

THE TEMPLE OF THE BLOOD MOTH



BY JACOB BUTCHER
EDITED BY SKERPLES

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Jacob Butcher

titancorpse.blogspot.com

instagram: @jacobbusiness

For freelance art, design and writing
inquiries please email jakebutcher2@gmail.com.

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INTRODUCTION

The Temple of the Blood Moth is a science-fantasy horror dungeon for Old School versions of Dungeons & Dragons. This zine holds the secrets of the Temple of the Blood Moth, and the Cult within.

The Cult of the Blood Moth venerates destruction and death. They worship the sun as the beautiful pinnacle of destructive power and disguise their Temple as a place of worship for the Sun-God.

Writings of the Cult claim that the Blood Moth is older than death. Their scrolls say that it is the last of a brood of cruel and ageless destroyers, from beyond the heavens known by the star-gazers of this world. This story of its origin could be pure myth. But The Blood Moth has carved a path of blood across the galaxy, leaving drowned planets in its wake. This much is true.

The Cult has kidnapped many unfortunate peasants in the hope that their horrible deeds will win

them favour with the God-beast and secure high positions of power when its wrath descends upon the world. Blood is syphoned from their victims' bodies to feed the Moth's children, and the prisoners are used for vile experiments and **sacrifices**. The Cult's ongoing rituals grow the Blood Moth's ties to this world so that it may soon be re-birthed anew on this planet and repeat its cycle of consumption.

Unless the Cult is stopped, this planet will be drowned like many others before it, and the cycle will continue.

This zine is the product of a few years of writing, doing drawings, and thinking about it a whole lot. Inside you'll find **Monsters**, original **Spells**, new **Magic Items**, and three **Random Tables** for **Mutations**, **Revelations**, and **Madness**.

You stare into the face of planetary death.

Fight or drown.

HOW TO RUN THIS DUNGEON

This adventure is designed for OSR games but should be very easily usable with 5th Edition.

For 5e GMS I recommend finding the 5e stats of the monsters by looking up their given reference creature in your Monster Manual and making note of the few traps in the dungeon and deciding DCs for relevant skill checks.

This adventure should be hard for low-level (1-3) adventurers and easier but still a fun horror-time for slightly higher level adventurers (4-5). It ought to take between 2-4 sessions to run. It's meant to be somewhat brutal, disturbing, and strange.

If you want to incorporate this dungeon into your campaign world I highly recommend choosing a handful of wealthy or otherwise powerful NPCs, who your players have met or heard of, and placing them in the dungeon as members of the cult. This will help create the feeling that this organization is subtly pervasive throughout your world.

You can also add other pre-

existent NPCs from your game to the ranks of the prisoners or mutants.

PLOT HOOKS

A small village has been abandoned. There are no signs of struggle. Rotted food sits on untouched plates. Belongings lay in drawers while furniture gathers dust. Seems that no one bothered to pack their things.

Tracks lead North to the Temple in the plains. The Villagers were charmed by a powerful Mass Suggestion ritual, and lured there weeks ago.

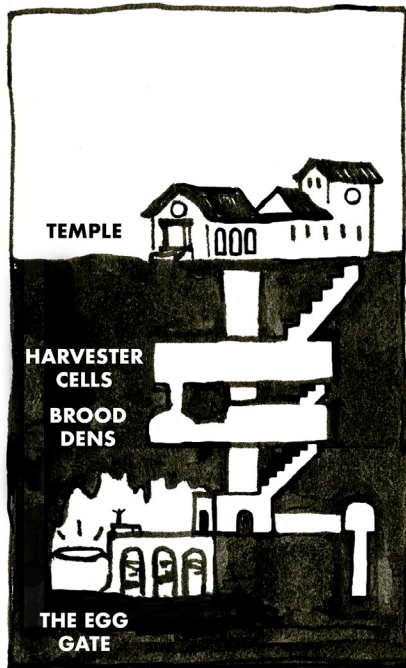
1. While travelling, the party comes upon the deserted village.
2. The players have relatives or contacts in this village and come to visit them.
3. The players have been hired to kill or apprehend someone in this village and find it deserted. Randomly determine or choose an NPC in the dungeon, either a prisoner, a mutant, or a cultist. They're the target.
4. The players are villagers who wake up in the **CATTLE CELLS** (p. 8) after their kidnapping.

RANDOM ENCOUNTERS

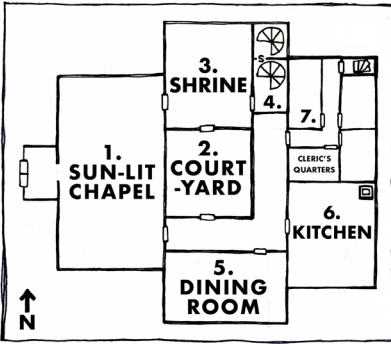
Roll for Random Encounters (1-in-6 chance) :

- every ten in-game minutes.
- whenever the players make a lot of noise.
- whenever the players enter an unexplored room.

Roll 1d6 for rooms in the Temple, 1d8 for the Harvester Cells, 1d10 for the Brood Dens, and 1d12 for the Sanctum. Some foes will only be encountered in the lower levels.

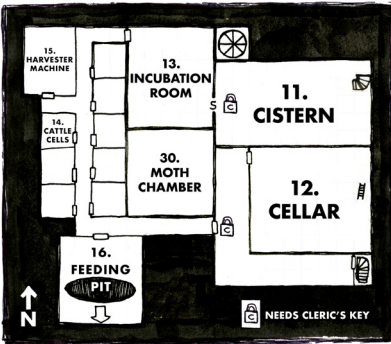


1d6 1d8 1d10 2d6	RANDOM ENCOUNTERS
1	1 ESCAPED MUTANT , terrified and confused.
2	1d4 PRISONERS , being dragged to the HARVESTER or the FEEDING PIT by 1d4 CULTISTS .
3-5	1 CULTIST , quietly praying with fervor.
6	1d4 CULTISTS , reciting an apocalyptic hymn.
7	1 ZEALOT , silently standing on guard.
8	1d4 ZEALOTS dragging a chained hatchling Larva to Room 22.
9	1 ZEALOT , bringing a new EGG to the INCUBATION ROOM .
10	1 ESCAPED LARVA , gnawing on a Cultist's corpse.
11	1 ESCAPED MOTH , a trail of carnage lying in its wake.
12	THE HIGH PRIEST , cold and wrathful.



