

# TESTAMENT OF MALICE

## CREDITS

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## LICENSE

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## WHAT IS THIS BOOK?

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*Testament of Malice* is a collection of one hundred traps designed for use with any fantasy adventure roleplaying game. The entries in this book are split across ten categories representing the most iconic traps found in classic dungeon crawls:

- Pit traps.
- Boulder traps.
- Blaster traps.
- Pendulum traps.
- Gas traps.
- Juggernaut traps.
- Summoner traps.
- Portal traps.
- Gem traps.
- Sphere traps.

Dungeon adventures are as diverse as the individuals running them, and to that end the traps in this book have been designed to represent a variety of complexities, danger levels, and emphases.

Some traps in this book stand alone as encounters in their own right, while others are intended to play a supporting role in challenges where another threat takes center stage. Some traps are outright lethal, while others present the players with more narrative setbacks. Many traps test the players on battle tactics and resource management, while others present the players with an opportunity to roleplay with one another.

Use the traps in this book as they appear or as inspiration for traps of your own devising.

## DEFINITIONS

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The traps contained in this book are designed for use with any fantasy adventure roleplaying game. As such, generic terms are used throughout this book to refer to mechanics common across such games:

### Sister(s)

An individual character is referred to as a “sister.” The characters collectively are referred to as “the sisters” or “the coven.”

### Overlord

The Game Master (presumably you).

### Hell temple

The dungeon.

### Crusade

The campaign.

### **Church**

A safe place outside the dungeon for the characters to take a long rest.

### **Pray for Agility, Endurance, or Resolve**

Test that character's abilities using whatever resolution mechanics your game system provides. A prayer that "goes unheard" refers to the character failing the test.

- *Agility*: A character's speed, coordination, and reflexes.
- *Endurance*: A character's resistance to physical dangers, such as disease, extreme temperatures, or crushing weight.
- *Resolve*: A character's willpower, bravery, and force of personality.

### **Blessing**

A bonus to a roll.

### **Burden**

A penalty to a roll.

### **Light, moderate, serious, or grievous wounds**

Damage that reduces whatever value your game system uses to measure a character's overall health.

- *Light wounds*: About one-sixth of a character's overall health.
- *Moderate wounds*: About one-third of a character's overall health.
- *Serious wounds*: About two-thirds of a character's overall health.
- *Grievous wounds*: Fatal in all but the most extraordinary circumstances.

### **Bloodied**

A bloodied creature has less than half of its overall health remaining.

## **USING THE TRAPS IN THIS BOOK**

Each chapter introduction provides specific guidance on how to use the traps in that category. In general, each trap in this book is used in one of three ways:

### **An ongoing hazard in a battle.**

An always-active trap that functions as an obstacle, similar to a natural hazard. Like chasms, cave-ins, and lava flows, these traps make choke points and other locations of tactical importance dangerous to cross.

### **A one-shot twist in a battle.**

A hidden trap that activates once during a climactic moment in a battle. These traps are typically brought to bear against stragglers or characters who were unable to advance to a position of advantage or safety.

### **A punishment for incorrectly solving a puzzle.**

A trap that activates when the characters fail to correctly solve a puzzle (for more on puzzles, see the next section). While these traps are hidden, the characters should almost always suspect their presence.

Most traps in this book present the players with a decision they must make. Explain each option and its effect to the players unless instructed otherwise by the text. If you've prepared your dungeon delve ahead of time, consider writing down the options on note cards and handing them to the players.

## **PUZZLES**

Many of the traps in this book are triggered by the characters incorrectly solving a puzzle. While some traps describe the puzzle to be solved, most leave the specifics of the puzzle up to you, the Overlord.

Exhaustive strategies for creating your own puzzles are beyond this scope of this book. However, some basic guidelines are provided on the next page to serve as a starting point when using the traps described in the following chapters.



## PUZZLE TYPES

Each puzzle in a dungeon should fit into one of the following categories:

- **Cause and effect:** Apply one object or substance to another to cause a reaction.
- **Hidden pattern:** Work out a hidden pattern and find the object or substance that fits.
- **Match or complement:** Apply one object or substance to its match or complement.
- **Opposite or bane:** Apply one object or substance to its opposite or antithesis.
- **Part and whole:** Match a part to its whole.
- **Source and product:** Apply or match one object or substance to the source of its creation.
- **Spot the difference:** Identify the object or substance that is different from the others in some subtle way.

Puzzles should require the players to move through danger and pay attention to the dungeon's lore.

## PUZZLE COMPLICATIONS

Each puzzle in a dungeon should have at least one of the following complications:

- The puzzle's clue or key item is held by a monster that must be defeated.
- The puzzle's clue or key item is itself warded by a trap or hazard.
- The clues or key items are located far from the puzzle itself.
- The puzzle's clues or key items might be destroyed if the characters fail a challenge.
- The puzzle must be solved within a time or turn limit.
- The characters have only one chance to solve the puzzle.
- The characters must make a sacrifice to earn the puzzle's clues or key items.
- Carrying the puzzle's key item imposes a harmful condition on the character.
- The dungeon contains false clues or key items that mislead the characters.
- Solving the puzzle renders a different puzzle unsolvable.

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O Sister of Malice,  
bless my feet, make them light  
as yours were as you lit  
through the halls of Hell,  
light enough to leap  
the pit, to dodge the stone,  
to slip undetected  
from this world to the next.

—A Thief's Prayer, from *Prayers to the Sisters*



# I. PIT TRAPS

While **pit traps** are among the crudest traps devised by the sentinels of the Hell temples, they have nonetheless claimed the lives of countless sisters who dared to descend into the cursed circles of the underworld.

Typically, pit traps are placed in a battle alongside monsters, hazards, and other traps. Most pit traps are hidden, just waiting for a sister to pass through a choke point or lay her hands on a relic.

However, many pit traps are already open when encountered by the coven, forming obvious obstacles that complicate the sisters' tactics in a skirmish.

## CANCELLATION PIT

Place this trap in the second half of the Hell temple, after the sisters have claimed numerous enchanted items or received several magical boons.

Dozens of copper rods the length of human arms line the bottom of this wide pit, their tips sharpened into points that glimmer in the torchlight. Piles of *residuum*—the remains of disenchanted magic items—collect around the shaft of each copper rod like snow around the base of a dead tree.

A sister capable of casting arcane spells recognizes the sharpened copper rods lining the pit as *rods of cancellation*.



A sister attempting to leap the pit must pray for Agility. If her prayer goes unheard, she falls into the pit and is impaled by one of the *rods*. She suffers moderate wounds, and all ongoing magical boons, such as *haste* or *shield of faith*, are dispelled.

In addition, the sister must name one magical item she is wearing or carrying. That item is destroyed, reduced to a pile of *residuum* dust.

If the Hell temple features a random treasure table, that item is removed from the table forever. If the sisters draw treasure cards, remove all copies of the destroyed magic item from the deck.

## CLOCKWORK VISE

Stones crumble and bones splinter between an array of monstrous interlocking gears the size of water wheels that fill this riveted iron chute. With each slow turn of the gears, ancient mechanisms rattle from behind the bloodstained walls of the Hell temple.

A sister attempting to leap the chute must pray for Agility. If her prayer goes unheard, she falls into the colossal gears and becomes pinned. She suffers moderate wounds, and her body stops up the turning of the gears. In doing so, one or more traps in the area cease functioning, such as a **blaster trap** (see page 23) or a descending portcullis.

At the start of each of the pinned sister's turns, she must choose to:

- **Attempt an escape.** She must pray for Endurance. If her prayer is heard, she wriggles free from the colossal gears and mantles out of the pit. If her prayer goes unheard, however, she is pulled deeper into the churning gears. She suffers serious wounds, and the halted trap remains disabled for another round of battle.
- **Remain pinned.** She suffers moderate wounds, but the halted trap remains disabled for another round of battle.

If there is more than one other mechanical trap in the area, consider allowing the coven to choose which trap is affected if a sister falls into the gears.

## CORRODED CAVITY

Translucent emerald sludge churns at the bottom of this rough-hewn pit in the floor of the Hell temple. Three corroded skeletons hang suspended in the sludge, each bearing a relic plundered during some long-since abandoned crusade.

The sludge filling the pit emits a noxious odor—a sister attempting to leap the pit must pray for Endurance. If the sister is immune to diseases, or if she cannot smell, she may pray for Agility instead.

If her prayer goes unheard, she plunges into the corrosive slime, suffering moderate wounds. Like the three skeletons, she hangs suspended in the sludge, which reveals itself to be a **legion-slayer gelatinous cube**.

Each of the three skeletons wear, wield, or clutch a different uncommon or rare magical item, determined randomly when a sister first falls into the pit. At the start of each of the engulfed sister's turns, she must choose to:

- **Attempt an escape.** She must pray for Endurance. If her prayer is heard, she hoists herself free from the gelatinous cube and out of the pit. If her prayer goes unheard, however, her armor and flesh are further dissolved. She suffers moderate wounds.
- **Attempt to grab a magic item.** She must name one of the suspended skeletons and pray for Endurance. If her prayer is heard, she claims the item held by the named skeleton and suffers light wounds. If her prayer goes unheard, however, she is unable to steal the magical item, and she suffers serious wounds as her armor and flesh are eaten away by the sludge.



## DEATH KNIGHT'S HOLLOW

---

Dim brazier light from the Hell temple above pours down in shafts into this heretofore hidden crypt. Cobwebs cling to an obsidian sarcophagus in the center of the tomb, its cover stone cast aside to reveal an armored skeleton in repose. Whispers emanate from a gem-encrusted greatsword clutched in the skeleton's gauntleted hands.

A sister attempting to leap a pit in the Hell temple above must pray for Agility. If her prayer goes unheard, she tumbles into the crypt, suffering light wounds from the fall.

A sister falling into this crypt beneath the Hell temple recognizes the armored skeleton within the sarcophagus as one of the six **death knights**, its malevolent spirit in torpor.

The first time a sister falls into the crypt from above, the gem-encrusted greatsword glows to life and rises into the air. The weapon is in fact an *intelligent dancing vorpal greatsword*, possessed by the spirit of the most powerful mortal heroine slain by the death knight. The spirit within the sword issues a challenge to the coven in a resonant voice, and it is by the spirit's voice alone that the coven recognizes the mortal. The sisters know the mortal's legend, though the story has changed dramatically as it has been passed down through generations.

Hand the sister that first fell into the crypt a blank note card, and ask her to write the original legend of the mortal heroine trapped in the death knight's sword. The legend should be suitably mythic written in the following format:

[Verb ending in -er, such as "Slayer"] of the [adjective]  
[noun].

Without speaking aloud what she wrote or showing the other sisters, instruct her to pass the card to the sister on her left. On a new note card, the next sister copies the legend, with two alterations:

- She must **add one word** to the legend.
- She must **change one word** of the legend.

Repeat this process until each sister has had an opportunity to alter the legend. At no point should a sister speak the legend aloud, show the note card she received to any other sisters, or show the note card she has written to anyone but the sister on her left.

When all sisters have altered the legend, the sister that first fell into the crypt reads the final card aloud. The possessed sword attacks the coven, bringing to bear abilities thematic to the final legend spoken.

## FATE OF PHALANXES

---

Helmeted iron skulls tumble over one another at the bottom of this mass grave, their horns forming a cruel curved bed of mithril spikes. Pit fiend visages rendered in brimstone line the sides of the grave, their eyeless sockets and open mouths glowing with the fire of a smoldering forge.

A sister attempting to leap the mass grave must pray for Agility. If her prayer goes unheard, she falls onto the pile of helmeted iron skulls, suffering light wounds. In addition, smoke begins to billow from the eyes of the pit fiend faces, and viscous boiling mithril drips from their mouths like saliva.

Warn the coven that, if the trapped sister is not rescued before the start of her next turn, the pit will be flooded with melted-down iron lich phalanx lords. If the coven cannot rescue the trapped sister in time, the wave of melted-down iron liches engulf her. She suffers grievous wounds.

The first time a sister is slain by the trap, the boiling mithril drains away through cracks in the ground. Inform the sisters that the substance has poured into the next lowest level of the Hell temple, covering an important container such as a chest, urn, or sarcophagus and hardening into a nigh-impenetrable shell. Only tremendous force or potent magic can break the mithril shell to reveal the relic within.



## GIFT OF ORCUS

Dozens of polished human spines stand upright at the base of this bleeding pit, each topped with a cannonball-sized ruby chiseled into the likeness of a wailing human skull. Broken headstones, each displaying an impossibly-long lifespan for a mortal, stand stacked against the corners of the pit like hasty stairs.

Sisters with knowledge of cursed artifacts or the undead recognize the spines and ruby skulls lining the base of the pit as *wands of Orcus*.

Infernal whispers fill the mind of any sister that draws near to the pit. A sister attempting to leap the pit feels compelled to toss herself upon the *wands*—she must pray for Resolve. Sisters immune to mind-influencing effects may pray for Agility instead.

If her prayer goes unheard, she falls into the pit and atop the *wands*, suffering light wounds. The occult magic of the *wands of Orcus* flare, and the sister must choose to:

- **Resist becoming undead.** She must pray for Resolve. If her prayer goes unheard, she is transformed into a hostile **deathlock wight** that attacks her former companions.
- **Embrace becoming undead.** The sister earns the **Gift of Orcus** and becomes undead. While undead, she is immune to curses, diseases, fear, and mind-influencing effects. Her current and maximum health triples; however, she can no longer be healed and may no longer enter a Church. An undead sister may touch a mostly-intact corpse or skull to look upon the last minute of the creature's life as the spell *last sight vision*—each time she does so, however, the occult magic animating her weakens, and she suffers light wounds.

## LIGHT OF LEGIONS

Place this trap in a Hell temple with chambers and challenges that are generated randomly either during the game or between games.

Burnt-out torches, melted candles, and cracked lanterns form a jagged pile at the bottom of this deep chute. An arched alcove is set into each of the four moss-choked walls at the bottom of the chute. Four hooded statues—one in each alcove—clutch lanterns that glow with dim radiance.

A sister attempting to leap the chute must pray for Agility. If her prayer goes unheard, she falls down the chute, suffering moderate wounds. In addition, any light-generating items she is carrying, including torches, candles, or lanterns, are destroyed.

Each of the four hooded statues at the base of the pit depict a different legendary mortal:

- **The Legionnaire.**
- **The Sorceress.**
- **The Chaplain.**
- **The Assassin.**

The sister recognizes the lanterns as *blessed lanterns of Her Radiance*, enchanted artifacts whose light repels ethereal undead and reveals illusions, invisible monsters, and secret doors.

If the sister takes one of the *blessed lanterns*, the statue holding it crumbles to dust, and the other three lanterns fade. A moment later, the entire Hell temple shudders with great calamity, as if the chambers within were rearranging themselves.

While the sister claims the *blessed lantern* without harm, warn the coven that the means of generating the Hell temple's chambers and challenges has been altered. The specific effect depends on the statue from which the sister took the *lantern*:

- **The Legionnaire:** Whenever a living monster would be generated, two more living monsters of equal strength are generated.
- **The Sorceress:** Whenever a magical trap would be generated, two more magical traps are generated.
- **The Chaplain:** Whenever an undead or construct monster would be generated, three more undead or construct monsters of equal strength are generated.
- **The Assassin:** Whenever a mechanical trap would be generated, two more mechanical traps are generated.

Sisters that heed rumors about the Hell temple or use divination magic such as *augury* might learn about the effect of taking the *blessed lanterns of Her Radiance*.

## PLUNGE OF BROKEN PILLARS

Stale air whistles through a crooked, narrow pit that plunges several stories into darkness. The chattering, growling, and wailing of demons and undead never before glimpsed by mortals reverberate from the gloom below.

