth (1) AC 1 (18), HD 8, #AT 3, D 2x1d6+2 claw,1d8+2 bite, MV 12 / 15 flying**

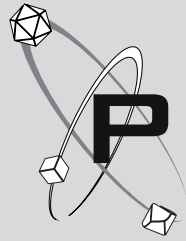
**Demonic nature. Foul stench. Writhing guts.**

**Gut Beast (4) AC 4 (15), HD 3, #AT 1, D 1d4 constriction, MV 9**

**Demonic nature. Writhing horror. Slick and foul.**

Sith'todoth has the usual demonic resistances to elemental attacks, uses telepathy to communicate, has 90-foot infravision, teleports without error, and is immune to mundane weapons. The demon can use the following spell-like abilities at will: continual darkness, detect invisibility, dispel magic, polymorph self, and cause fear. Once per day it can use stinking cloud, putrefy food and water, cause disease, and gate in 1d2 lesser demons (50% chance of success). Gut beasts share the demon's resistances and are also immune to mundane weapons.





# PBE GAMES

## On the Web

[DriveThruRPG](#)

<http://www.pbegames.com>

[RPGNow](#)