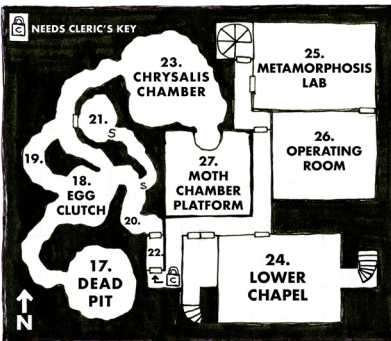
**LEVEL ONE
TEMPLE**

Roll 1d6 for Random Encounters



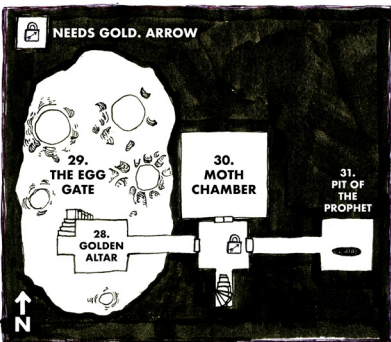
**LEVEL TWO
HARVESTER CELLS**

Roll 1d8 for Random Encounters



**LEVEL THREE
BROOD DENS**

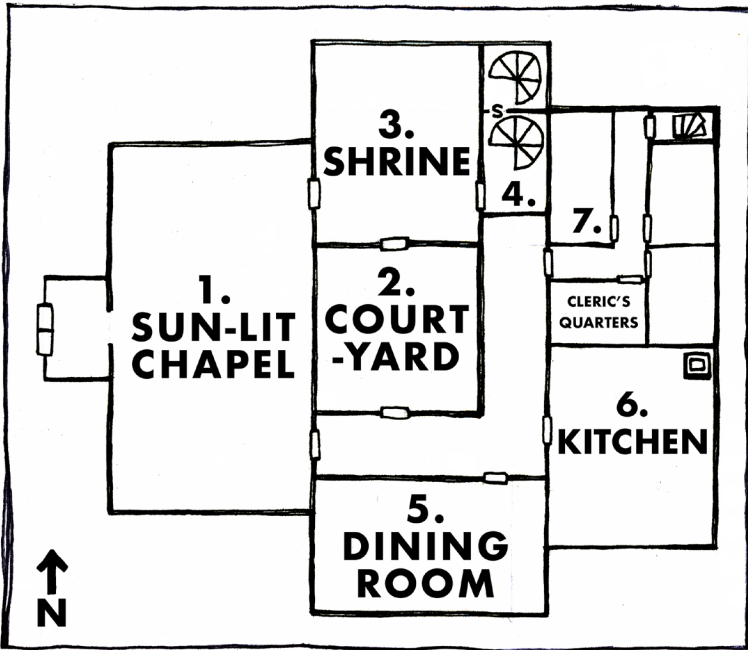
Roll 1d10 for Random Encounters, except in rooms 17-23.



**LEVEL FOUR
THE EGG GATE**

Roll 2d6 for Random Encounters

TEMPLE



THE TEMPLE stands in a quiet, desolate plain. Its facade is sparse except for its stained glass windows. The door is open, nothing prevents intruders from entering.



1. SUN-LIT CHAPEL

Rows of pews. Tall stained glass windows depict the Sun-God and moths at each stage of their life-cycle. **YARROW BREN** (CULTISTS p. 13) can be found praying to

the Blood Moth for power, offering everflowing blood in return.

2. COURTYARD

The garden is full of thorned plants, poisonous herbs, and a single dark peach tree bearing 1d4 **GORE PEACHES** (p. 21). At the center of the courtyard, a 15' circular black stone set into the ground. Extended inspection will reveal the stone is actually a heavily tinted glass floor. Something is moving underneath (The other side is the ceiling of 30. **MOTH ROOM**.)

3. SHRINE

In the center of the room

is a large and beautiful statue of a grievously wounded human figure covered in moths. At the foot of the pedestal, an **ORNATE GOLDEN GRATE** (blood stained, if inspected. Worth 200 gold.). If a blood offering is made here, the supplicant will be given a **REVELATION** (p. 24). If pried open, the drain-pipe is small enough for a small person to crawl through. The pipe leads to **13. INCUBATION ROOM.**

4. STAIRWELL

Leads to the upper floor. Another set of stairs is hidden behind a false wall, detectable by a small gap at the foot of the secret door. Leads to **22. METAMORPHOSIS LABORATORY.**

5. DINING HALL

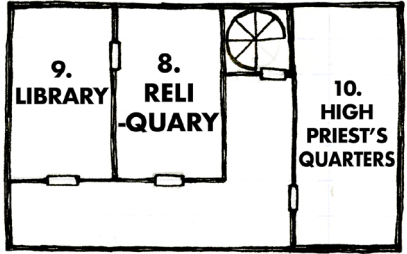
1d6 **CULTISTS** eat in silence.

6. KITCHEN

Vial of **SLEEPING POISON**, hidden in the cabinet. Cultists put it in the food offered to intruders. An unhidden trapdoor in the corner leads to **12. CELLAR.**

7. CLERICS' QUARTERS

Small, sparsely decorated bedchambers. The northernmost room has a **CLERIC'S KEY** in a bedside table. The stairs lead to **11. CISTERN.**



UPPER FLOOR: Dark. All windows are covered by heavy curtains.

8. RELIQUARY

1d8 false relics of the Sun-God (Saints' lanterns, stones claiming to be pieces of fallen stars) each worth 100gp. On a shelf, there is a small **VIAL OF DRIED BLOOD** (p. 21), taken from a distant planet drowned by the Blood Moth eons ago.