A sister attempting to leap the pit must pray for Agility. If her prayer goes unheard, she falls into the darkness. Roll a die in the open to determine how far the sister falls:

- **1-3:** She falls into the next lowest level of the Hell temple, suffering light wounds.
- **4-5:** She falls two levels down, suffering moderate wounds.
- **6:** She falls three levels down, suffering serious wounds.

Regardless of how far into the Hell temple the sister falls, she finds herself in a sealed tomb filled with a number of minion monsters equivalent to ten sisters, each with a power level appropriate for the depth.

In addition, a gilded scroll tube shines from within an alcove beyond the horde of minion monsters.

The coven may use rope and grappling hooks in an effort to lift the trapped sister out from the darkness, but if the trapped sister attempts to claim the scroll tube and is successful, she will discover an *oracle's map* within.

When first read, the *oracle's map* allows the sister who claimed the *map* to look at the Overlord's map of the level of the Hell temple on which she found it for one minute.

## TYRANT'S TRENCH

Rods, scepters, and staffs—each pried from the hands of a fallen deacon, bishop, or pope—stand upright along the bottom of this worked trench reinforced with iron bands. Rust drips from punitive edicts that have been etched upon the iron bands in an antediluvian script.

A sister learned in royalty or heraldry recognizes the objects lining the base of the trench as sharpened *rods of rulership*.

A sister attempting to leap the trench must pray for Agility. If her prayer goes unheard, she falls into the trench and is impaled by one of the *rods of rulership*. She suffers moderate wounds and becomes marked with the **sigil of the conqueror**.

Each time the coven stops to rest, the Overlord draws five letter tiles from a bag for each sister that is branded with the sigil and lays them on the table. Once per battle, the Overlord may spell a command word with the available tiles.

If he does so, one sister marked with the sigil of the conqueror is compelled to make a move on the Overlord's behalf appropriate to the command word spelled out. Letter tiles used to spell out a command word are lost after use.

If the party caller is branded with the sigil of the conqueror, the Overlord may use the letter tiles to issue commands to *any* sister in the Hell temple.

Spells such as *remove curse* can erase a sigil from a single branded sister, provided that such spells are cast in a Church beneath a statue of the one true ruler of Humanity: the Goddess.

## WITHERING WELL

---

Place this trap in a Hell temple filled with monsters, traps, and hazards that push, pull, constrict, or knock down the sisters.

Sobbing dregs claw at the sides of this shallow well, their twig-like limbs ending in dirt-caked fingernails with the appearance of beetle's wings. Stakes of swollen wood jut from the dirt at the base of the well like the crooked jaws of a behemoth about to swallow the dregs whole.

A sister capable of casting divine magic recognizes the wooden stakes lining the well as sharpened *staffs of withering*.

A sister attempting to leap the well must pray for Agility. If her prayer goes unheard, she falls into the well and is impaled by one of the *staffs*. She suffers moderate wounds and is weakened until she next stops to rest.

A sister weakened in this way does not have strength enough to climb out of the pit—another sister must reach down to rescue her. The dregs claw and bite at any sisters trapped in the well, who each suffer light wounds at the end of each round of battle in which they remain trapped.

The first time a sister falls into the well, the Overlord gains three **frailty tokens**. When a sister wounded by one of the *staffs of withering* is pushed, pulled, constricted, knocked down, or otherwise engaged in a contest of strength with a monster, trap, or hazard, the Overlord may spend a frailty token to force that sister's heard prayer to instead go unheard.

Unspent frailty tokens are dismissed when the sisters slay the ruler of the Hell temple.





In the space between two heartbeats,  
the Sister of Malice can slide  
from shadow to shadow,  
swing her silver scythe  
silently through the beating heart  
of a demon. The Hell temples  
run red with blood.  
She never misses a step.

—From *66 Days in Hell*

## II. BOULDER TRAPS

**Boulder traps** are monstrous rolling dangers that smash through obstacles and crush those lingering in narrow corridors or choke points.

Some boulder traps are simply that—rolling spheres of worked stone—but many instead threaten the coven with titanic rolling skulls, colossal glass orbs filled with churning magma, or ancient crystal balls.

Boulder traps are typically one-shot dangers placed in a battle alongside monsters, hazards, and other traps.

Sisters should always have an opportunity to evade a boulder trap, though particularly narrow passageways or bridges might impose a burden to her prayers.

### BLIGHTED OVUM

Place this trap in the latter half of the Hell temple, where it is likely that a variety of monsters have been encountered by the sisters.

Veins of twitching black mucus crisscross the surface of this colossal rolling egg the color of rancid goat's milk. The odor of rotten meat and spoiled crops hangs thick in the stale Hell temple air.

A sister in the path of the colossal rolling egg risks being nauseated by its stench and must pray for Endurance. Sisters immune to disease may pray for Agility instead. If her prayer goes unheard, she suffers serious wounds and is knocked down.

When the colossal rolling egg crashes into a solid piece of terrain like a pillar or wall, it cracks and begins to hatch.



Ask one sister crushed by the egg to name one non-minion monster they've encountered in the Hell temple. A **young two-headed death wyvern** hatches from the egg with additional abilities thematic to the named monster's most iconic powers, as if it were a hybrid. Iconic abilities include a gaze attack, a breath weapon, displacement, and so on.

## CONQUEROR'S GLOBE

---

Dead leaves surround a weather-beaten statue of a nude muscular man, an enormous brass globe propped up on his whip-scarred back. The statue clutches the globe with manacled hands, and his stone gaze is cast downward in submission.

A sister in the path of the enormous brass globe when it is thrown must pray for Agility. If her prayer goes unheard, she suffers serious wounds. In addition, if she is the first to be run down by the enormous brass globe, the Overlord randomly determines on a four-sided die the region of the world against which the sister's body was crushed. That sister is teleported to a conquered demi-plane thematic to the region's environment.

1. **Desert** of ash-colored sand pockmarked with toppled monuments, crumbling pyramids, and tapestries shredded by a century of sandstorms.
2. **Glacier** of crackling ice and biting wind, with towering frostbitten statues ringed by buried dead and extinguished pyres.
3. Ruins under a thousand feet of **ocean**, rays of overcast light from above illuminating the algae-choked columns of an acropolis.
4. **Jungle** heavy with poisonous fog, where torrential downpours fill valleys littered with vine-choked temples.

Each demi-plane presents the teleported sister with a challenge that she must face alone. The specific challenge is left to the Overlord, provided the challenge is thematic to the demi-plane's environment and is, in terms of relative power level, more appropriate for two sisters rather than one.

Should the sister survive for three rounds of battle, she is returned to Hell, her life and limited-used abilities fully replenished.

Should she perish in the demi-plane, however, her spirit is cursed to wander the conquered demi-plane until called back to Hell by a *resurrection* spell or similar magic. In addition, inform the coven that a permanent major hazard thematic to the demi-plane is summoned into the area of the final confrontation with the ruler of the Hell temple.

## GRASPING PHALANX

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Use this trap against a band of sisters that is carrying several magic items, including enchanted weapons and armor.

Dozens of skeletal hands reach out of a boulder-shaped tangle of armored skeletons that thunders across the catacombs beneath the Hell temple. Red eyes like the stoked embers of a campfire peer out from within the cage of bracers and bones.

A sister in the path of the rolling tangle of grasping skeleton warriors must pray for Agility. The rolling tangle of skeletons is relatively lightweight—should her prayer go unheard, the sister suffers only light wounds and is knocked down.

However, the grasping skeletal hands steal two items being carried or worn by each crushed sister, such as a weapon, shield, or magic item (the sister decides which items are stolen).

When the rolling tangle of skeletons crashes into a solid piece of terrain like a pillar or wall, the bones untangle and form into a **phalanx of skeleton dread sentinels**.

The skeleton sentinels' cursed plate armor deflects most non-magical attacks, and they wield, wear, or use the items stolen from any crushed sisters.

If the sisters recover their stolen items after defeating the skeleton warriors, they will find that the items have been cursed. However, there is hidden elsewhere in the Hell temple a means to purify the cursed items, should a sufficient sacrifice be offered.



## HORNED HIVE

---

Chittering plague scarabs and pus-covered rot grubs swarm across the surface of this enormous minotaur's skull. Rings, chains, and other fetishes driven into the rotten cartilage jangle with each thunderous tumble of the skull.

A sister in the path of the rolling minotaur's skull must pray for Agility. If her prayer goes unheard, the sister is crushed by the pestilent minotaur's skull. She suffers serious wounds, is knocked down, and **rot grubs** burrow into her flesh. The rot grubs will reach the sister's heart and kill her during her next rest unless she has *remove disease* or a similar spell cast on her.

The corpse of any sister that is crushed to death by the rolling minotaur's skull becomes blighted with *hasted* rot grubs that, through their wriggling, move the limbs of the slain sister, "animating" her like a **pestilent zombie** so that they might spread their blight to nearby surviving sisters.

When the rolling minotaur's skull crashes against a piece of solid terrain like a wall or pillar, it shatters, and the plague scarabs swarm through heretofore-hidden cracks in the walls. The scarabs cover every surface of a passageway valuable to the sisters elsewhere in the Hell temple, such as a shortcut through danger or an avenue of retreat. The Overlord should present the coven with a choice between two such valuable passageways.

Any sister that attempts to move through the infested passage has the armor and flesh stripped from her body with no possibility to resist unless the scarabs are driven away with an extremely powerful limited-use fire or thunder spell.

## INFERNO ORB

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Thousands of gallons of churning, hissing magma fill a gargantuan rolling sphere of scorched glass. The coal-black hands of a skeleton carved from igneous rock press against the inside of the glass, as if pushing the colossal sphere forward.

A sister in the path of the magma-filled glass sphere must pray for Agility. If her prayer goes unheard, she suffers serious wounds and is knocked down. In addition, the force of the impact cracks the glass sphere, causing hellish magma to pour down onto the sister. Any armor she is wearing is immediately incinerated, unless it grants magical resistance to fire. Any scrolls, tomes, or other flammable items carried by the sister are likewise destroyed. If the sister is the party mapper, the map of the Hell temple she has been drawing on graph paper is destroyed.

A sister crushed to death by the magma-filled glass sphere is disintegrated by the leaking magma, rendering resurrection impossible, even by way of a *raise dead* spell or similar magic.

When the magma-filled glass sphere crashes into a solid piece of terrain like a pillar or wall, it shatters entirely, and the magma pours out over the entrance to some vault, shortcut, or escape route. The thousands of gallons of spilled magma cool in moments, forever barring access.

This trap is always positioned such that the rolling glass sphere, unless redirected by an especially mighty sister, will crash into and seal some part of the Hell temple. Give sisters near the path of the rolling glass sphere the explicit choice to risk their lives and intercept it.

## IRON LICH PULVERIZER

Burns in the shape of mechanical gears mar the surface of this helmeted iron skull the size of a carriage. Cannonball-sized emeralds glitter from the eye sockets, and rubies of equal size make up a cruel smile. Inside each gem, a tiny humanoid figure is trapped, desperate to escape.

A sister in the path of the rolling helmeted skull must pray for Agility. If her prayer goes unheard, she suffers serious wounds and knocked down. If a sister is bloodied after resolving this trap's attack, her body, spirit, and possessions become trapped in one of the rolling helmeted skull's *soul gems*.

At the start of each of the Overlord's turns, one random sister trapped in a *soul gem* must pray for Resolve. If her prayer is heard, she resists the dark magic and is safe for another round of battle. If her prayer goes unheard, however, her body and spirit are forever consumed, and the helmeted skull rolls back over its initial path.

A trapped spirit can only be freed by a sister capable of casting divine or necromantic magic; attempting to do so requires that sister to touch the *soul gem* in which her companion is trapped and pray for Resolve.

Warn a sister attempting to free her trapped companion that, if she liberates her companion from the iron lich pulverizer's *soul gems*, she also frees one of three mortals who have been trapped in the *soul gems* for decades. The specific mortals trapped are left to the Overlord, but should fall into the following categories:

- A mortal of power beneath that of the sisters that is highly likely to cooperate with them.
- A mortal with power comparable to the sisters that may or may not cooperate with them.
- A mortal with power beyond that of the sisters that is highly likely (but not certain) to be hostile.

## MAIL-BREAKER MAGNET

Faint light the color of a dying sun shimmers across the surface of this enormous sphere of riveted iron. Iron sconces, portcullis bars, and candelabra bend toward the rolling sphere when it rumbles nearby.

Though slow in its path through the Hell temple, the riveted iron sphere is magnetic. Sisters wearing metal armor must pray for Endurance; those wearing non-metal armor or no armor at all may pray for Agility. If her prayer goes unheard, she must choose to:

- **Quickly doff her armor and shield.** She releases them to the sphere's magnetism. The armor and shields are flattened and drained of all magic by the enormous weight of the iron sphere.
- **Attempt to resist the pull of the magnetic iron sphere.** She must pray for Endurance with a burden. Should her prayer be heard, the sister frees herself from the iron sphere's magnetism. Should her prayer go unheard, however, her entire body is pulled onto the surface of the sphere, and she is crushed to death.

The first time a sister is crushed to death by the magnetic sphere, she must name one class of armor or protective item she is wearing:

- Light armor.
- Heavy armor.
- Shield.
- Amulet or talisman.
- Helmet, crown, or circlet.
- Ring or bracers.

All protective items of that type, including those worn by other sisters and monsters, are banished from the Hell temple.

## MOTHER MIMIC

---

Place this trap in the first half of the Hell temple, where several chambers remain unexplored by the sisters.

This trap appears as a rough-cut soapstone boulder with no distinctive features whatsoever.

A sister in the path of the rolling boulder must pray for Agility. If her prayer goes unheard, she suffers serious wounds and is knocked down.

When the rolling boulder crashes into a solid piece of terrain like a pillar or wall, the boulder sprouts two long triple-jointed clawed arms and an enormous fanged maw. The rolling boulder is in fact an **elder mimic** that pulls its body along with its lanky arms and attempts to shovel fleeing sisters into its mouth.

Once per battle, the elder mimic sprays a gout of digestive slime from its mouth; nearby sisters must pray for Agility to avoid the blast. Inform sisters whose prayers go unheard that they are marked with pheromones until they can take a long rest in a red wine bath at a Church, and that these pheromones awaken, attract, and empower other mimics in the Hell temple.

Unknown to the sisters, there are no other mimics in the Hell temple.

## ORACLE'S OMEN

---

Misty gray clouds billow and lightning flashes in the center of this colossal crystal ball. An ethereal eye is suspended in the center of the orb. The eye squints and looks around wildly as the ball rolls across the floor.

A sister in the path of the rolling crystal ball is hypnotized by the ethereal eye—she must pray for Resolve to avoid being crushed. Sisters immune to mind-influencing effects (or that cannot see) may pray for Agility instead. If her prayer goes unheard, the sister is crushed by the colossal crystal ball. She suffers grievous wounds and is knocked down.

The corpse of any sister that is crushed to death by the rolling colossal crystal ball sits upright after death and utters a two-word omen about a danger to come further into the Hell temple relative to their class. For example, the fighter's corpse might speak a warning about a monster yet to be slain.

When the colossal crystal ball crashes against a piece of solid terrain like a wall or pillar, it shatters, and the gray clouds billow outward and take on the likeness of a hooded oracle. The oracle beckons the sisters to approach, and offers them a choice: to glimpse the **"lessons of the past"** or the **"promise of the future."**

Should the sisters opt to glimpse the lessons of the past, the oracle will reveal to them one secret they missed in a Hell temple chamber they've already explored. Should the sisters choose to glimpse the promise of the future, the oracle will tell of one secret hidden in a chamber they've yet to explore.

Of course, unknown to the sisters, the hooded oracle of smoke is deceiving them, and should they act on the oracle's premonitions, they will be led into a lethal trap, hazard, or ambush. The sisters might be wise to the oracle's deception, provided they heed a rumor or uncover a bit of esoteric lore elsewhere in the Hell temple.