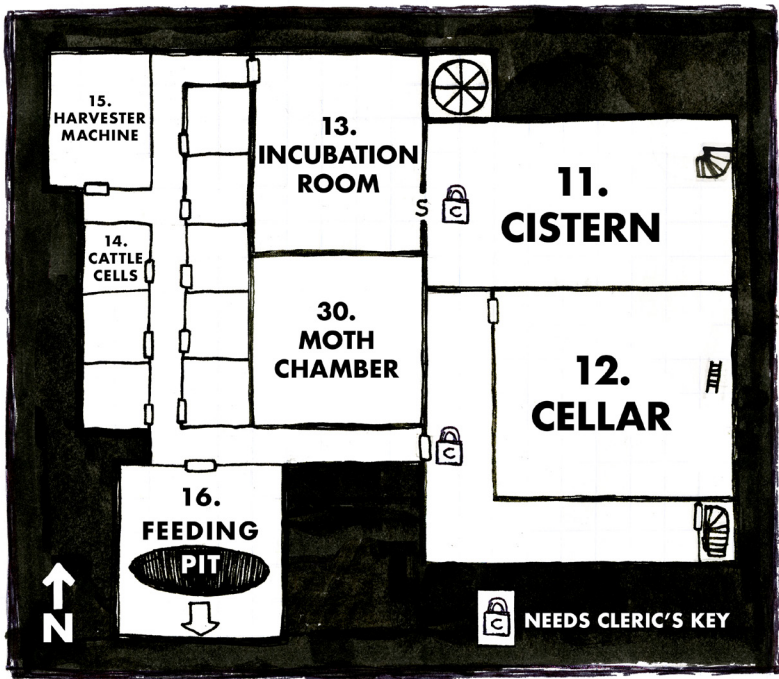
9. LIBRARY

A **TELESCOPE** by a curtained window. A single red star stares back into the telescope. Occassionally, it blinks. Books on astronomy and star movements are scattered on tables near the window. There are no magical tomes in the library.

10. HIGH PRIEST'S QUARTERS

A lavishly decorated bedchamber with a small desk. In place of a bed is an ornate, weathered coffin inlaid with gold and ivory. Coffers hold 130 gold.

HARVESTER CELLS



11. CISTERN

Unlit torch sconces.
Vaulted brick ceilings.
Filled to your shins with dark, lukewarm water. 1d8 **PEARL-SHELLED SNAILS** crawl along the damp brick walls and ceiling (p. 21). A single brick holds a tiny keyhole which, if unlocked by the **CLERIC'S KEY**, opens a secret door that leads to **13. INCUBATION ROOM**.

12. CELLAR

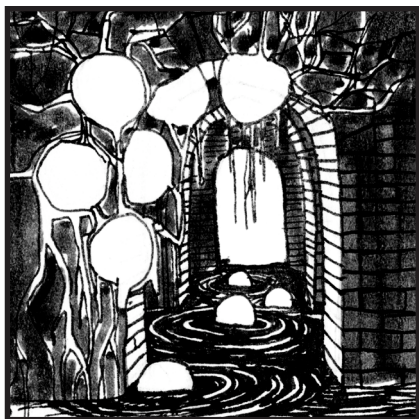
Food stocks on shelves, amounting to many days of rations if stolen. Jars of pickled vegetables & bags of dry foods. A neurotic,

ESCAPED MUTANT named Gerald Grick (roll once for Mutation, p. 23) hides behind a shelf in a corner. He wants to kill the High Priest but is wounded.

13. INCUBATION ROOM

Dark, cavernous and flooded with blood up to your ankles.

A metal grate on the ceiling drips blood from the drainage pipe that connects to **3. SHRINE**. 4d6 **EGGS** (p. 15) cling to the floors and along the walls in perfect geometric patterns. Their arteries stretch into the blood on



the floor. There's a 1-in-20 chance of one of the eggs hatching into a **LARVA** (p. 15) every time the party enters the room.

14. CATTLE CELLS

8 cells. Locked iron door can be opened with the Cleric's Key. Each cell contains 1d4 **PRISONERS**. Mechanical pumps embedded in their flesh slowly pump blood into **13. INCUBATION ROOM**. A second set of tubes keeps the prisoners alive with a nutrient solution. The pumps are powered by **15. HARVESTER MACHINE** and can only be safely removed by deactivating the machine.

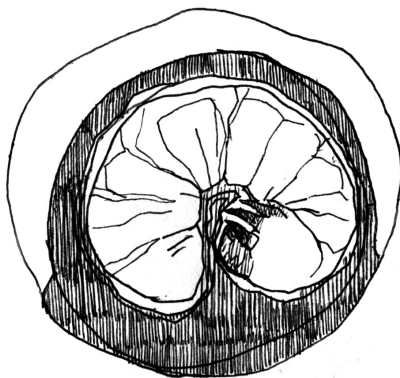
15. HARVESTER MACHINE

A dark boiler room, lit only by the fire from a wood stove which powers the **HARVESTER MACHINE**, a hulking mass of rusted pipes and clanging gears. A **ZEALOT** (p. 13) wearing

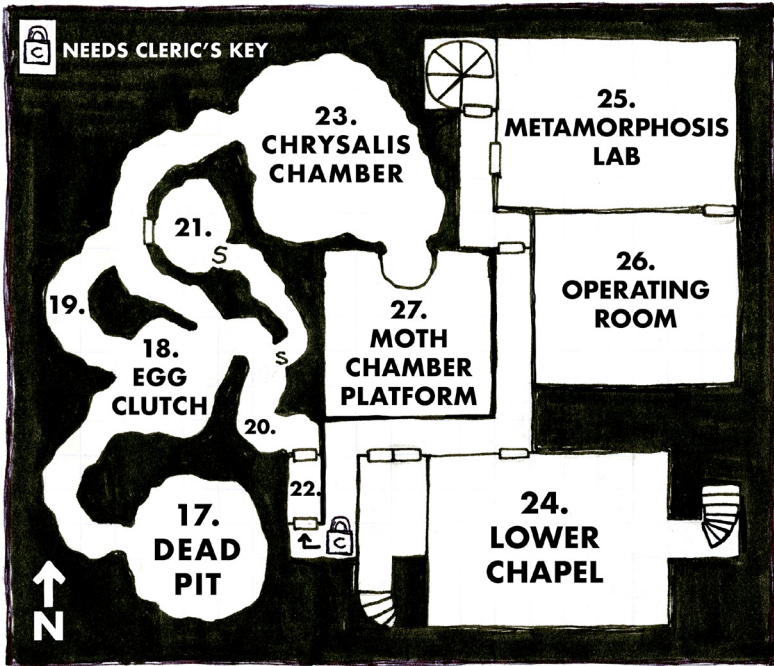
a coal-stained apron tends the flames and operates the machine. The machine must be deactivated by closing a valve in order to free the prisoners safely.

16. FEEDING PIT

A very large metal manhole cover covers a pit the width of the room. Hard to tell how far down it leads. You hear skittering below. There is a lever hidden beside the door, behind a small door embedded in the wall, painted the color of the stone. The lever it's downward position. While the lever is pulled down, the grate will open whenever anyone steps on it, if it is pulled up the grate will remain a stable floor. The floor is 20' down and Falling deals 2d6 damage. Dead or captured intruders are sometimes thrown into the pit by Cultists. (Leads down to **17. DEAD PIT** in the **LARVA TUNNELS**.)



BROOD DENS



LARVA TUNNELS: Rooms 17-23. Dark. Walls are roughly carved from the earth. All random encounters here are 1d4 LARVAE.

17. DEAD PIT

A big pile of bones. 1d6 LARVAE (p. 13) are coming.

18. EGG CLUTCH

A clutch of 1d6 EGGS guarded by 1d4 LARVAE.

19. DEAD CULTIST

CLERIC'S KEY in the pocket.

20. DEAD ADVENTURER

The body of an unfortunate

prisoner. Has a POTION OF INCINERATION (or Alchemist's Fire) in his pocket.

21. BARRICADED HOLE

A LARVA is thrashing against a barricade of rocks and debris protecting 1d4 ESCAPED MUTANTS (p. 18) in a small dead end. A secret escape tunnel is blocked by heavy stones.

22. HATCHLING GATE

Here, newborn larvae are brought into the tunnels. Two doors: Iron bars on the tunnel-side are liftable by a chain on the

hallway-side. The iron bars can be lifted with a DC 20 Strength Check. The second gate is locked, can be opened with a **CLERIC'S KEY**.

23. CHRYSALIS CHAMBER

4d12 **COCOONED LARVAE**, hang all over the ceiling and the walls of the cavern. The papery cocoon is the most vulnerable stage of the Moth's life cycle, highly flammable. If the cocoons are lit on fire the light will draw 1d6 **MOTHS** (p. 16) from **30. MOTH CHAMBER**.

24. LOWER CHAPEL

A resplendantly decorated chapel full of tapestries depicting **THE BLOOD MOTH** devouring all of humanity, and it's followers, safe in golden towers high above the Sea of Blood. 1d6 **CULTISTS** are gathered here, performing a ritual to bless a new egg.

25. METAMORPHOSIS LAB

Nine tall glass **VATS** of murky amber fluid line the walls of this room. Inside each, a horrible monstrous chimera of a human and a Moth. There is a mechanical contraption with a lever which will drain the vats.

A desk in the corner holds the forbidden magical texts

used for these experiments as well as a **NOTEBOOK** (p. 21) containing The High Priest's extensive records of the procedures. Each of the monsters inside the vats (p. 17) is a different failed experiment in a series of attempts to graft the anatomy of a Moth to a human subject.

Each **ANGEL** is kept in a catatonic state by the golden alchemically synthesized amniotic fluid inside of their vats, but if the vats are broken or drained, the **ANGELS** will awaken and attempt to murder anyone they find. One of the monsters is grasping an **ARROW** in their hand (p. 21).

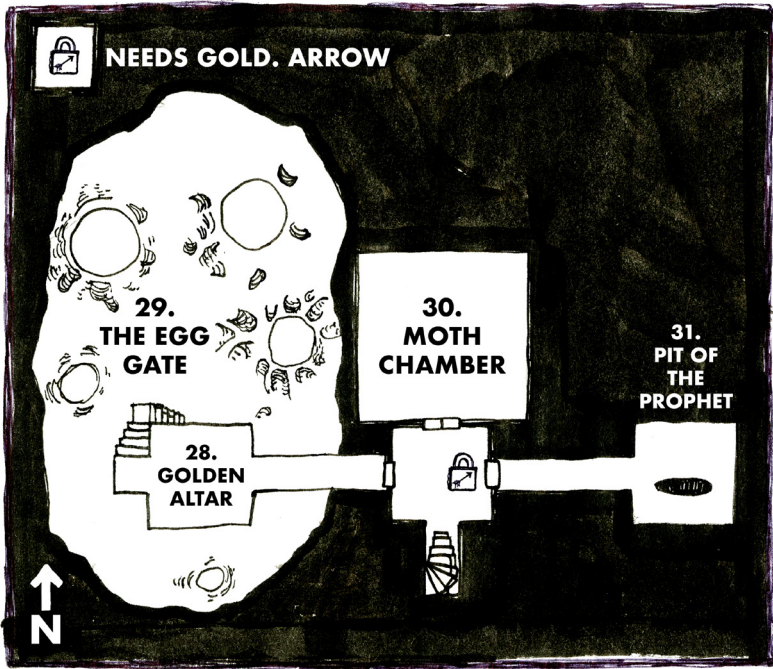
26. OPERATING ROOM

SURGICAL EQUIPMENT can be used to recreate experiments found in **NOTES ON METAMORPHOSIS** or to attempt to remove mutations, using a difficult medicine check. Failure indicates a critical hit/wound or 4d6 damage.

27. MOTH ROOM PLATFORM

Newly emerged **MOTHS** from **23. CHRYSALIS CHAMBER** enter **30. MOTH CHAMBER** through this platform, which is suspended high above the floor.

THE EGG GATE



28. GOLDEN ALTAR

The High Priest performs rituals and sacrifices in order to progress the eventual coming of the **BLOOD MOTH**.