## SHATTERING FIST

---

Use this trap in a Hell temple where the sisters will find several potions and elixirs with varied effects.

Hundreds of bloody handprints mark the surface of this wrought iron fist cut from the statue of a titanic armored warrior. Stains of every color and consistency settle in the recesses between the fist's mailed fingers.

A sister in the path of the rolling fist must pray for Agility. If her prayer goes unheard, she suffers serious wounds and is knocked down. In addition, any potions and elixirs on her person are shattered, and the spilled liquid soaks the crushed sister.

Occult magic within the rolling iron fist corrupts the magic of the shattered potions. The crushed sister (and any sisters subsequently crushed by the iron fist) suffer the *inverse* of whatever boon the potion would have provided if imbibed.

For example, if the potion was a *potion of healing*, the sister would suffer wounds equal to the wounds normally recovered. Likewise, a shattered *potion of titan's strength* would instead weaken the crushed sister.



The Sister of Malice considers the pit.

A glitter down in the dark  
whispers to her, *join us here in Hell.*

A bitter grimace splits her face.  
Her shoulder aches from the weight  
of swinging her reaping sickle,  
her palm is blistered from the light  
burning within the cross she carries,  
but something calls from deep in the dark  
and she will always answer.

—From *66 Days in Hell*

# III. BLASTER TRAPS

**Blaster traps** are mechanical or magic turrets that fire a continuous volley of projectiles into the Hell temple until disabled or destroyed.

Some blaster traps are mundane and fill the air with darts, spikes, or poison-tipped arrows, but many shoot more occult missiles, including bone shards, tarot cards, superheated keys, or miniature planets.

Blaster traps typically appear in a battle alongside monsters, hazards, and other traps. The barrage of projectiles make choke points on the battlefield dangerous to cross, forcing intruders to seek an alternate path or risk being struck by the trap. Other blaster traps punish those who linger too long in the open.

## BARRAGE OF HEAVEN

Place this trap in a Hell temple where the sisters have access to teleportation magic, portals, or sending circles.

Mithril cubes inlaid with celestial glyphs orbit the head of a four-armed angel statue hewn from meteoric rock. The angel gazes with wrathful, tear-filled eyes into the void between her four hands, as if scrying through a crystal ball that had long since been pried from her fingers.





At the start of each round of battle, the four-armed angel statue conjures between its hands a cannonball-sized planet. The statue then projects the planet at one sister within line of sight, determined randomly.

Roll a die to determine which planet is conjured by the angel statue:

1. **Gaea.** The coven's home planet covered in ocean.
2. **Venus.** A planet of roiling fire.
3. **Mars.** A planet of rust and dust.
4. **Jupiter.** A planet of noxious fumes.
5. **Europa.** A planet of crackling ice.
6. **The Sun.** No planet, but the titanic star at the center of a dying solar system.

The sister targeted by the trap must pray for Agility. If her prayer goes unheard, she is struck by the conjured planet. She suffers serious wounds of an energy type thematic to the planet (if your game system uses damage types) and is knocked down. If the sister was struck by the Sun, it explodes on impact as if a *greater maximized fireball* were cast on her, and she is blinded until she next stops to rest.

When struck by a planet, the sister's body becomes enveloped in a faint atmosphere thematic to the planet by which she was struck. Warn the sister that each time she teleports or is teleported, she must roll a die. On a result of 3 or less, she passes through the planet during her brief ethereal travel, accidentally bringing with her a temporary natural hazard from that planet. The hazard appears within a spear's throw of the sister's teleportation destination.

The specific hazard is left to the Overlord, but should be thematic to the planet by which the sister was struck.

## BILE OF BAPHOMET

Finger-length nails peeling with rust pierce a monstrous balor's face that has been carved into the brimstone walls of the Hell temple. Dregs, their bodies charred black from an eternity in ashes, lap at the hissing ochre slime that drips from the cracks that have formed around the nails.

When the trap is triggered by the coven, the mouth of the brimstone balor grinds open, and a continuous jet of balor bile issues forth from its throat. A sister caught in the blast of bile must pray for Agility. If her prayer goes unheard, she suffers moderate wounds, plus ongoing moderate wounds as the bile corrodes her armor and flesh.

Inform the sisters that, should they fail to neutralize the bile by the start of her next turn, it will dissolve her armor, clothing, and flesh to reveal coiled, rune-scarred demon bones inside of her, and a **horned scourge demon skeleton** will tear itself out from within her hissing and bubbling frame. Spells such as *remove disease* or *restoration* can be cast to neutralize the bile.

Ask that sister to recount one way she was seriously wounded on the current circle of Hell before she perished, excluding this trap. The runes scorched into the bones of the demon skeleton grant it an additional ability thematic to the wound recounted. For example, if the slain sister was previously electrocuted by a wayward *lightning bolt*, the demon skeleton's body might crackle with arcs of lightning.

The specific abilities granted are left to the Overlord.

## COVETOUS CURSE

Precious stones and polished Imperial coins hang suspended within a translucent statue of two conjoined crowned princesses. Desiccated beggars lie motionless at the statue's feet, their gnarled, bony fingers clutching wooden alms bowls filled only with dust.

When the trap is triggered by the coven, a hole opens in the conjoined translucent statues where their heart would beat, and a continuous volley of coins and gems issues forth. A sister caught in the blast of must pray for Agility. If her prayer goes unheard, she suffers moderate wounds and is knocked down.

The first time a sister is slain by this trap, she is transformed into a precious and valuable art object—ask her to describe the object. The Overlord should inform the coven that the transformed sister's spirit is bound to the art object, and while the object remains in their possession there is an opportunity to revive her.

The sisters have three options. They may:

- **Revive her.** Casting *remove curse* on the art object during a rest at a Church restores the transformed sister. This destroys the object.
- **Trade her.** An intelligent demon near the Hell temple's entrance offers to give the sisters a wand with occult power far beyond their current level should they trade the art object. If the sisters make the trade, the transformed sister's spirit is lost.
- **Offer her.** An intelligent undead guards the way to the Hell temple's final battle. Make clear to the sisters that engaging this legendary undead in battle would substantially weaken them ahead of the final confrontation. However, if they offer the undead the art object, he will let them pass.

Unknown to the sisters, trading or offering the art object possessed by the spirit of transformed sister incurs her wrath. During the next battle, a **hateful shade** ambushes her former sisters during a moment of ill fortune.

## FORTUNE-TELLER'S TURRET

Coils of smoke and the odor of sulphur waft from the open mouth of a bloodstone succubus's face embossed above the entrance to the Hell temple. Centipedes the size of hunting dogs skitter across the uneven floor beneath the face, each picking at grubs that wriggle beneath piles of charred tarot cards.

When the trap is triggered by the coven, a continuous volley of superheated iron *Deck of Many Things* cards blasts forth from the mouth of the succubus. A sister caught in the volley of cards must pray for Agility. If her prayer goes unheard, she is struck by one card from the *Deck*, determined randomly. In addition to suffering light wounds, the sister becomes subject to the effect of the card by which she was struck:

- **Balance:** A hostile doppelganger of the sister appears on the current level of the Hell temple.
- **Donjon:** She becomes imprisoned in a **gem trap** (see page 69) on the next lower level of the Hell temple.
- **Euryale:** She suffers a permanent burden to all prayers for Agility, Endurance, or Resolve.
- **Flames:** She draws the ire of a **half-balor enforcer of Dis** that proceeds to hunt her for a year and a day.
- **Fool:** She suffers the effect of two other cards, chosen randomly.
- **Idiot:** She forgets one limited-use power, forever.
- **Rogue:** She turns on the other sisters and must be fought to the death.
- **Ruin:** All coins, gems, jewelry, and strongholds she possesses disappear.
- **Skull:** She must defeat the **dread wraith queen** or be forever destroyed.
- **Talons:** All magic items she possesses disappear.
- **Void:** Her body functions, but her spirit is trapped elsewhere by a **demilich** to power an occult ritual.

If a sister bludgeons the succubus's face with a weapon that is especially potent against undead or demons, such as a *mace of disruption*, the face explodes in a hail of burning stone.

The trap is destroyed, and one beneficial *Deck of Many Things* card falls to the ground. The first sister to pick it up gains its boon:

- **Comet:** She slays the next monster she touches.
- **Fates:** She avoids any situation she chooses, once.
- **Gem:** A very rare wondrous magic item appears in her possession, determined randomly.
- **Jester:** She gains the boon of two other cards, determined randomly.
- **Key:** A very rare magic weapon or implement appears in her possession, determined randomly.
- **Knight:** Twenty minion dragoons appear in her service. They obey her without question.
- **Moon:** She gains a permanent blessing to prayers for Agility, Endurance, and Resolve.
- **Star:** She is granted one *limited wish*.
- **Sun:** She gains a new limited-use power beyond her current level (or your game system's equivalent).
- **Throne:** She gains wealth enough in coins and gems to raze a forest and erect a stronghold.
- **Vizier:** She knows the answer to her next dilemma.

## HORNS OF BLACK EDEN

Whispered pleas for salvation echo from hundreds of fist-sized holes bored into the masonry walls of the Hell temple. Severed pit fiend horns—each polished and hollowed out—lie scattered across the ground, patches of congealed blood spreading beneath each like mud after a rainstorm.

When the trap is triggered by the coven, a continuous volley of polished and hollowed-out pit fiend horns blasts forth from the holes in the walls. A sister caught in the volley of horns must pray for Agility. If her prayer goes unheard, her chest is impaled by one of the horns. Miraculously, the horn misses her vital organs—however, she suffers moderate wounds, and if the horn is removed, the sister bleeds out.

The sister's voice and breathing is amplified by the hollowed-out horn embedded in her chest. Normally, this effect brings no undue harm upon the coven.

However, if the sister suffers wounds while bloodied or wounds that cause her to become bloodied, her involuntary cry of pain reverberates through the horn and throughout the Hell temple. Make an immediate wandering monster check (or your game system's equivalent).

Spells such as *restoration* can heal an impaled sister, as can a week spent convalescing in a Church under the care of a hospitalier.



## JAILER'S BRAND

Use this trap in the first half of the Hell temple, where many doors remain to be opened by the sisters.

Horned skeletons, their bones gnawed and splintered, dangle from each wall of the Hell temple on rusted manacles. Thousands of slots no wider than a dagger's blade have been cut into the walls behind the skeletons, many spackled over with ancient clay, made dark with soot. Blackened skeleton keys lie heaped in the center of the temple, as if hastily pulled from a bonfire.

When the trap is triggered by the coven, a continuous hail of superheated iron jailer's keys blasts out from the slots in each wall. A sister caught in the hail of keys must pray for Agility. If her prayer goes unheard, she is struck by one of the keys, which burns through clothing and melts armor. She suffers moderate wounds, and a scorching brand in the image of a locked portcullis forms around the wound.

Inform the branded sister that each time a door, gate, portcullis, chest, or sarcophagus is opened by the coven for the first time, she suffers serious wounds and is momentarily wracked with debilitating pain. However, also inform the branded sister that each time a lock is picked or stuck barrier is forced open for the first time, she instead is healed as if by the *cure serious wounds* spell.

The brand can be erased by casting *remove curse* or *restoration* upon the sister, followed by a night of uninterrupted convalescence in a Church where all of the doors and windows are left open until dawn.

## NECROMANCER'S VOLLEY

Fist-sized black widow spiders weave rope-like webs across wooden catapults that rot in the darkened, moss-choked corners of the Hell temple. Thousands of bones—enough to fill a caravan of plague carts—collect mold and flies in each catapult's bucket.

When the trap is triggered by the coven, each catapult continuously launches a salvo of polished bones etched with occult runes. Sisters that look upon the occult runes gouged into the polished bones are filled with supernatural dread. A sister attempting to evade the barrage of bones must pray for Resolve; sisters immune to fear may pray for Agility instead.

If her prayer goes unheard, she is struck by a hail of bones. She suffers moderate wounds, and her palms both become marked with ghostly sigils the color of emeralds. That sister rolls two six-sided dice to determine which sigils she becomes marked with, re-rolling duplicates. Draw these sigils on the sister's hands with washable marker:

1. **Sword.**
2. **Shield.**
3. **Bow.**
4. **Flame.**
5. **Cross.**
6. **Skull.**

Each time the marked sister heals or is healed during battle, three **unwilling skeleton conscripts** erupt from beneath the floor of the Hell temple and advance on her. When the skeletons rise, the marked sister must choose one of her sigils—the risen skeletons gain a boon depending on the sigil chosen:

- **Sword:** The unwilling skeleton conscripts wield potent magical melee weapons, which grants them superior strength.
- **Shield:** The unwilling skeleton conscripts bear cursed shields and wear ancient armor, which grants them superior resistance to physical attacks.

- **Bow:** The unwilling skeleton conscripts wield potent magical missile weapons, which grants them superiority at a distance.
- **Flame:** The unwilling skeleton conscripts are wreathed in Hellfire, which grants them additional movement and attacks as if affected by the spell *haste*.
- **Cross:** The unwilling skeleton conscripts are draped in occult talismans, which grant them superior resistance to magical attacks.
- **Skull:** Three more unwilling skeleton conscripts rise.

Casting *remove curse* on the marked sister removes one of the sigils. The other disappears after a week of prayer and reflection at a cemetery outside a Church.

## SUN-DISKS OF SEVERED SPIRITS

Beams of sunlight stab down through the charcoal-colored clouds that blanket this abandoned courtyard of the Hell temple. Each beam falls on a papal statue rendered in solid gold, his hands lifting a rosary toward the clouds as if beckoning the sun to rise. Bloody handprints cover the statue's chest, and moaning dregs surround the statue, their arms disintegrated up to the shoulder.

When the trap is triggered by the coven, the gilded papal statue folds his hands and bows in solemn prayer. A nimbus of light forms above his head, and from this nimbus issues a continuous volley of bladed sun-disks.

A sister caught in the volley of bladed sun-disks must pray for Agility. If her prayer goes unheard, a sun-disk passes through her neck, breaking no flesh but leaving a painful glowing ring as if her decapitated head were magically reattached to her body. The sister suffers moderate wounds and must choose to:

- **Sever the spirit-body connection.** The sister becomes frail and uncoordinated. She suffers a significant burden to any prayers made while attempting physical feats.

- **Sever the spirit-mind connection.** The sister becomes confused and distracted. She suffers a significant burden to any prayers made while attempting intellectual or magical feats.

In either case, the affected sister is overcome with supernatural lassitude. She always acts last in initiative (or your game system's equivalent) and always positions herself last in the marching order. Should the sister be subject to a fear-based effect, such as *wail of the banshee*, she flees immediately toward the nearest exit out of the Hell temple.

One week of quiet study of the *Testament of Malice* in a Church under the tutelage of a deacon of the Goddess cures a sister affected by a severed spirit.

## VAPORIZER'S FAITHFUL

Place this trap in the second half of the Hell temple, after the sisters have already explored multiple levels stacked on top of one another.

Half-disintegrated Hell priests gaze unmoving at their reflection in the facets of an azure gem the size of a balor's heart held aloft by three polished erinyes skeletons. Dim traces of light like the paths of thrown spears hang in the gloom, each extending from the colossal gem. The smell of ozone permeates the stale air of the Hell temple.

Sisters drawing near to the gem feel their hair stand on end. At the start of each round of battle, the gem held aloft by the erinyes skeletons emits a thunderous crack and fires a beam of light at one sister (determined randomly). The trap can target sisters hiding behind cover and favors sisters carrying shields or wearing metal armor.

The beam fired from the gem is unlike other projectiles—it does not sail through the air, but rather spans the entire length of the Hell temple in an instant, like a ballista bolt fired with supernatural speed.