29. THE EGG GATE

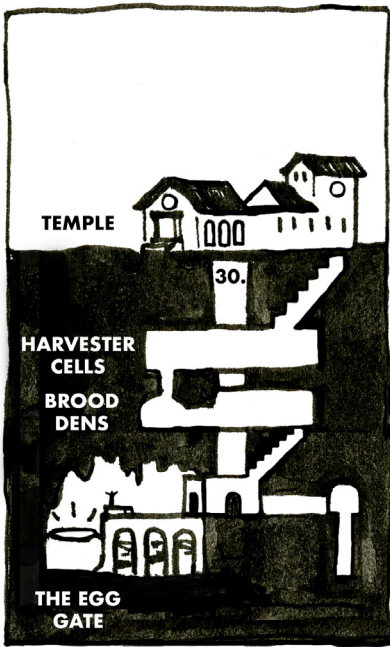
The entire Temple rests upon a massive, mountain sized **EGG**, buried underneath the earth. This is the surface of the egg, exposed by a cavern. Pools of shining neon magenta blood are scattered like craters over it's surface and act as portals to the **BLOOD SEA**.

THE EGG is an intergalactic portal, existing both on this planet, and somewhere else in the universe simultaneously.

30. MOTH CHAMBER

The ceiling of this roughly 100ft tall cavernous room is a one-way window letting in light from the **COURTYARD** during the day. The **MOTH CHAMBER** stretches the entire height of the dungeon (see cross-section map above).

The ceiling is completely covered in 3d6 **MOTHS** and all light is obscured to



anyone at the floor of the chamber. If any of the entrances to this room are breached the **MOTHS** will swarm out and begin killing cultists and adventures alike.

31. PIT OF THE PROPHET

There is an image of a moth-winged figure in the throes of rapture embossed onto this massive black door. The figure has a tiny wound on its chest. The door can only be opened by placing a **GOLDEN ARROW** in the wound in the chest of the sculpture.

On the other side of the door, after a long dark hallway, is a deep circular pit in the ground, at the

bottom of which, sits a perfect Angel, **THE PROPHET** (p. 18). He was the only successful experiment, possessing the powerful intergalactic magics of the Blood Moth, but maintaining his sanity, unlike the rest of the Angels. He has been imprisoned in the Pit for refusing the Blood Moth and professing mercy and love for humanity. He is an infinite disappointment to the High Priest and the Cult.

The Prophet knows how to perform a ritual which can close holes in space, like the **EGG GATE**. The ritual requires the High Priest's spellbook, the wing of an adult Moth, & the Prophet's blood. It can only be performed after crossing the gate through the Blood Pools.



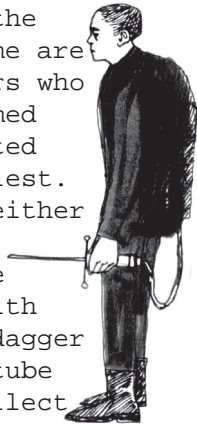
MONSTERS

CULTISTS

As a rite of initiation all Cultists are given agonizing and horrible visions of the future. Now they seek death for themselves and all things.

BLOOD CLERICS

Sycophants of the Blood Moth. Some are former villagers who have been charmed and indoctrinated by the High Priest. Cultists will either try to capture intruders alive or stab them with a needle-like dagger attached to a tube in order to collect their remaining blood into a translucent fleshy sack they carry on their backs like ticks.



"Your blood with hasten my god's rebirth."

Reference 2nd Level Cleric

HD 2 (9 HP)

AC as leather

Attacks **Needle-Knife.** +1 to hit, 1d6 damage per round until the needle is removed with an action.

Spells*

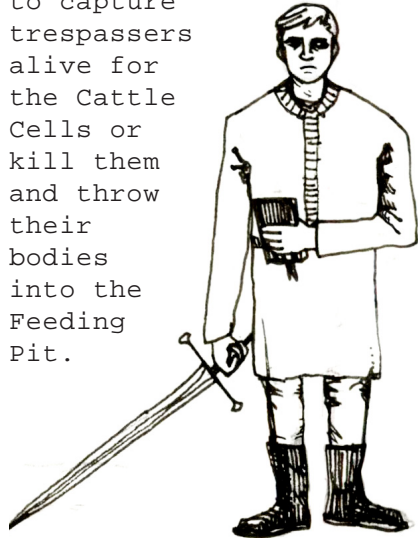
1 1st-Level Slot:

Grubhand or Sleep

ZEALOTS

Protectors of the Temple. Eager martyrs full of blind faith.

Zealots will either try to capture trespassers alive for the Cattle Cells or kill them and throw their bodies into the Feeding Pit.



"Perish before the glory of the Blood Moth!"

Reference 3 HD Veteran with two Spells.

HD 3 (13 HP) **AC** as chain

Attacks : **Sword.** + 2 to hit. Hit: 1d8 slashing damage.

Spells*

2 1st-Level Slots:

Grubhand, Sleep

* See Treasure & Spells (p. 22) for spell descriptions.

THE HIGH PRIEST



Solace Marad is a vampire, of sorts. Long ago the Blood Moth bestowed terrible powers unto him: forbidden knowledge, immortality, and vile sorcery. He has received visions from the Moth and has been psychically guided to bring about its apocalyptic rebirth on this planet. In exchange for his service as the Moth's hand he has been promised a golden throne high above the drowning planet, and the crown of the world's emperor.

Marad speaks with the disaffected confidence of one who has utter certainty about the future. Additionally, he is completely psychotic and places no value on life. He believes that all things are worthless except for power.

The High Priest secretly longs to remake himself in his god's image but wishes to experiment on others before he tries this process on himself. So far, his experiments have all been failures, leading to the powerless mutants, the insane and uncontrollable Angels, and the Prophet.

The High Priest wants to murder the Prophet but the Blood Moth prohibits him from doing so for reasons unknown.

Reference Vampire Spawn and 6th level Wizard

HD 8 (36)

AC as Plate

Immune Sleep, Charm, Hold

Attacks **Circulatory Sword.**

+ 5 to hit. Hit: 1d10+3 damage or +5 to grapple with the swords undulating veins at 10ft range.

Blood Drain. After 1 round the High Priest may drain a previously grappled or Charmed character by 1 Level (or 1HD if you hate level drain) per round.

Spells*

Charm, at-will.

2 1st-Level Slots:

Grubhand, Sleep

2 2nd-Level Slots:

Ecstasy of the Moth,

Invisibility

2 3rd-Level Slots:

Bloodhail, Desanguinate

MOTHS

EGGS



Immobile, two-foot tall lumps of hardened grey flesh. Veins stretch out of the egg into a disembodied tentacular circulatory system connected to the pools of blood surrounding it. These arteries will ensnare and drain the blood of anyone who treads within their reach.

Reference Troglodyte, but Immobile and also an Egg

HD 2 (9 HP) **AC** as leather

Movement Immobile

Attacks Artery Tendrils.

+5 to hit and grab. Reach 30 ft. 1d8 damage per round the target is grappled (Save to Dodge or opposed Strength check to escape). Each Egg can ensnare only one creature at a time, but a particularly unfortunate creature can be ensnared by the tendrils of multiple eggs at once.

LARVAE



Disgusting eight-foot long caterpillars the color of spoiled milk. They are covered in stinging spines. They eat people with their mandibles and pointed forelegs.

Reference: Corpse Eating Worm Monster with Spines Instead of Tentacles
HD 3+1 (14 HP) **AC** as chain

Movement Normal, crawls on walls.

Attacks Bite. +6 to hit, 2d6 damage.

Special Spines. Whenever a creature attacks the Larva in melee they must Save to Dodge or be stung by the creature's many spines. If you fail, take 2d8 damage, if you succeed, take no damage.

MOTHS

Lanky four-armed alien monstrosities with a twenty foot wingspan. It is unclear if the Moths think or feel. They exist to kill and feed the unborn God-Moth.

The Moths are especially deadly when encountered in groups and should be avoided whenever possible.

Reference Wyvern

HD 7 (31 HP)

AC as plate

Movement 60 ft. flight, 50 ft. walking or crawling on walls.

Attacks Claws. +8/+5 to hit (raging/not raging), 2d8/3d8 damage.

Proboscis. +5 to hit, reach 10 ft. 1d10 piercing damage or +5 to grapple at 10ft range.

Lesser Blood Drain.

After 1 round an Angel may drain a previously grappled character by 1HD per round, reducing their maximum health until they take rest.

Special Light

Attraction. Whenever a Moth sees bright light they enter a rage and attempt to kill everything around them. Moths are not immediately hostile if



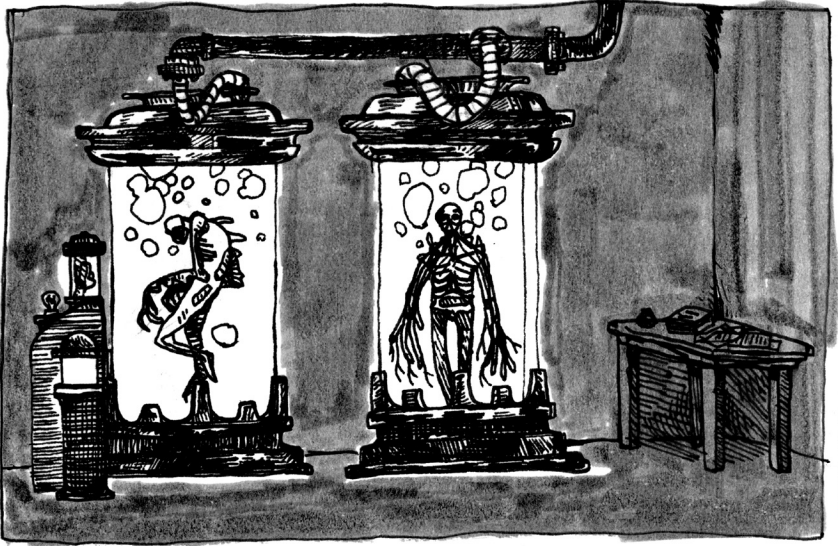
encountered in darkness.

Swarm Killing. When multiple raging Moths surround a single target, they all receive advantage on their attack rolls.

Ritual Wings. Every pair of Moth wings is secretly an immensely complex portal-ritual written in an almost indiscipherable alien language. These spells are very valuable and very dangerous (p. 21).

ANGELS & MUTANTS

ANGELS



The High Priest has been trying to create a perfect messiah for the mortals of the planet by grafting the alien anatomy of the Moths to human test subjects using a combination of alchemy, wizardry, and surgery. So far all of these attempts have been unsuccessful, only producing weak and powerless Mutants, the heretical Prophet, and these completely vicious monsters, called Angels.

These failed experiments are unable to survive outside of their tanks for long and will perish 1d6 hours after being released.

Each **ANGEL** has 2 Mutations (p. 23).

One of the Angels in the **METAMORPHOSIS LAB** has the **GOLDEN ARROW** (p. 19).

Reference Wight, but with undead stuff replaced with mutations.

HD 6 AC as chain
Attacks Proboscis. +4 to hit, reach 10 ft. 1d10 piercing damage or +5 to grapple at 10ft range.

Lesser Blood Drain.

After 1 round an Angel may drain a previously grappled character by 1HD per round, reducing their maximum health until they take rest.

Special

Mutations See table on page 23. Attacks and defensive mutations are reprinted here for ease of use.

Tendrils. +5 to hit and grab. Reach 30 ft. 1d8 damage per round the target is grappled

Spines. Whenever a creature attacks the Angel in melee they must Save to Dodge or be stung by the creature's many spines. If you fail, take 2d8 damage, if you succeed, take no damage.

Feathery Scales. +2 AC
Claws. +6 to hit, 3d6+3 damage.

MUTANTS & PRISONERS

The mutants found throughout the dungeon are prisoners whose bodies have been warped by their exposure to the Moth's and the alien energies

permeating outward from the Egg Gate. These mutants are distinct from the Angels and the Prophet because they have not been subjected to the same unholy surgical procedures

The Mutants have stats as 0-level commoners with 1d4 random Mutations. Prisoners are just 0-level commoners.

THE PROPHET

The only subject to survive the metamorphosis process with their sanity intact.