The beam of light penetrates solid obstacles and cannot be dodged, so the sister targeted by the beam must choose to:

- **Take the hit.** She suffers serious wounds. If the sister is slain by this trap, her body and possessions are utterly destroyed as if by the *disintegrate* spell.
- **Attempt to reflect the beam.** If the sister is carrying a shield or wearing metal armor, she may attempt to reflect the beam if no other sister has successfully done so this battle. If she chooses to do so, she must describe three points along the improbable path the reflected beam would take:
  1. A monster, metal object, or polished terrain feature within her line of sight.
  2. A metal object or polished terrain feature on the current level of the Hell temple she has seen or scryed upon.
  3. A metal object or polished terrain feature on another level of the Hell temple she has seen or scryed upon.

The sister must then pray for Agility with a burden. If her prayer is heard, she suffers no wounds and instead reflects the beam along its improbable path. Any monsters struck by the beam suffer grievous wounds, and any metal or polished objects are blasted open or destroyed (sister's choice).

However, if the sister's prayer goes unheard, she is instead *disintegrated*, and her body acts as a prism that splits the beam at two other sisters, determined randomly, who each suffer serious wounds.

## ZODARS' FIST

Place this trap in a Hell temple where the sisters have opened more than one exit back to the mortal realm (or the previous level above).

Horned figures in fully-enclosed black plate mail loom in high alcoves that overlook this arched procession through the Hell temple. Each kneels, motionless, right arm crossed over their chest in salute of the First Emperor of Humanity. In the distance, colossal church bells toll a grim melody in a minor key.

When the trap is triggered by the coven, the armored figures rise and point their fists toward the sisters. Each statue continuously fires mailed fists outwards with the force of a ballista, the gauntlets screaming through the air like fireworks.

A sister caught in the barrage of gauntleted fists must pray for Agility. If her prayer goes unheard, she is pummeled by the fists. She suffers serious wounds and is knocked back into the nearest wall or pillar with such tremendous force that the wall or pillar cracks and the ceiling begins to buckle.

Place a **collapse token** on the table. Warn the coven that each time a sister (or monster) is knocked back by the fists into one of the Hell temple's supporting terrain features, another collapse token will be placed on the table.

When three collapse tokens are placed on the table, the exit from the Hell temple nearest to the sisters caves in. To escape the Hell temple back to a Church or to the previous level, the sisters must backtrack to a more distant exit, or discover a new exit in an unexplored—and treacherous—wing of the Hell temple.

The Overlord may use extra collapse tokens to collapse corridors, pillars, or other supporting terrain features of the Hell temple.





Let me feel the Sister of Malice  
deep in my bones, make her harden  
my heart against all I see,  
make her harden my sword.  
Make me a destroyer of demons,  
a pillager of the Hell temples,  
a hero to my people. Make all beasts  
walk in fear to hear my name.

—A Warrior's Prayer, from *Prayers to the Sisters*

## IV. PENDULUM TRAPS

**Pendulum traps** are suspended obstacles that swing across the battlefield in an inscrutable pattern.

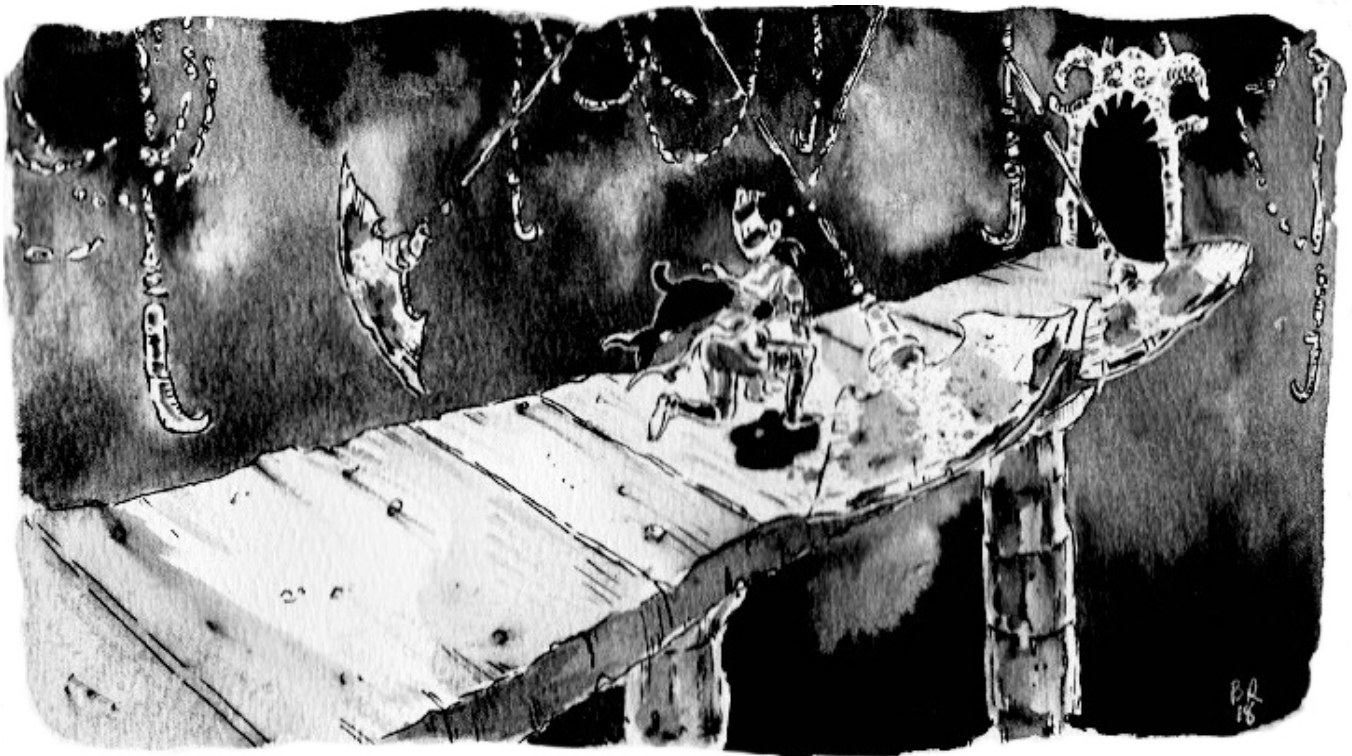
Sisters delving dungeons in the mortal realm frequently encounter pendulum traps bearing scything blades and iron weights, but such traps in Hell more frequently swing with cursed church bells, tortured heretics, or captured demiliches.

Like blaster traps, pendulum traps pose an ongoing threat to the sisters, rendering choke points on the battlefield perilous to cross. In many cases, a sister that is struck by a pendulum trap is knocked into another hazard or a **pit trap** (page 9).

### BISHOPS' BELLS

Bloodstained brass church bells swing across the bridge from towering carillons that loom over the pillars of the Hell temple. Hooded figures engraved onto the bells clutch trident-shaped medallions, the occult images glimmering when they swing into the brazier light.

When this trap is first triggered, the tolling of the church bells alerts a horde of nearby undead and demons, all of whom surge into the temple from all directions and set upon the sisters.



A sister attempting to evade the swinging church bells must pray for Agility. Should her prayer go unheard, she is struck for moderate wounds and knocked down. The force of impact causes the bell to emit a thunderous toll, which deafens the struck sister until she can rest for one night in a Church silentium. The deafened sister can hear only a faint ringing in her ears, and the atonal chanting of the **dark bishops** that materialize from the shadows and attack.

At the end of each round of battle, the tolling of the cursed church bells continues to resonate through the Hell temple. Name one chamber of the Hell temple yet to be explored by the coven. The monsters in that chamber are alerted to the sisters' presence and prepare accordingly.

When the coven encounters the monsters in that chamber, the monsters earn a round of free moves against the surprised sisters at the start of the battle. The bishop's bells continue to resonate through the Hell temple until the sisters can stop to rest.

## BLIGHTED BUTCHERY

Use this trap in a Hell temple where the sisters' ability to heal wounds is diminished.

Bloated livestock crawling with maggots swing across the corridor on meat hooks caked in dried blood. Though their bodies have been flayed, split, and cleaved apart, the hanging sheep, goats, and oxen continue to bray in agony.

The stench of the butchered animals is overwhelming—a sister attempting to evade the swinging livestock must pray for Endurance. If her prayer goes unheard, she must choose to:

- **Take the hit.** She suffers moderate wounds and is knocked down. In addition, maggots swarm from the butchered animal into her mouth, nose, and eyes, inflicting a burden to all prayers for Endurance unless she is immune to diseases.

- **Attempt to grab the swollen beating heart visible inside the butchered animal's exposed ribcage.** She must pray for Agility; if her prayers are heard, she punches through the ribs and snatches the heart while avoiding the hit. If her prayers go unheard, however, she suffers serious wounds and becomes snagged on an empty meat hook that coils down from the ceiling like a serpent. The hooked sister is lifted toward the ceiling of the Hell temple. Nearby monsters can bite into her dangling body as their action to heal their own wounds or recover limited-use abilities.

A sister consuming one of the still-beating livestock hearts heals all wounds and diseases, recovers all limited use abilities, and is affected as if by a *resistance* spell until she next stops to rest.

## EURYALE'S JUDGMENT

Decapitated medusa heads, their expressions twisted in agony, swing across the bridge on ropes knotted from dead vipers. Though the medusas have long since perished at the hands of the Hell priests, their eyes still glow with malevolence.

A sister attempting to move through the swinging medusa heads must choose to:

- **Risk the gaze.** She must pray for Agility. If her prayer goes unheard, her eyes meet the gaze of one of the swinging medusa heads. At first, she is merely immobilized; however, she must pray for Endurance at the end of her next turn or be turned to stone (see next page). Should the sister's prayer for Endurance be heard, she shakes off the immobilizing effect and escapes.
- **Avert her gaze.** A sister doing so can't be turned to stone, but she suffers a burden when praying for Agility to dodge the swinging medusa heads. If her prayer goes unheard, she suffers light wounds and is pushed into a nearby chasm of vipers or similar hazard.



A sister turned to stone by the swinging medusa heads must choose the pose in which she is petrified:

- **Defiant.** Monsters in the presence of the petrified sister gain resistance to wounds until the end of the battle.
- **Submissive.** Sisters within line of sight of their petrified companion suffer a burden to prayers for Agility, Endurance, or Resolve until the end of the battle.
- **Mournful.** Sisters that are knocked unconscious within line of sight of their petrified companion die instantly.

Ask the petrified sister to stand and mime her pose for a few seconds.

## HAMMERS OF EXTINCTION

Use this trap against a band of sisters where an ancestry, heritage, or bloodline is shared by more than one sister (such as half-elf or tiefling).

Tarnished silver hourglasses the size of battering rams swing across the passageway on riveted iron pendulums. Each hourglass has been turned on its side, giving each the appearance of a colossal hammer. The riveted pendulums strain with each swing, the sound rattling the filthy glass that holds back mounds of shifting sand.

A sister attempting to evade the swinging hourglasses must pray for Agility. If her prayer goes unheard, she suffers moderate wounds and is knocked down. In addition, the force of impact shatters the hourglass, releasing a cloud of occult sand that distorts time. Every other hourglass shatters in kind.

The struck sister must pray for Resolve with a blessing. If her prayer goes unheard, time in the immediate area rewinds back a hundred generations, before the first members of her ancestry, heritage, or bloodline arose.

The struck sister perishes and is erased from history, as is every other member of her ancestry, heritage, or bloodline. Only the sisters present remember the now-extinct sister and her people.

The hammer-like hourglasses continue to swing after being shattered. Sisters caught in their path continue to suffer bludgeoning wounds, but are in no further danger of extinction.

## HELL PROPHET'S BRAZIER

Use this trap in a Hell temple where the sisters can find several scrolls or tomes and have opportunities to cast divination spells like *commune*.

Brimstone demon's skulls the size of boulders swing across the passageway on spiked chains wrought from cooled magma. The demon skulls' calvaria have been sawed off, revealing massive braziers filled with burning holy texts, catechisms, and indulgences.

A sister attempting to evade the swinging demon skull braziers must pray for Agility. If her prayer goes unheard, she suffers moderate wounds and is knocked down. In addition, she is lit on fire, suffering ongoing light wounds, and must name one tome or scroll she is carrying. That tome or scroll is incinerated by the spreading brazier flames.

The first time the swinging demon skull braziers incinerate a tome or scroll, the flames rising from each of the braziers begins to burn a color and scent thematic to the destroyed tome or scroll—as does every other torch, brazier, and pyre in the Hell temple. The Hell temple fills in an instant with occult smoke that darkens the visions of oracles and seers.

Warn the sisters that, each time they cast a divination spell while in the Hell temple, there is a 1 in 3 chance that the entire band of sisters will suffer some calamity thematic to the incinerated tome or scroll. The specific calamity is left to the Overlord, but should reflect the *opposite* of any boon granted by any spell contained on the scroll or tome.

## HELL PROPHET'S CENSERS

Use this trap during the first half of the Hell temple, where many chambers remain unexplored by the sisters.

Riveted iron spheres the size of cannonballs swing across the passageway on spiked chains glowing with occult runes. Hazy smoke the color of gangrenous flesh billows from holes bored into the surface of the spheres. The smoke smells of rotten flowers and succubus sweat, as if the sphere were censers consecrating some sacrificial altar.

The scent of the censers is nauseating—sisters drawing near to the swinging iron spheres must pray for Endurance. Sisters immune to disease (or who cannot smell) may pray for Agility instead.

If her prayer goes unheard, she is struck by the swinging censers. She suffers moderate wounds and is knocked down. In addition, the occult censer smoke floods into her mouth and nose. Her body spasms, and she begins to hallucinate. Ask that sister to describe in six words a vision she has in which she is sacrificed in an unusual fashion atop an altar deep in the heart of a Hell temple. After the hallucination fades, she regains consciousness.

Unknown to the sisters, a powerful fiend further into the Hell temple gains additional equipment or abilities thematic to the sacrifice described. For example, if the sister described a hallucination in which she was bound with chains and lowered into a burning pit, the fiend might gain a length of constricting spiked chains and a fiery breath weapon. The specific nature of this boon is left to the Overlord.

While the sisters should not be informed of the specific boon granted to the fiend, the Overlord should warn that a “grim vision threatens to come to pass in the [chamber in which the fiend dwells].”

## LORD OF CINDER'S TORMENT

Rune-scribed skulls swing across the corridor on ethereal chains, their eyes and teeth set with rubies, emeralds, and diamonds that shimmer through the gloom of the Hell temple. Withered corpses litter the uneven stone floor beneath the swinging skulls, their flesh shriveled like fruit left on the vine to die.

A sister attempting to evade the swinging demiliches must pray for Agility. If her prayer goes unheard, she is struck, and her spirit becomes trapped in one of the demilich's *soul gems*. Her lifeless body collapses in a heap on the floor of the Hell temple.

A trapped sister finds herself in a bleak demi-plane; an endless expanse of crumbling gray ruins and the unfamiliar banners of ancient civilizations long since sunken into Hell. It is here that the trapped sister must battle the imposing **lord of cinder**, alone.

For each round of battle that passes, the body of the trapped sister withers. Inform the trapped sister that if she cannot defeat the lord of cinder in three rounds of battle, her physical body will shrivel and her possessions will rust and rot. In addition, the lord of cinder will be freed from his *imprisonment*, returning to the Hell temple to pursue any surviving sisters with an army of dread warriors whose numbers equal the roll of ten ten-sided dice. The Overlord should make clear that a single sister will be hard-pressed to defeat the lord of cinder on her own.

Other sisters struck by a swinging demilich are cast into the same battle against the lord of cinder, fighting alongside the first sister to become trapped. Make explicit that courageous sisters may voluntarily join the battle against the lord of cinder by throwing themselves into the path of the swinging demiliches.

## THUNDERBOLT FLAILS

Place this trap in a Hell temple with a mixture of enemies wearing metal armor, natural armor, and no armor at all.

Spiked iron spheres the size of cannonballs swing across the passageway on whip-like tendrils of crackling lightning. Bolts of electricity arc between the spikes, casting flickering shadows across the grotesque bas reliefs that cover the walls of the Hell temple.