HD 6

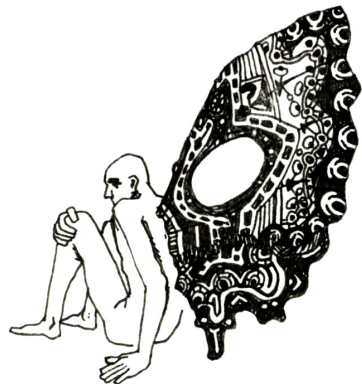
AC Unarmored

Attacks

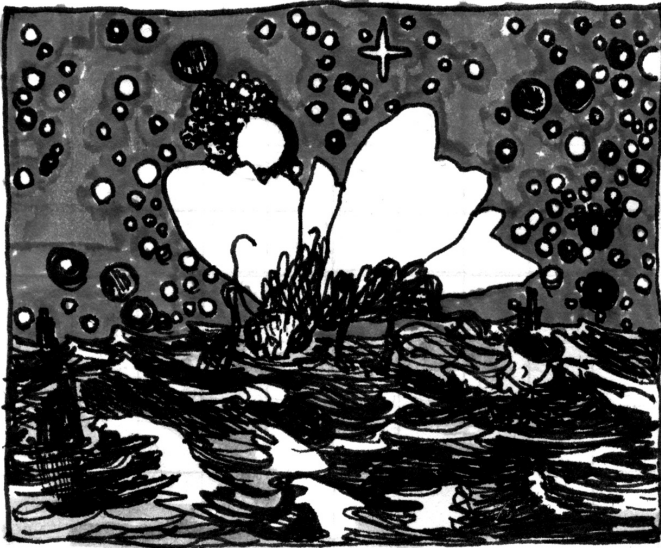
None. The Prophet is an absolute pacifist and would die before harming another living being.

Special

When The Prophet looks at you make a Wisdom Save or burst into uncomprehending tears in awe of his beauty.



THE BLOOD MOTH



To call the Blood Moth unnatural would be a misconception.

The Blood Moth is as natural as death itself. It is cruel, it is remorseless, and it is brutally destructive. These things are in its nature.

Its life cycle occurs over the course of many eons and across interstellar distances:

1. The first stage is the death of a planet. An Egg is planted within the dying world, and becomes a portal to the next planet to be devoured.
2. The Larva emerges on the next planet and feasts upon its inhabitants

before forming a chrysalis suspended in the sea of blood.

3. Once the metamorphosis is complete, the Moth emerges and finds a new world to devour somewhere else in the cosmos. A psychic tether is established between the two planets and a new Egg is planted within the previous drowned world to act as a gateway through which another Larva can be born to devour the next planet.

How long this aberrant cycle of rebirth has been happening, is unknowable, as is the number of worlds that the Blood Moth has destroyed this way.

THE BLOOD SEA

THE BLOOD SEA is a vision of the future that awaits the world if the Cult is not stopped.

A distant planet drowned in blood, the previous victim of the Blood Moth's apocalyptic cycle of reincarnation. The planet is shaped like an eyeball. A habitable circle shaped "iris" surrounds the maelstrom of the Blood Moth itself, which creates the heat necessary for what little life remains on the planet. The "white" of the eyeball is laden with pinkish snow and blackened frozen blood. These tundras are uninhabitable and the edge between the "iris" and the cold expanse is a desolate wasteland inhabited by a few desperate survivors and dangerous arctic beasts.

In the "iris," sunken cities lie beneath tempestuous waves of red. The tallest structures poke out of the sea, as jagged alien spires along the horizon. A few bastions of life remain in these towers, hunted by the Cult, the vicious Rot-Eater pirates, and strange, colossal, mutant sea-monsters.

GMs who don't want to teleport their players to a distant planet should just have scary blood-sea-monsters come out of the portal instead.

A few things can happen if players find themselves transported to the Blood Planet:

- If a player has used the **TELESCOPE** in the library or experienced a whale-related **REVELATION** then a colossal 300 ft. long red whale with 66 white eyes will save that player from drowning and bring them to a nearby spire.
- If a player enters one of the portals without ever having used the **TELESCOPE**, they will be thrown into the raging Blood Sea and must make a Strength Save against drowning as they attempt to swim to the nearest structure or pray to be rescued by a passing vessel (a rare occurrence).

***THE BLOOD SEA** will be documented in greater detail in a future zine. Stay tuned.

TREASURE & SPELLS

TREASURE

CIRCULATORY SWORD

+2 Broadsword, 2d6 damage.

The sword pierces the arm of any new wielder with tendrils and integrates itself into their circulatory system. The wielder cannot be disarmed after the sword attaches itself. When an enemy is killed with the sword, it can be used to drain their blood with an action and gain their hit dice as added damage for one attack, once a day.



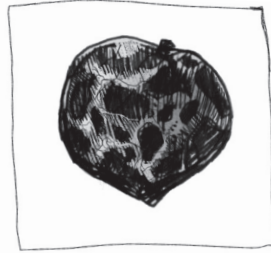
GOLDEN ARROW OF RESSURECTION

The first person stabbed with this arrow will be reincarnated (as the spell, reincarnate) on the Blood Planet, when they die.

If a recently deceased body (died within the last day) is pierced with the arrow instead, the deceased will rise, insane and hostile to all, with 1d4 mutations.

GORE PEACHES

The next time you take physical damage in melee combat after eating the peach, a mass of writhing gore and undulating flesh will erupt from the wound, ensnaring and lashing at your attacker (+2 to hit, 1d6 damage).



The peach pits can also be planted in the ground and grown into small gnarled creatures with hard shells. The peach-pit-people obey no one.

NEEDLE KNIVES

Every Cultist is armed with one of these small weapons, coated in an alchemical solution which keeps it perpetually sterile. Deals damage as a dagger and can be used to extract blood from a vein.



NOTES ON METAMORPHOSIS

This book contains 3 rituals of mutation and bodily transformation. The process requires a successful surgical operation and a blood transfusion. Roll to determine which mutations are included in the book.

PEARL SNAILS

If placed in a vessel full of blood, the snail will slowly change the blood to water. Up to 5 gallons per snail. Takes an hour.

VIAL OF DRIED BLOOD

While carrying this vial you are able to traverse the Blood Sea safely, floating just above the crashing waves unharmed, for 1d6 hours/day.

SPELLS

BLOODHAIL

4TH LEVEL EVOCATION

Freezing blood falls from above. Save to dodge. On a failed save, creatures in a 40 ft circle take 2d8 damage and if they're already bleeding, the wound freezes over and the affect area of the body is unmoveable. Half damage and no paralysis on a successful save.

EXSANGUINATE

5TH LEVEL NECROMANCY

Save to dodge. On a failed save, the target's circulatory system is pulled out of the rest of their body and flung 40 ft away from the rest of the body (skin, organs, bones), which falls in a heap to the floor. The target's conciousness stays in the heart, controlling the circulatory system, able to move and attack normally but equipmentless and vulnerable to all forms of attack (takes double damage) until it crawls back into the body. Only works on things that bleed.

ECSTASY OF THE MOTH

2ND LEVEL ENCHANTMENT

The target convulses on the floor for 1 round/caster level, and recieves either Madness or

Revelation, 50% chance for each (p. 22).

GRUBHAND

1ST LEVEL NECROMANCY

Save Allowed. Lasts 1 minute. On a failed save one of your hands turns into a writhing toothy worm, which will try to bite itself off your arm. It attacks every round (+3 to hit, 1d6 damage) and if it is able to do deal half your health in damage, it severs your arm and the worm skitters away.

MOTHWING RITUAL

6TH LEVEL CONJURATION

You must find a way to translate the diagram-like Moth language on the wing in order to use this spell. Comprehend Languages works. Spill a pool of blood and cast this spell to manifest an interplanetary portal to the blood planet, or from the blood planet to any planet you can locate in the sky. This is generally difficult, except at specific times when certain celestial bodies are visible to the naked eye. Otherwise, the use of telescopes will be necessary.

Wizards can help with this, but some are greedy and may covet the Moth Wing and attempt to steal it.



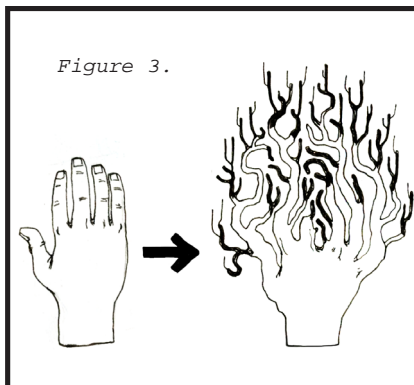
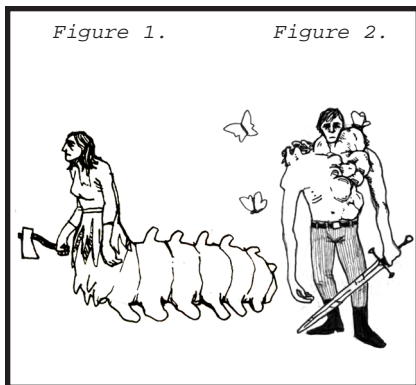
MUTATION TABLE

2d8

MUTATION TABLE

2. Some of your lower ribs poke out of your chest and twist into spindly insect-like arms.
3. Hand splits into a mass of artery-like tendrils. Unarmed attack as Moth Egg's tendril attack. (See Fig. 3)
4. You gain 1d4 three-clawed insect hands. If you roll less than 2 your existing hands change, if you roll more than 2 your arm(s) branch at the elbow and the extra hands grow at the end of the new branch(es).
5. Antennae grow out of your eye sockets, replacing your eyes. You can sense the world and enemies with these but cannot see color.
6. Legs turn into 6 insect legs, but they are all very fragile. Next time you take a hit in melee combat, one of them will be torn off.
7. Tongue turns into a long and thin prehensile spike which can be used to drain toxins from the blood of a living creature.
8. Grow 1d12 eyes arranged in concentric circles on your face. (See Fig. 4)
9. Eyes fuse into one huge segmented eye and you are now attracted to light.
10. Jaw unhinges and splits into two mandibles, while more larva-like forelegs grow around the opening of your maw.
11. Your legs slowly fuse together into a large caterpillar abdomen, leaving you sort of like a horrible grub-centaur. (See Fig. 1)
12. Arms grow stinging spines all over, as Larva spines.
13. Body becomes encased in a papery cocoon material. You are still mobile, but vulnerable to fire. Caterpillars will flock to you in droves and burrow into the hives inside your cocoon exoskeleton. (1 in 6 chance per day that one of the caterpillars will emerge as a bat-sized, 2d10 HD moth). (See Fig. 2)
14. Body grows 1d12 lumpy, grapefruit sized eggs all over your head and torso, limiting your mobility and sight. (1 in 6 chance per day that one of the eggs will hatch into a six-inch long, 2d10 HD larva.)
15. Full moth wings split out of your back and allow flight, but their bizarre colors and patterns frighten and enrage onlookers who cannot stand to look at their unearthly beauty.
16. Feathery scales like those of a Moth grow all over your face and body. (+2 Natural AC).

MADNESS & REVELATION TABLES



1d6 REVELATION TABLE

1.	You see a whale deep under a dark sea, covered in hundreds of unblinking eyes, watching you drown.
2.	You see thousands of fluttering moths all around you and you begin to realize that their wings can be read like spells.
3.	You see another world, far across the chasm of space. A planet drowned in blood.
4.	You must baptize your allies in blood to protect them from your enemies. You know a symbol which actually works. (+1 AC until morning.)
5.	You can learn how someone died from the shapes made by their splattered blood.
6.	In every pool of blood you see something move under the surface.

1d6 MADNESS TABLE

1.	You develop a severe phobia of either bright light or the dark.
2.	You hallucinate that all water is blood and vice versa.
3.	You sometimes look down at your hands and see a mass of exposed tendons and arteries, writhing like slugs, but only for a moment.
4.	You must baptize your allies in blood to protect them from your enemies.
5.	You must baptize your enemies in fire to save them from themselves.
6.	You're convinced that all of this has happened before, maybe in another world, maybe exactly the same, over and over again forever.

THE TEMPLE OF THE BLOOD MOTH

**A science-fantasy horror dungeon for Old School
versions of Dungeons & Dragons.**

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