A sister attempting to evade the electrified spiked spheres must pray for Agility. If her prayer goes unheard, she suffers moderate wounds and is knocked down. In addition, if she is wearing metal armor, carrying a metal shield, or wielding a metal weapon, lightning courses through her body—she becomes “supercharged” and gains a **charge token**.

Inform the supercharged sister that, at the end of each of her turns, she accumulates another charge token. While supercharged, if she wounds a monster in melee, she deals substantial extra wounds and temporarily dazes it if the monster is wearing metal armor or carrying a metal weapon. If a sister does so, she dismisses one charge token. If she dismisses her last charge token, she is no longer supercharged.

However, her charge will continue to build—if the sister accumulates three charge tokens, she is electrocuted to death. A supercharged sister may “pass” her charge tokens to another sister she can touch, provided that sister is wearing or wielding metal.

## TYRANT’S GIBBET

Cages of warped black iron swing across the passageway on twisted chains caked with gore. Skeletons rattle inside the gibbets with each swing, dozens of rusted spikes driven through their manacled arms and splintered ribs. Despite their imprisonment, the skeletons sing hymns of praise to their conquerors: the Serpent Riders.

A sister attempting to evade the swinging gibbets must pray for Agility. If her prayer goes unheard, she is struck by one of the gibbets and suffers moderate wounds. In addition, the gibbet opens when it strikes a sister, releasing the skeleton to shatter against the stone floor of the Hell temple.

The empty gibbet and the chain from which it is suspended animate like a serpent, and the struck sister is wrestled inside the gibbet. The gibbet continues to swing as it did before striking the sister, and poses a threat to other sisters attempting to evade it.

The rusted spikes within the swinging gibbet puncture the trapped sister’s flesh. The spikes are cursed, siphoning her strength with each swing of the gruesome iron cage—the harder she resists, the worse the pain. At the start of each of the trapped sister’s turns, she must choose to:

- **Submit.** Suffer light wounds, but allow one of her most powerful limited-use abilities to be siphoned away (Overlord’s choice). The siphoned ability is granted to the ruler of the current circle of Hell or one of his lieutenants.
- **Resist.** Suffer serious wounds, but prevent the Overlord from siphoning any of her abilities this round of battle.

Should the trapped sister possess exceptional might, she may pray for Endurance at the end of her turn in an attempt to break free from the swinging gibbet. Otherwise, one of her companions blessed with strength must come to her rescue.



## VORPAL LIMB-SPLITTER

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Gargantuan blood-stained axes swing across the bridge on groaning iron pendulums. Infernal runes engraved into the edges of the axes glow from beneath the dried ichor, leaving in the air ethereal trails of ochre smoke. The severed limbs of a dozen lesser demons twitch and wriggle on the stone floor beneath the axes.

Sisters capable of casting enchantment rituals recognize the runes along the edges of the axes to be similar to those found on the blade of a *sword of sharpness* or a *vorpal sword*.

A sister attempting to evade the swinging vorpal axes must pray for Agility. If her prayer goes unheard, she suffers serious wounds. In addition, roll in the open a die to determine which of the sister's body parts is severed. Warn the sister that she will be decapitated on a roll of a 6.

- **1-3: Leg.** One of her legs is severed, substantially reducing her movement speed and inflicting a burden to prayers for Agility. She is knocked down and must crawl unless carried by one of her sisters.
- **4-5: Arm.** One of her arms is severed. She can no longer wield two-handed weapons and suffers a burden in melee or when attempting physical tasks requiring both arms, such as swimming or climbing.
- **6: Head.** She is decapitated, killing her instantly.

If, by the end of the battle, a sister's severed arm or leg is not regenerated by means of a *restoration* spell or similar legendary magic, a phantom limb appears in its place. This phantom limb not only restores the sister to her full movement or melee abilities—it greatly enhances them.

However, warn the sister that if she encounters a powerful undead like a **mummy** or **lich**, she must pray for Resolve or cede control of her phantom limb to the undead until either she or the undead is slain.



Sister, twist yourself around my wrist,  
build a fire in my heart so hot it breaks  
through my skin in a shower of flames.  
Show me the walls of Hell, slick with blood  
of a thousand demons and a thousand more.  
Show me their bones burned to ash.

—A Mage's Prayer, from *Prayers to the Sisters*

# V. GAS TRAPS

**Gas traps**, when triggered, flood the Hell temple with billowing clouds of smoke, ash, dust, spores, poison, or some other lethal substance until disabled or destroyed by the coven.

Gas traps deliver their noxious payload in numerous ways, including concealed iron vents, skeletal pipes, demon-skin bladders, or mouths hewn into the brimstone walls.

Most gas traps are ongoing threats placed in a battle alongside monsters, hazards, and other traps. While some gas traps activate immediately once an encounter begins, most are triggered by the coven at some dramatic—and inopportune—moment in the midst of battle.

## APOTHECARY'S TREASON

Place this trap in the second half of the Hell temple, after the sisters unearth numerous potions and elixirs.

Waves of heat radiate from an uneven stone floor inlaid with searing infernal glyphs. Shattered glass like piles of salt drift across the floor on an acrid draft. Embers surround a statue of an angel that surveys the Hell temple from an alcove high above, a curved horn pressed to her stone lips.

The searing floor is not damaging to the coven; however, sisters standing still for too long find that the soles of their boots begin to melt.

When triggered by the coven, a thunderous boom issues from the curved horn held by the angel statue. Each sister present in the chamber that is carrying a potion must pray for Endurance.



If her prayer goes unheard, she must name one of the potions she is carrying. That potion shatters, and the substance within spills to the floor.

When the potion comes into contact with the searing floor, the liquid immediately evaporates, billowing into a prismatic cloud voluminous enough to engulf up to two sisters.



These clouds of evaporated occult liquid drift in a random direction at the end of each round of battle; sisters entering or starting their turn within a cloud must pray for Endurance.

If her prayer is heard, she suffers no ill effect and is immune to the drifting clouds until the end of the battle. If her prayer goes unheard, however, she suffers moderate wounds, plus an additional debility thematic to the *opposite* of the boon granted by the evaporated potion.

The specific debility is left to the Overlord, but some examples are listed below:

- **Healing:** Drains maximum life-force
- **Invisibility:** Attracts or alerts monsters
- **Strength:** Weakens physical attacks
- **Speed:** Inflicts partial paralysis

## ASHES OF THE JUDGED

Place this trap near the entrance of the Hell temple, where the coven will have most of their life-force and limited-use abilities remaining.

Scorched skeletons wrapped in blackened cloaks lie in a tangle at the center of this razed shrine. Torchlight glimmers across the surface of a hundred tarnished urns clutched by the skeletons, images of swirling sacred fire engraved onto their surfaces.

When triggered by the coven, the urns burst open, releasing clouds of ash into the Hell temple and filling the shrine in an instant. The ash continues to billow from the urns until the trap is dispelled. Inform the sisters that the ashes are the remains of heretics cremated by the *firemace of judgment*, one of six cruel artifact weapons given to Humanity by the gods.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the ashes until the end of the battle.

However, if her prayer goes unheard, she breathes deep of the cursed ash: she suffers moderate wounds and must pray again at the end of the next round of battle.

The first time a sister is knocked unconscious by this trap, a fiery apparition appears—a Matriarch wrapped in a dark cloak, *firemace of judgment* clutched in her left hand.

The apparition speaks:

*“Though your body perishes here, we sense a great cruelty within you. Tell us—how will you exact vengeance against the dark lords that now revel in your agony?”*

The sister should keep her answer to one or two short sentences. When she answers, consult the list below to find the choice that most closely matches her answer to determine which *firemace* edict she receives.

- **Brute Force:** Wound a bloodied monster with a melee attack.
- **Trickery:** Disable a trap or cast/have cast on you some deceitful spell, such as *invisibility*, *mirror image*, or *hallucinatory terrain*.
- **Endurance:** Have a prayer for Endurance heard when attempting to resist the effect of a trap or hazard.
- **Knowledge or Study:** Be the one to solve a puzzle or claim a puzzle artifact from danger.
- **Followers:** Wound a monster already in melee with another sister or a minion under your command.
- **Relentlessness:** Have a prayer for Resolve heard when attempting to resist the effect of a trap, hazard, or mind-affecting spell.
- **Protection:** Heal, be healed, or cast a spell of warding such as *protection from evil*.
- **Artifact:** Use a limited-use power of a magic item other than consumables (such as potions).

Inform the sister that she must successfully complete her *firemace* edict three times before her next long rest at a Church. Should that sister fail to do so, the Overlord reaves three **cremation tokens**.

When a sister is slowed, restrained, weakened, stunned, or falls unconscious, the Overlord may spend one cremation token to reduce that sister and all her possessions to ash as if by a *disintegrate* spell. Unspent cremation tokens are dismissed if the sisters slay the ruler of the Hell temple.

## BONE DUST OF THE EXTINCT

Murals cover the walls of this domed temple, the plaster peeling away to reveal sneering skeletal visages chalked onto the stone beneath. Woeful figures rendered on the murals throw their arms to the sky in agony, their features unlike any human or demi-human that walks the mortal realm.

A sister learned in history recognizes the images as depicting a civilization of demi-humans that went extinct centuries ago. Give the sister one minute to describe this extinct civilization, after which she must name the cause of that civilization's downfall: **famine, plague, or war.**

When triggered by the coven, chunks of plaster are blasted from the walls by the force of dust plumes being ejected into the chamber through the eyes and teeth of the skeletal visages. The dust continues to issue from the skeletal visages until the trap is disabled. Inform the sisters that the substance is the bone dust of the civilization described by the sister learned in history.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the bone dust until the end of the battle. However, if her prayer goes unheard, she breathes deep of the bone dust: she suffers serious wounds and must pray again at the end of the next round of battle. A sister knocked unconscious by this trap suffers an ongoing effect thematic to the named cause of the civilization's downfall:

- **Famine.** The sister can only heal wounds while taking a long rest at a Church.

- **Plague.** The sister can only attempt to rid themselves from curses, disease, or other ongoing afflictions while taking a long rest at a Church, and such effects double in potency.
- **War.** The sister can only recover limited-use abilities or spells while taking a long rest at a Church.

The first time a sister is slain by this trap, she receives a premonition about the utter destruction of her own homeland. She must pray for Resolve. If her prayer goes unheard, all buildings, monuments, and mortals within 66 miles of her birthplace are annihilated. All historical or pictorial references to the sister's birthplace vanish, and the coven becomes the only group of mortals with any memory of the slain sister's birthplace and its people.

## DUST OF THE SHATTERED TOWER

Whispers in hundreds of forgotten, forbidden tongues reverberate throughout the stale air of this abandoned temple. Shattered battlements and sheared limestone lie scattered across the ground in chunks, as if a watchtower were struck down by some wrathful or jealous goddess.

When triggered by the coven, stone vents in the walls grind open, out of which billows chalky clouds of ground-up stone. The powdery dust fills the chamber in an instant and settles upon the sisters' armor and skin. Inform the sisters that the clouds of dust are the milled-up remains of the Tower of Babel, a mythic tower built in defiance of the Goddess.

At the end of each round of battle, each sister must pray for Resolve. If her prayer is heard, she suffers no ill effect and becomes immune to the dust until the end of battle.

However, if her prayer goes unheard, she breathes deep of the dust, her mind altered by the divine curse it carries. She suffers no wounds, but forgets her previous language, speaking instead an unknown tongue unintelligible to the coven.

She neither understands or is understood by the other sisters, nor does she remember who they are.

The affected sister is not hostile—she recognizes that the demons and undead present are the common enemy and continues to fight. However, the other sisters do not treat her as an ally for the purposes of spells and abilities that affect other sisters, such as *cure serious wounds* or *shield of faith* (and vice versa).

At the end of battle, when the trap ceases to function, any sisters affected by the milled-up dust of the Tower of Babel must choose to:

- **Wait for the curse to wear off.** The trap's effect wears off when the ruler of the Hell temple is slain.
- **Attempt to remember.** The sister must pray for Resolve. If her prayer is heard, she remembers her language and the faces of the coven. If her prayer goes unheard, however, the trap's curse is permanent. Not even the spell *remove curse* cast within the walls of a Church can restore the sister's forgotten language and identity.

## FURYALE'S GIFT

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Place this trap in the midst of a crusade where the coven must often return to the mortal empires and negotiate with artisans, nobility, and warriors from other factions.

Eyeless medusa masks—each carved with a crooked holy sigil—hang from the walls of the Hell temple on rusted nails. Faint sobbing emanates from the masks, the sound attracting swarms of two-headed vipers that slither across the debris-covered stone floor.

When triggered by the coven, emerald-colored gas—the breath of a Chaos-warped gorgon—begins to billow from the mouths of the eyeless medusa masks. The gorgon breath gas fills the chamber in an instant.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the gorgon breath gas until the end of the battle. However, if her prayer goes unheard, her bones begin to petrify and crack like ancient stone: she suffers moderate wounds, becomes weakened, and must pray again at the end of the next round of battle.

The first time a sister is knocked unconscious by this trap, the gorgon breath gas fills her body, and she becomes cursed with the **Gift of Euryale**. While cursed, the sister's teeth become sharp, her skin takes on a scaly appearance, and her eyes take on the cursed shimmer of the Mother of Gorgons herself.

Hand the cursed sister a blindfold or sleep mask, and inform her that she must wear it while walking amid the people of the mortal realm and interacting with artisans, shopkeepers, smiths, warriors, or nobility. Such a blindfold protects other mortals—including the other sisters—from the effects of her gaze.

While the cursed sister's gaze is not potent enough to be used in battle, the cursed sister may choose to remove her blindfold in an attempt to intimidate with Euryale's gaze a powerful individual with which the coven is unsuccessfully attempting to parley. The sister must pray for Resolve. If her prayer is heard, the individual is affected as if by the *charm person* or *cause fear* spells, and negotiations will likely turn in the sisters' favor.

However, if her prayer goes unheard, she accidentally turns the individual to stone. The coven suffers any consequences of this transgression as if they had slain in cold blood the individual with which they were parleying.



## FIENDISH PHEROMONES

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Place this trap in a battle alongside a succubus, erinyes, mummy, or other monster with mind-influencing spells.

Silken tapestries dangle above the waters of this fetid bathhouse, the fabric inked with concentric circles and jagged angles. Imps scavenge jewelry from bloated corpses that bobble atop the milky water. Occasionally, an overzealous imp sinks its claws into a corpse, freeing a plume of noxious gas that reeks of stale perfume.

When triggered by the coven, the corpses wheeze before swelling up and bursting, releasing clouds of intoxicating gas into the chamber. Unlike other gas traps, this trap activates only once. Inform the sisters that the clouds of gas are saturated with pheromones taken from Malcanthet, the Succubus Queen herself.

A sister in the area of the pheromone clouds must pray for Resolve. If her prayer is heard, she suffers no ill effect. However, should her prayer go unheard, she breathes deep of the pheromones and becomes enamored with the succubus, erinyes, mummy, or other intelligent humanoid enemy present, perceiving that enemy to be the most attractive creature in the planes. The sister is affected as if by the *dominate person* spell.

Inform any sisters not affected by the pheromones that they may break the occult charm by revealing to their allies the true hideous face of the demon or undead with which they are smitten. As an action, a sister standing next to a charmed ally may spend an action to restore that ally to normal.

Hand the sister a blank sheet of paper and ask her to draw the true hideous face of the demon or undead present. She has one minute to complete her drawing, and she must not show it to the charmed ally. Warn the sister that the face she draws must not only be monstrous—it must also bear features repellent to the charmed sister in question.

For example, if the charmed sister is a hunter of dragons, the true face drawn might bear draconic features. If the charmed sister had escaped a vicious undead cult in her youth, the true face drawn might bear the tattoos and scarification of that cult's bishops.

Once the sister has finished drawing, she reveals the true face to her charmed ally. Unless the face drawn is incomplete, not sufficiently monstrous, or fails to engage with the charmed sister's motivations (Overlord's discretion), the charmed sister breaks free of the enchantment and gains a blessing to all attacks against the demon or undead until the end of the battle. Otherwise, the charm is permanent.

## PLUMES OF MOUNT EREBUS

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Charred and tangled corpses—sacrifices to the ancient god Golgothan—float down a deep, magma-filled fissure that splits the Hell temple in two. Two-headed eels the color of coal snap and bite at the corpses from beneath the magma. Beyond windows barred with rusted iron and crooked bones, the source of the magma looms: a titanic volcano larger than any in the mortal realm.

When triggered by the coven, the charred sacrifices wail in agony and the magma begins to roil. Scalding steam billows from the fissure in wraith-like coils, filling the chamber in an instant.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the magma steam until the end of the battle. However, if her prayer goes unheard, she is scalded. She suffers moderate wounds and must pray again at the end of the next round of battle.

The first time a sister would be knocked unconscious by the magma steam, she stumbles around in a delirium, grasping at nothing until finally tumbling into the fissure.

Her body and all possessions—including puzzle artifacts—are utterly destroyed with no possibility of resurrection via the *raise dead* spell.

The titanic volcano outside the Hell temple then erupts—announce to the coven that “the final sacrifice has been made, awakening Golgothan, Ravager of the Crypt.”

Inform the sisters that a heretofore-dormant volcano likewise erupts in the mortal realm, destroying a city-state legendary for its scribes, sages, and libraries. The incineration of the libraries and the immolation of its scholars erases centuries of knowledge. Warn the coven that the next time they would delve into a Hell temple with you as the Overlord, all rumors the sisters would have received are instead lost, save for one unreliable rumor, the lore forgotten beneath miles of ash and hardened lava.

## SPORES OF THE SIX CATACOMBS

Place this trap in the first half of a Hell temple that threatens the sisters with afflictions with multiple stages, such as curses or plagues.

Patches of mold the color of blood, tar, and spoiled meat cover the walls of this crumbling tomb like crooked tapestries. Six standing monoliths ring the tomb, each inlaid with a bas relief depicting a six-armed priestess tearing the limbs from a wailing pit fiend. Discarded scrolls of healing and rejuvenation surround each monolith.

When triggered by the coven, clouds of infernal spores issue from the monoliths in a single noxious plume. Unlike other gas traps, this trap activates only once. Inform the sisters that the spores are mold scraped from the walls of the occult catacomb in which the bones of the first six marilith queens are interred.

A sister in the area of the spore clouds must pray for Endurance. If her prayer is heard, she suffers no ill effect. However, if her prayer goes unheard, she breathes deep of the spores, which settle into her blood and bones—she suffers serious wounds.

Additionally, warn the sister that the next time she would suffer an affliction with multiple stages, such as a curse or plague, the affliction immediately advances to its worst stage. Should a sister fall unconscious or die as a result of this effect, she rises again as a hostile undead, sprouting a set of horns and four more arms. She wields a copy of her most powerful enchanted weapon or implement in each of her six hands and waylays her former sisters.

## TEARS OF THE HATE BLOSSOM

Place this trap in the first half of the Hell temple, where several secret doors remain undiscovered.

Mounds of tarnished wedding bands overflow from brass urns that surround a dead tree in the center of this blighted shrine. Rusted iron skulls and bloodstained flail heads dangle from the branches of the tree on spiked chains. Wilted flower petals cover a statue of a horned medusa that stands at the base of the dead tree, her hands pressed to her face in lamentation.

When triggered by the coven, tears of boiling pitch begin to stream from between the statue’s fingers. Sticky smoke billows from the bubbling tears, filling the chamber in an instant. Dissonant sobbing echoes from the statue, reverberating off the crumbling stone walls of the Hell temple.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the boiling pitch smoke until the end of the battle. However, if her prayer goes unheard, searing sticky tar accumulates on her body. She suffers moderate wounds, becomes slowed, and must pray again at the end of the next round of battle.

The first time a sister is knocked unconscious by this trap, her body melts into a bubbling mass of boiling pitch the size of a gray ooze. A phantom medusa priestess appears near the molten sister, the wraith collecting the pitch into a urn before disappearing.

Inform that coven that the phantom medusa priestess has used the boiling pitch to seal the seams of every secret door in the Hell temple. The dried and cooled pitch renders the outline of every secret door visible—however, forcing the sealed secret doors open is impossible short of an incredible feat of strength or limited-use magic.

Inform a sister near the medusa statue that she can disable this trap by drawing near to the weeping statue, placing a hand on it, and vowing to exact retribution for the betrayal or loss suffered by the weeping medusa queen. Clues to the medusa queen's betrayal or loss are hidden throughout the Hell temple, such as on tablets, scrolls, or tapestries.

Should the sisters make good on their promise to the weeping medusa queen before they next stop for a long rest at a Church, all secret doors in the Hell temple open. Otherwise, the secret doors are sealed shut as described above.

## VEILED SISTERS IN VIGILANCE

Place this trap in a Hell temple being delved at the same time by two bands of sisters at different tables.

Rows of caryatid columns support the high ceiling of the Hell temple, its surface adorned with frescoes depicting blindfolded angels hurling golden spears at distant lepers. Stone veils cover the indistinct face of each caryatid column. Hooded dregs shuffle through the temple, their eyes cast downward and faces concealed as if avoiding the gaze of the caryatid columns.

This trap is triggered by a mechanism that draws a sister's blood, such as a spear, dart, or needle.

When triggered by the coven, the indistinct veiled faces of the caryatid columns transform into the stern visage of the triggering sister, as if phantoms had swiftly hewn her likeness into the stone. Violet smoke billows from the glowing eyes of the caryatid columns, the aromatic clouds filling the chamber in an instant.

At the end of each round of battle, each sister must pray for Endurance. If her prayer is heard, she suffers no ill effect and becomes immune to the violet smoke until the end of the battle. However, if her prayer goes unheard, she inhales deeply of the violet smoke. She suffers moderate wounds and must pray again at the end of the next round of battle.

In addition, the sister that triggered this trap must choose one ability she possesses that heals, protects, or otherwise grants a boon to an ally. The sister whose prayer went unheard suffers the *opposite* of the chosen ability. For example, *regeneration* instead inflicts ongoing wounds; *protection from missiles* instead makes a sister vulnerable to ranged attacks.

At the end of each round of battle in which at least one sister's prayer for Endurance goes unheard, the Overlord reaves a **scrying token**. When the coven disables this trap or escapes the chamber, the smoke dissipates, but the eyes of the statue continue to glow—as do the eyes of all statues and faces depicted throughout the Hell temple.

The Overlord gifts the collected scrying tokens to the opposing team. The opposing team may spend a scrying token at any time to compel the sisters to answer truthfully one question about the Hell temple, provided the question does not include the words “and” or “or.”





For sixty-six days, the Sister of Malice  
stalked demons through the Hell temple.  
She heard every scuffling step on broken stone,  
every stifled shriek of pain.  
She pulled the teeth from their mouths  
to make a rosary that she carries, grim and cold,  
wrapped around her reaping sickle.  
She counted her prayers on those she'd killed,  
ignoring how it bit at her fingers.

—From *A Historical Account of the Sister of Malice*

## VI. JUGGERNAUT TRAPS

Juggernaut traps are colossal stone idols that thunder across the floor of the Hell temple on stone rollers. A creature run down by a juggernaut trap rarely survives, as the juggernaut's sheer weight ensures that flesh, bone, and armor alike are utterly pulverized.

Juggernaut traps are best placed in a battle alongside other monsters, traps, and hazards. Like boulder traps, juggernaut traps roll across the Hell temple after being triggered by the coven at an inopportune time.

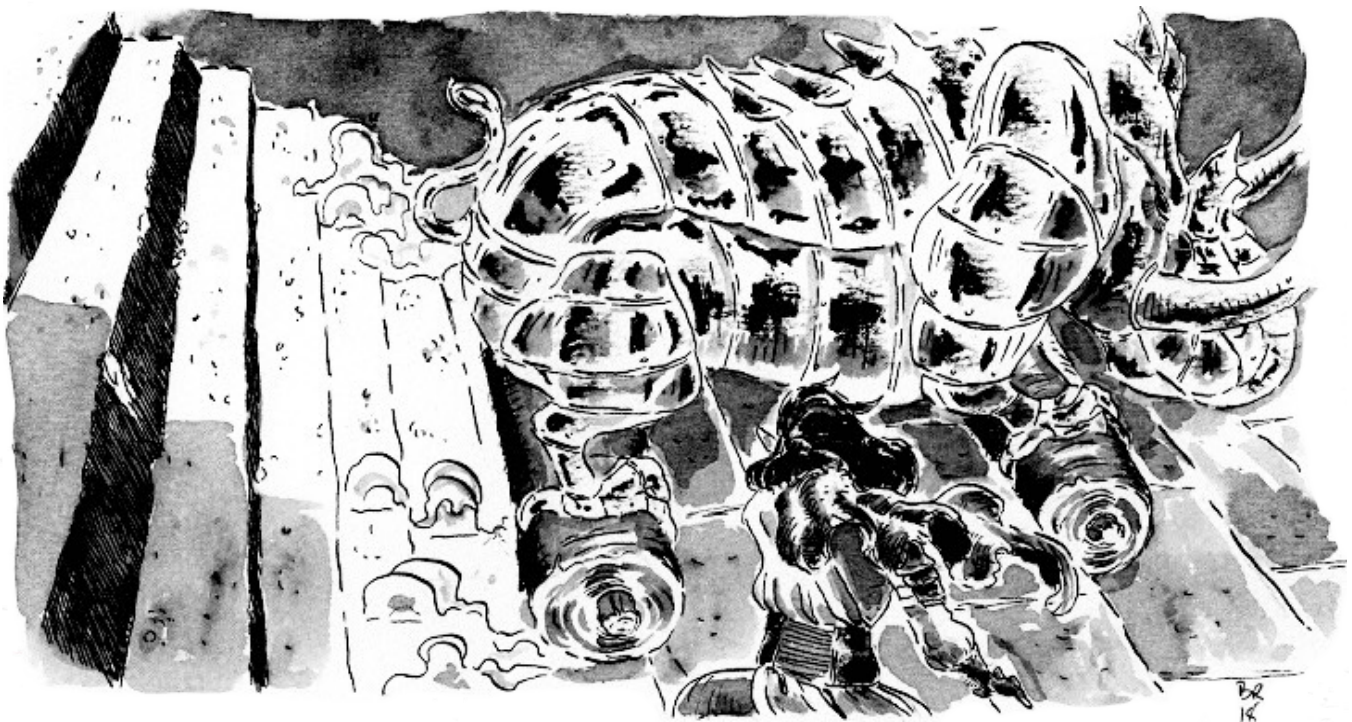
Juggernauts are typically one-shot traps, though some especially dangerous juggernauts may double back over their original path or change direction mid-charge.

### ANNIHILATOR JUGGERNAUT

Place this trap in the second half of the Hell temple, after the sisters have likely claimed a *talisman of the sphere*.

Soapstone devil's horns the length of a catapult's arm curve outward from the miasma at the far end of this catacomb beneath the Hell temple. The latch of a pressure plate echoes through the passage, and with a thunderous crack and a plume of dust the devil's open-mouthed visage barrels out of the gloom on bloodstained stone rollers.

The annihilator juggernaut rolls with supernatural speed, as if affected by a *haste* spell.





A sister in the path of the juggernaut has ten seconds to choose to:

- **Stand and take the hit.** The sister steels herself and lets the juggernaut's wheels crush her. She suffers serious wounds and is knocked down.
- **Attempt to leap out of the way.** The sister steadies her nerves and attempts to dodge the oncoming *hasted* juggernaut. She must pray for Agility. If her prayer is heard, she leaps out of the way. If her prayer goes unheard however, the juggernaut scoops the sister into its open mouth. The sister is destroyed as if she had fallen into a **greater sphere of annihilation** trap (page 76).

If a sister possesses a *talisman of the sphere*, she may attempt to redirect the juggernaut when it is triggered. The sister must pray for Resolve. If her prayer is heard, she redirects the juggernaut in a direction of her choosing.

If her prayer goes unheard, however, she instead redirects the juggernaut directly at herself, and all sisters in its path take a burden to all prayers of Agility should they attempt to dodge it.

## BLOODRUNE JUGGERNAUT

Place this trap in the first half of the Hell temple, where many rumors remain to be confirmed or disproven.

Hundreds of raised runes jut a tooth's length from the wheels of this granite juggernaut sculpted in the likeness of a kneeling, manacled scribe. Ink pours from the stone scribe's eyeless sockets and dagger wounds like tears, the rivulets collecting in the rolling juggernaut's thundering axles.

A sister in the path of the bloodrune juggernaut must pray for Agility. If her prayer goes unheard, she is crushed by the juggernaut's stone wheels. She suffers grievous wounds and is knocked down.

The first time a sister is crushed by the juggernaut, the raised runes along its granite wheels become "inked" by the crushed sister's blood. As the juggernaut continues along its path, the wheels roll out in its wake a message along the floor of the Hell temple like a scribe's stamp.

When read, the message spells out the Hell temple's lone reliable rumor that is in fact false. The coven is given no indication that the rumor is false. If the sisters have already disproven the Hell temple's one false reliable rumor, the message in blood instead spells out one of the Hell temple's unreliable rumors, or a new false rumor of the Overlord's devising.

If two or more sisters were crushed by the bloodrune juggernaut, the first sister to read the message in blood is affected as if by the *explosive runes* spell. The message is safe to read after resolving the spell's effect.

## CHARGING GORGON JUGGERNAUT

Milled-up stone the color of dirty snow covers this towering brass juggernaut wrought in the likeness of a charging gorgon. Plates of curved armor riveted into the gorgon's hide bear faded maps rendered in chalk, as if some ancient culture had mapped the Hell temple with crooked fingers.

With each full turn of its stone rollers, the charging gorgon juggernaut projects a cone of petrifying gas in front of it. Sisters in the path of the juggernaut must pray for Endurance. If her prayer goes unheard, she is turned to stone moments before being crushed into powder beneath the juggernaut's wheels.

After the trap is triggered, dregs arrive in the Hell temple, each carrying a swollen wooden bucket filled with viscous water. The dregs mix the powder of the crushed-up sisters with the water in their buckets, forming one stick of *mourner's chalk* per sister destroyed in this way.



The dregs are easily overpowered or frightened off, allowing the sisters to claim the sticks of *mourner's chalk*. Inform the coven that each stick of *mourner's chalk* can be used once to draw a doorway onto a wall. The sister using the *chalk* must name a location and roll a die.

If the result is greater than or equal to the target number listed below, the drawn doorway permanently materializes, allowing the sisters egress into the named location.

- **A place the destroyed sister had physically been to before:** 3+
- **A place the sister had seen via scrying magic:** 4+
- **A place the sister had seen in a drawing, painting, or map:** 5+
- **A place the sister had never seen before:** 6

If the result is less than the target number listed, a doorway still forms, but to a cursed place to be named by the Overlord. The dangers of the cursed place emerge from the drawn doorway each time the sisters stop to rest.

## CHARON'S JUGGERNAUT

Place this trap in a Hell temple with prominent fountains and water hazards.

Cracked lanterns dangle from the bow of a stone skiff that lumbers across the Hell temple on cracked stone rollers. Three statues, each depicting a hooded skeleton bearing a shepherd's crook, stand vigilant atop the skiff. A preserved corpse reclines amid the skeleton statues with copper coins over her eyes and a crown clutched in her pale fingers.

Sisters learned in myths and legends recognize the hooded skeletons as **charonademons**, undead servants of Charon the underworld ferryman.

Sisters in the path of the juggernaut must pray for Agility. If her prayer goes unheard, she is crushed by the juggernaut. She suffers grievous wounds and is knocked down.

When the juggernaut comes to a crashing halt, it smashes open the walls, rupturing heretofore-hidden ancient cisterns that spill an impossible volume of accursed river water into the Hell temple. The eldest sister must name the river of the underworld from which the water flows:

- **Acheron**, River of Pain.
- **Cocytus**, River of Mourning.
- **Lethe**, River of Sloth.
- **Phlegeton**, River of Fire.
- **Styx**, River of Hate.

All water in the Hell temple, such as deep lakes beneath crumbling bridges or flooding chambers, is replaced with water from the named river of the underworld. A sister coming into contact with the cursed water suffers a debility depending on the river named:

- **Acheron:** A burden to all prayers for Endurance until she next rests in a Church.
- **Cocytus:** A burden to all prayers for Resolve until she next rests in a Church.
- **Lethe:** A burden to all prayers for Agility until she next rests in a Church.
- **Phlegeton:** Immediate grievous wounds.
- **Styx:** Each turn she fails to wound a monster while monsters are present, she suffers moderate wounds. This curse lasts until she next rests in a Church.

Any magic fountains in the Hell temple have their potency doubled by the occult river water. However, warn a sister before drinking from the fountain that she must pray for Endurance or suffer the effect listed above.

## FLAYING GODS' JUGGERNAUT

Tapestries of pallid flesh—each ritually-scarred with the Sigil of the Flaying Gods—billow from rusted iron pikes that jut from the back of this granite juggernaut. Faces peeled from a hundred heretics have been nailed to juggernaut's enormous stone wheels, their once-distinct features pounded by the trap's weight into agonized uniformity.

With each full turn of its stone rollers, the flattened faces nailed to the juggernaut's wheels shriek in pain. The sound is terrifying—sisters in the path of the juggernaut must pray for Resolve. If a sister cannot hear or is immune to fear, she may pray for Agility instead.

If the sister's prayer goes unheard, she is crushed by the juggernaut. She suffers grievous wounds and is knocked down. Each sister slain by this trap is re-animated as a **forsaken shell** that wriggles across the floor of the Hell temple to constrict her former allies.

When a sister is slain by the flaying gods' juggernaut, hand her a blank sheet of paper and ask her to draw one tattoo she had previously hidden from the coven. She must also choose the meaning of her tattoo:

- **Love.** A tattoo inked out of romantic or familial love for someone back in the mortal realm.
- **War.** A tattoo of sisterhood earned in the face of cataclysmic conflict.
- **Faith.** A tattoo reaffirming faith in her Goddess and her people.

When a sister is attacked by a forsaken shell, she may attempt to subdue it and wear it like a cloak. A sister doing so must pray for Endurance. If her prayer is heard, she does so, wearing it as a *living cloak*. The slain sister transformed into the forsaken shell should give the *living cloak* a name thematic to the tattoo she bore, such as *living cloak of the broken cross*.

The first time the sister suffers a curse while wearing her former ally's flesh, the occult magic of *living cloak* activates, providing a boon depending on the tattoo:

- **Love.** The opposite of the curse's harmful effect is bestowed upon another sister she can see.
- **War.** The curse is redirected at a monster she can see.
- **Faith.** She instead benefits from the opposite of the curse's harmful effect.

If the sister's prayer for Endurance goes unheard, she instead suffers an automatic critical hit from the forsaken shell and can no longer attempt to subdue it.

## LOADSTONE JUGGERNAUT

Scars and gashes cover the body of a muscular giant rendered in marble that kneels atop an array of stone rollers. Chunks of coal chiseled into the shape of sneering skulls rattle within an enormous brazier balanced upon the giant's arched back. Sharp stones the color of midnight jut from between cracks in the juggernaut's wheels.

Sisters in the path of the loadstone juggernaut feel supernaturally weighted down by their clothing and equipment, and must pray for Endurance rather than Agility. If her prayer goes unheard, she is crushed by the loadstone juggernaut. She suffers serious wounds and is knocked down.

A sister crushed by the juggernaut has jagged obsidian loadstones pressed into her flesh.

She and her possessions become supernaturally heavy, imposing the following debilities:

- All items the sister carries have their weight tripled for the purposes of calculating encumbrance (or your game system's equivalent).

- The sister cannot leap, climb, fly, or stand up from being knocked down unless aided by another sister.
- If the sister falls, she takes triple the maximum wounds from falling.
- If she falls from one level of the Hell temple to the next, she instead falls two levels deeper.

The loadstones cannot be pulled from the sister's flesh without causing her to bleed out. Spells such as *remove curse* or *restoration* can heal the affected sister, provided such spells are cast in direct sunlight while on the back of a gryphon, wyvern, or other creature in flight.

## MAGESLAYER JUGGERNAUT

Mismatched plates of barbed armor rendered in granite cover the whip-scarred limbs of this juggernaut hewn in the likeness of a helmeted berserker. Hundreds of shriveled severed hands—each bearing arcane tattoos and shimmering rings—wriggle in rope nets held aloft by the marauder in triumph.

With each full turn of its stone rollers, the mageslayer juggernaut projects an anti-magic cone in front of it. Sisters in the path of the juggernaut must pray for Agility, but cannot apply any blessings to her prayer granted from magic items. Likewise, she cannot use reaction spells such as *dimension door* to escape.

If the sister's prayer goes unheard, she is crushed by the juggernaut. She suffers serious wounds and is knocked down. In addition, if the crushed sister has any uses of a limited-use attack spell remaining, the mageslayer juggernaut absorbs that spell into its wheels.

The sister loses one use of that spell, and subsequent sisters in the path the juggernaut suffer an effect thematic to the spell absorbed, regardless if their prayer is heard.

The specific effect is left to the Overlord, but some examples are listed below:

- **Acid arrow:** The sister suffers ongoing light wounds from the corrosive liquid being splashed from the juggernaut's wheels.
- **Charm person:** The sister becomes enamored with the berserker spirit within the juggernaut and makes a move on his behalf.
- **Fireball:** The sister suffers moderate wounds by the heat and tongues of flame being cast from the juggernaut's wheels.
- **Lightning bolt:** Sisters anywhere within line of sight of the juggernaut are struck by arcing bolts of electricity for light wounds each time a sister is crushed by the juggernaut.

## RUSTWHEEL JUGGERNAUT

Flakes of rust drift like embers in the wake of this crude juggernaut, slain argonauts in corroded armor heaped atop its uneven rollers and unadorned onyx slab. Hissing saliva clings to the juggernaut's crooked wheels, strands of the substance stretched from the ground with each rotation.

Sisters learned in dungeoneering or alchemy recognize the hissing saliva as that of one hundred rust monsters.

Sisters in the path of the juggernaut must pray for Agility. If her prayer goes unheard, she is crushed by the rustwheel juggernaut. She takes serious wounds and is knocked down. In addition, a sister crushed by the juggernaut must name one metal weapon, piece of armor, or other object she is carrying. That metal item is reduced to a pile of *siege rust*.

Inform the sisters that they may collect each pile of *siege rust* into its own vial or pouch. A sister may speak a prayer to her Goddess and inhale the *siege rust* to receive from the Overlord a premonition of a number of words equal to the roll of a die.



This premonition gives the sister a clue to the location of a magic item of comparable power, provided that magic item primarily grants a boon to uncovering paths around fortified defenses, or to interactions with intelligent denizens that might reveal the weaknesses of their masters, the placement of traps, or the location of caches.

Once inhaled, a pile of *siege rust* is used up. However, the sister doing so must then pray for Endurance. If her prayer goes unheard, her bones rust as if they were iron left at the bottom of a lake for centuries—she suffers a cumulative permanent burden to all prayers for Endurance. Drinking the milk of an angel while within the walls of a Church cures this debility.

## TERROR & AGONY JUGGERNAUT

Place this trap in the first half of a Hell temple where the sisters may petition the game's audience for help.

Two marilith sisters, each rendered in polished malachite, stand tangled in an endless duel atop this rolling juggernaut. The elder marilith sister—her body encased in spiked mail—drives her trident into the exposed flesh of the other. The younger marilith sister—trident-shaped talismans draped across her scaly frame—aims a pair of stone wands at the other's joints.

A sister learned in demonic lore recognizes the mariliths as the Daughter of Terror and the Daughter of Agony—the two daughters of the Heresiarch, the serpent-riding planar conqueror who hunted humanity's forebears into extinction.

With each full turn of its stone rollers, bloodied colosseum sand issues from the marilith sisters' wounds, leaving a gritty crooked trail in the trap's wake. Sisters in the path of the juggernaut must pray for Agility. If her prayer goes unheard, she is crushed by the juggernaut. She suffers grievous wounds and is knocked down.

Each time a sister is slain by the terror and agony juggernaut, her spirit becomes trapped in an otherworld colosseum, where she watches the marilith daughters of the Heresiarch do battle. When the juggernaut comes to a crashing halt, each sister slain by the trap must vote in secret for the marilith she wishes would win the duel:

- **Daughter of Terror:** Armored, wielder of the trident. Fights offensively.
- **Daughter of Agony:** Bears talismans, wielder of the wands. Fights defensively.

Reveal the votes cast, rolling a die to break a tie. The marilith daughter that won the most votes slays the other and rises to sit on the throne overlooking the otherworld colosseum.

Inform the surviving sisters that each time they petition the audience for aid on the current level of the Hell temple, the marilith daughter of the Heresiarch and the dregs filling the stands of the otherworld colosseum grow agitated. Warn the sisters that one powerful monster in the Hell temple gains an extra use of a limited-use ability depending on the marilith daughter that sits on the colosseum throne:

- **Daughter of Terror:** A limited-use attack power.
- **Daughter of Agony:** A limited-use power that heals or defends the monster or its minions.

## TOMB QUEEN'S JUGGERNAUT

An enormous sphinx barrels across the Hell temple on sandstone rollers, bioluminescent maggots collecting in the recessed hieroglyphs that have been carved into its cover stone. Bloodstained whips and the wrappings of a hundred mummies coil around the sandstone rollers, the cloth inlaid with hymns to the twelve Dread Pharaohs.

Sisters in the path of the sphinx juggernaut must pray for Agility. If her prayer goes unheard, she is crushed beneath the juggernaut. She suffers serious wounds, is knocked down, and contracts **greater mummy rot**. A sister cursed with greater mummy rot cannot heal unless she spends a sunrise bathing in holy water within the walls of a Church.

Each time a sister is crushed to death by the tomb queen's juggernaut or slain while afflicted with greater mummy rot, her spirit descends into a sand-swept lower circle of Hell scorched platinum by a triad of titanic Suns. The sisters' spirits are forced by a **taskmaster of Anubis** to dig in the sand alongside dozens of dregs in search of the lost tombs of the Dread Pharaohs.

Shuffle a deck of playing cards with the jokers removed. Each time the coven stops to rest, cut to the scene of the sisters' spirits digging. Each sister draws three cards from the top of the deck to represent her digging deeper into the burning sand. If the card is an ace or number, discard it.

However, if the card is a jack, king, or queen, she has unearthed a tomb. The sister hands that card to the Overlord, and the following undead is added to the next level of the Hell temple's random encounter table (or your game system's equivalent):

- **Jack.** A mummy princess wearing and wielding common magical items, determined randomly.
- **King.** A mummy lord wearing and wielding uncommon magical items, determined randomly.
- **Queen.** A mummy queen wearing and wielding rare magical items, determined randomly.

The suit of the drawn card determines the type of magical items possessed by the mummy:

- **Clubs.** Weapons, gauntlets, and belts.
- **Spades.** Rods, staffs, and wands.
- **Hearts.** Armor, helmets, and shields.
- **Diamonds.** Amulets, crowns, and rings.

The captured sisters' souls are freed if the bones of the ruler of the Hell temple are consecrated at a Church.



I have sworn myself to your light,  
O Sister of Malice, and in me,  
I feel your light burning a holy brand  
in the deepest part of my heart.  
I have sworn myself against Hell  
and all who dwell there, a shield  
against the darkness. Let me be a light  
to my sisters, let me burn bright  
as the light in your eyes.

—A Cleric's Prayer, from *Prayers to the Sisters*



## VII. SUMMONER TRAPS

**Summoner traps**, when triggered, continually summon waves of minion monsters into the Hell temple until dispelled or destroyed by the coven.

Summoner traps manifest in numerous ways, including circles of occult runes, smoldering fumaroles, mounds of sacred bones, or portals into the lower circles of Hell.

Summoner traps are best placed in a battle alongside other monsters, traps, and hazards. Typically, such traps call forth a random number of new minion monsters each round of battle, with the average number of minions summoned each round being a threat equivalent to one sister.

### ANCESTRAL MOUND

Threadbare tapestries dangle from rusted spears that jut from a mound of tangled skeletons. Sigils on the tapestries spell the hymns of some long-since-fallen empire, the ink fading in the oppressive heat of the Hell temple. Talismans lay draped over the polished bones of a Matriarch that rests on a throne atop the mound.

When triggered by the coven, the bones of the Matriarch animate—as do the bones of **skeletal heralds of the ancient blood** that begin to rise from the mound and advance.



The skeletal heralds are armored minion undead unique in their ability to resist physical harm.

While at least one skeletal herald is present, the most powerful undead in the area, such as a mummy or lich, may sacrifice a skeletal herald to cancel one physical or magical attack made against it by a sister.

The tapestries surrounding and talismans worn by the Matriarch atop the mound bear iconography similar to those worn, drawn, or displayed by one sister (determined randomly in secret), suggesting that the chosen sister is a far-flung descendant of the Matriarch.

Should that sister approach the mound, the Matriarch rises to face her. Inform that sister that she has an opportunity to take command of the skeletal heralds, should she be able to prove her lineage. Ask that sister to stand and, in her most triumphant voice, recount her maternal lineage going back **six generations**, giving the name and title of her ancestors. For example:

*“I am Illyrie; daughter of Gosya, the Iron-Hearted; daughter of Glisya, the Maiden in Gray...”*

Once the sister proclaims her maternal lineage, she must pray for Resolve with a blessing. If her prayer is heard, the ancestral mound trap is dispelled, and she alone takes command of any skeletal heralds that remain on the battlefield. Should her prayer go unheard, the trap is likewise dispelled, but any remaining skeletal heralds charge her with blessings to their attacks.

## ATLANTEAN GATE

Pillars of twisted coral frame a crooked archway hewn into the wall of the Hell temple. The odor of saltwater and dead fish emanates from a churning upright whirlpool that fills the archway. Mermaid skeletons—their moldering bones wrapped in plate armor and seaweed—lie scattered about the ground before the whirlpool.

When triggered by the coven, armored **mermaid fangs of the hydra queen** begin to surge from the upright whirlpool portal. The mermaid warriors are minion elementals unique in their ability to trip and parry with their tails.

When the mermaid warriors first arrive, they issue a challenge, demanding that the sisters present to them their “Matriarch.” If a sister steps forward as the Matriarch, inform that sister that she alone must defeat ten of the mermaid warriors in battle. If she is successful, the mermaid warriors salute, and ask which sailing trade ship they should plunder for her:

- **Food.** The mermaids raid and sink a trade ship carrying food. In a half-hour of real time, the mermaids will return with their bounty, allowing the sisters to fully recover all health.
- **Medicine.** As above, but the sisters may cure all plagues they suffer and recover all limited-use physical abilities.
- **Candles.** As above, but the sisters may rid themselves of all curses and recover all limited-use magical abilities.

If the sister that stepped forward as the Matriarch is knocked unconscious, or if a mermaid warrior is slain in any way other than battle with the Matriarch, the mermaid warriors hiss and retreat through the whirlpool portal. The mermaid warriors likewise retreat if no sister steps forward to accept their challenge.



If such an outcome occurs, the next time the coven stops to rest in a Church, the clergy inform the sisters that mermaids attacked and sunk a fleet of trade ships from the nearby city-state, causing a dire shortage. The coven must choose which trade ship was waylaid, suffering the appropriate consequences:

- **Food.** The sisters recover only half the normal amount of health.
- **Medicine.** The sisters recover only half the normal number of limited-use physical abilities.
- **Candles.** The sisters recover only half the normal number of limited-use magical abilities.

## CIRCLE OF THE SHADOW DRUIDS

Cyclopean blocks of jagged stone loom in a ring at the center of this mist-shrouded courtyard. Roots the color of charcoal grasp the monoliths from below, as if attempting to drag them to a deeper circle of Hell. Druidic symbols chalked onto the surface of the stones radiate dim light the color of emeralds.

When triggered by the coven, **petrified shadow dryads** begin to pull themselves from the dirt between the stones and advance. The shadow dryads are minion plant elementals unique in their ability to constrict enemies with tangling roots.

When a sister is knocked unconscious in the presence of the petrified shadow dryads, the dryads pierce her flesh with their blighted roots and water themselves with her blood. The unconscious sister must choose to:

- Lose the use of all abilities granted by her heritage, species, or bloodline until she rests uninterrupted for one week at a Church.
- Retain her abilities, but the grove of petrified shadow dryads gain any abilities granted by the fallen sister's heritage, species, or bloodline.

If a sister dies while in the presence of the petrified shadow dryads, they pull her body into the soil, where she decomposes in an instant. A sister slain in this way cannot be resurrected by *raise dead* or similar magic.

Additionally, all plant elementals on the current circle of Hell gain all abilities granted by the slain sister's heritage, species, or bloodline.

## FORGE OF THE INVULNERABLE LEGION

Mountains of coal burn white-hot within the open mouth of a helmeted titan's skull that looms atop a tier littered with broken weapons. Molds for cruelly-barbed swords, spears, and axes stand propped against the titan skull's teeth, each scorched black after what must have been a century of use.

When triggered by the coven, **mail-breaker helmed horrors** begin to clamber out from the mouth of the helmeted titan's skull. The helmed horrors are minion constructs unique in their ability to pierce armor.

When a sister is knocked unconscious in the presence of the mail-breaker helmed horrors, the helmed horrors pry from her body the most powerful enchanted iron weapon, piece of armor, or shield and cast it into the forge. The unconscious sister must choose what happens:

- The item pried from her body **melts into slag** and is forever destroyed.
- The item pried from her body is **forged anew**—any offensive, defensive, or magical abilities it possesses double in potency. However, the reformed item is immediately wielded or worn by the most powerful humanoid enemy present and must be reclaimed by the sisters.



If a sister is slain while in the presence of the mailer-breaker helmed horrors, they heave her entire body into the forge, where she is melted into reinforcing armor plates for an iron golem further into the dungeon. The slain sister must choose which part of the iron golem her molten body is used to reinforce:

- **Breastplate:** The iron golem gains a substantial boon to its ability to resist damage.
- **Gauntlet:** The iron golem gains a substantial boon to the wounds it deals in melee.
- **Vents:** The size of the iron golem's poison gas cloud doubles.

## FUMAROLE OF LOST SOULS

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Noxious plumes of ruddy smoke billow from fumaroles that pockmark the ground of this courtyard like boils on the back of some haggard hill giant. Hundreds of horned skulls lie scattered on the broken clay ground between the fumaroles, most shattered as if bludgeoned apart with wild abandon.

When triggered by the coven, ask the sister most well-versed in ancient relics to describe one rumor they've heard about a secret catacomb hidden beneath the Hell temple—and to name what occult relic is hidden within such a catacomb.

Swarms of **wailing end-bringer flameskulls** begin to pour from the fumaroles at twice the rate of other summoner traps. The flameskulls are minion undead demons characterized by their unique self-destructive charge attack. Each flameskull bears a mark carved into their forehead thematic to the occult relic described by the sister.

Warn the coven that, if a number of flameskulls equivalent to four sisters are present in the Hell temple at once, all will explode in a fiery conflagration. Inform the sisters that, should a flameskull miss with its self-destructive charge attack, they may instead take the hit to ensure that flameskull's destruction.

Should the requisite number of wailing end-bringer flameskulls be present on the battlefield at once, they explode, destroying the floor and casting the sisters into a catacomb in the next level of the Hell temple. Each sister suffers serious wounds from the fire and the fall, though she is entitled to pray for Agility to suffer instead only light wounds.

When the ashes and dust clear, a **marilith princess of tears** emerges from the darkness of the catacomb, wielding or wearing six copies of the relic described by the sister. Only two copies remain if the marilith princess is slain, but both must be uncursed before they can be wielded or worn.

## MAW OF MALCANTHET

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Place this trap in the latter half of the Hell temple, after the sisters have encountered the bones of mortals that faithfully served Malcanthet, the Succubus Queen—as well as the remains of those who betrayed her.

Caryatid columns and burnt-out incense surround a baroque bathing pool filled with shimmering milk. Stale perfume and the odor of sweat hangs on the humid air of the bathhouse. Whip-scarred dregs kneel at the edge of the bath, hands cast upward and faces twisted in anticipation of ecstasy.

When triggered by the coven, **erinyes blades of Eden** begin to surface from beneath the pool of milk, spread their wings, and set upon the sisters. The erinyes warriors are minion demons unique in their ability to charm or curse mortals.

The erinyes blades of Eden fight with barbed whips that constrict sisters struck by them. Tendrils of occult energy lash between constricted sisters, “binding” each of them together as if snared by one whip of tremendous length. Warn the coven that, should a single bound sister suffer a curse, plague, or other debility, every other bound sister suffers the same.

The first time a sister would be knocked unconscious in the presence of the erinyes warriors, one descends upon the sister and demands an answer to the following question before she loses consciousness:

*“Who sent you against our Queen, assassin?”*

The erinyes warrior’s reaction depends on the answer given by the sister:

- **“I’m an assassin in the service of (mortal that betrayed Malcanthet).”** The erinyes swiftly ends the life of the sister.
- **“I’m an assassin in the service of (someone else),”** or **“I’m not an assassin.”** The erinyes leaves the sister to fall unconscious and potentially bleed out.
- **“I’m not an assassin, I serve (mortal that was faithful to Malcanthet).”** Regret fills the erinyes warrior’s eyes. She helps the sister to her feet and calls off the attack—the summoner trap is disabled, and any erinyes warriors on the battlefield serve the sister until death.

## OTHERWORLD MEMBRANE

Veins crisscross a curtain of azure flesh the size of a castle’s gate that has spread across the walls of this stygian cavern. Watery moonlight and the glow of swaying lanterns shine through the quivering membrane from the other side. Six-fingered hands and coiling tendrils press against the membrane, their undulations casting long shadows that dance from stalagmite to stalagmite.

When triggered by the coven, the membrane is torn open by the six-fingered hands, freeing **two-pupiled floating eyes of Dagon** that begin to pour into the Hell temple from the Otherworld. The floating eyes of Dagon are minion aberrations unique in their ability to phase through solid terrain and discern hidden or invisible sisters.

On their turn, the floating eyes of Dagon drift in random directions before combining their mind-controlling eye ray attacks against the sisters nearest to them. For each eye ray combined that strikes a sister, the mind-controlling effect grows more severe. Count the number of floating eyes of Dagon that combined their mind control rays and consult the list below for the effect:

- **Floating eyes equivalent to 1 sister or fewer:** The eyes compel the sister to carry out one move on their behalf, provided that move is not a limited-use ability.
- **Equivalent to 2 sisters:** As above, but the floating eyes may compel the sister to use a limited-use ability on their behalf, provided that ability is usable more than once before the sister has to rest at a Church to recharge it.
- **Equivalent to 3 sisters or more:** As above, but there is no restriction on what abilities the floating eyes may compel the sister to expend on their behalf.
- **Equivalent to 4 sisters or more:** The eyes unleash a devastating beam of psionic energy as the **vaporizer’s faithful** trap (page 28).

## PENTAGRAM OF THE RAVENOUS

Toppled braziers and mounds of burnt-out coals surround a pentagram inked into the broken stone floor, the arcs and lines drawn wide enough to encompass an entire phalanx. Hundreds of infernal glyphs—occult runes of smiting and summoning—run the circumference of the pentagram and swell with ochre light like stoked embers.

When triggered by the coven, the runes on the pentagram flare to life, and out from its center swarm a cloud of **frenzied brimstone afrits**. The afrits are minion demons unique in their supernatural haste.

The first time a sister is slain in the presence of the afrits, the afrit nearest to her descends upon her body and attempts to tear one of her organs out with its fiery claws: her **heart**, her **stomach**, or her **eyes**.

The dying sister has strength and awareness enough in her final moments to shield two of her organs with her hands, leaving only one organ vulnerable. The afrit then retreats, carrying the sister's quivering organ back through the pentagram.

Warn the sisters that the afrit has delivered the stolen organ to the ruler of the Hell temple to be used as a reagent in an occult ritual. Further inform the coven that all traps and hazards on the current circle of Hell are quadrupled in their potency, provided they require the sisters to pray for the appropriate blessing to avoid or reduce their effect:

- **Heart:** Resolve.
- **Stomach:** Endurance.
- **Eyes:** Agility.

## PYRAMID OF SILENCED SCRIBES

The gilded wings of a falcon stretch from the back of a bronze empress statue that poses triumphant atop a pyramid the height of a stone giant. Cruel barbs line a brass whip held aloft by the statue—the same barbs snake around a crown of fingers that sits atop the empress' head like a nimbus. Dust billows from four shimmering portals of emerald smoke hewn into the base of the pyramid on all four sides.

When triggered by the coven, ask the sister most learned about occult tomes to name one such book about which she has heard rumors. The book should have a brief but thematic title, such as the *Tome of Forbidden Rituals* or the *Manual of Sacrifices*.

The portals at the base of the pyramid surge to life and begin to release **mummified heretical scribes** into the Hell temple. The mummies are minion undead unique in their ability to absorb magical attacks. In addition, each mummy's wrappings are pages torn from the tome named by the sister.

The first time a sister is knocked unconscious in the presence of the mummies, she becomes cursed with **fast-acting mummy rot**. Such a curse differs from traditional mummy rot, however: instead of the sister's skin sloughing off into sand, her flesh peels away to pages of the named tome, complete with inked incantations and mystic diagrams.

Each time the cursed sister stops to rest, she must choose to:

- **Pray for Endurance.** If her prayer is heard, the curse is lifted. *Remove curse* or similar spells can likewise heal the affected sister. If her prayer goes unheard, however, her maximum health is permanently reduced by a modest amount.
- **Peel a page from her skin.** Her maximum health is permanently reduced by a modest amount. In exchange, she gains a random scroll bearing a spell thematic to the named tome. The specific scroll peeled from the sister's flesh is left to the Overlord.

## STYGIAN SHIPWRECKS

Place this trap in the latter half of the Hell temple, after the sisters unearth a steel puzzle artifact that may be used multiple times during the delve, such as a key, ring, or coin.

Smashed canoes, all dredged from the cursed River Styx, lie piled in a heap at the center of this cavern dripping with bile. Eggs the size of cannonballs rest amid the swollen planks and splintered oars, as if some monstrous beast had made her nest here. Copper coins shimmer through the miasma, tolls cast aside in judgment by Charon himself.

When triggered by the coven, a tempest of **six-headed Styx-born hydra hatchlings** begin to break from the eggs and swarm the sisters. The hydra hatchlings are minion beast monsters unique in their number of attacks per round of battle.



The hydra hatchlings feed on precious metals, and will concentrate their attacks on any sister that is carrying a steel puzzle artifact.

The first time a sister is knocked unconscious in the presence of the hydra hatchlings, the hatchling nearest to that sister begins to screech. Before losing consciousness completely, the wounded sister must choose an action to take. She may:

- **Let the hatchling screech**, which summons the **six-headed father hydra** to the battlefield. The father hydra is a challenge equivalent to two sisters. The father hydra has a salt breath weapon it may use once per battle—a sister caught in the blast must pray for Endurance. Should her prayer go unheard, all steel puzzle artifacts carried by that sister become brittle and may only be used once more before crumbling into rust (even if the puzzle artifact is used to incorrectly solve a puzzle).
- **Attempt to muzzle the hatchling**. The sister must pray for Endurance. If her prayer is heard, the screeching hatchling is muzzled, and no additional hydra is summoned. However, if her prayer goes unheard, the screeching grows more shrill, and every other hatchling screeches in kind. The **six-headed mother hydra**—twice as dangerous as the father hydra and three times as likely to use its salt breath weapon—is summoned to the battlefield.



The Sister of Malice entered the Hell temple  
alone, to save her people from the fiends of Hell.

Sickle at her hip, holy symbol at her throat,  
she stalked each hall with purpose, leaving  
only silence in her wake. She collected  
no treasure for herself, taking only holy weapons  
for her people. They must learn, she knew,  
to beat back these demons without her.

—From *A Historical Account of the Sister of Malice*

## VIII. PORTAL TRAPS

**Portal traps** are occult doorways set into arches, wells, runestone rings, or the mouths of colossal faces hewn into the walls of the Hell temple. The architecture surrounding a portal trap is grotesque and ornate—even for a Hell temple—and the environment of the surrounding chamber twists to match that of the portal’s supposed destination.

Unlike normal portals, which provide the coven shortcuts through Hell or a means to access sealed reliquaries, portal traps lead sisters that step through them to their demise. Many portal traps lead a sister to a cursed place, where she must undertake some grim challenge in order to escape and rejoin her coven. Other portal traps, however, destroy outright any mortals that dare to enter.

The coven should always have an opportunity to learn of a portal trap’s true nature. The sisters might avoid a portal trap by heeding subtle clues elsewhere in the Hell temple, coercing information out of a captured demon or undead, unravelling a puzzle, or using divination magic like *augury* or *commune*.

### DARK SEER’S THRESHOLD

Use this trap in the first half of the Hell temple, where the sisters still have much more lore to uncover and many more secrets to discover.

Cobwebs dangle across slabs of violet stone that make up this archway set into the wall of the Hell temple. An eye with three conjoined pupils is embedded into the keystone, its gaze darting from sister to sister. There is no door or corridor through the archway—only a twitching membrane of mucus and capillaries like the whites of a human’s eye.



A sister that enters or is forced into the portal re-emerges instantly covered in a thin layer of clear mucus. She is unharmed—however, a wedjat has been burned onto her forehead, which glows through the shadows of the Hell temple. The portal seals behind her.

Inform the sister that an elder evil has bestowed upon her the **curse of the wanderer in darkness**. While cursed, secret doors in the Hell temple are twice as difficult to detect.



In addition, each time a sister uses a lore- or clue-generating ability, such as *find traps*, *detect secret doors*, or *speak with dead*, the branded sister suffers moderate wounds and forgets one rumor if the power fails to reveal new information about the Hell temple.

The wedjat remains emblazoned on a sister's forehead until the ruler of the Hell temple is slain.

## DEEP ONE'S MAW

Use this trap near the conclusion of the Hell temple, after the sisters have fought a variety of humanoid monsters wielding magical weapons and implements.

A ring of coral the size of a city square fountain is set into the floor of this shrine, its center open to reveal a churning pool of dark water. Oily tentacles snake across the surface of the whirlpool, leaving trails of prismatic mucus in their wake. Dozens of rusted manacles drift atop the water like dead fish.

A sister that enters or is forced into the portal is transported deep beneath a frigid stygian sea. Though darkness surrounds her, dim beams of overcast light from the surface of the water high above illuminates the manacles around her ankles that bind her to the silt below. Hundreds of waterlogged skeleton cultists—also bound in rusting manacles—drift like seaweed around the trapped sister.

At the start of the trapped sister's next turn, an **armored kraken mohrg** emerges from the depths and engages her in melee. The kraken wields in its tentacles every magic weapon or implement used by any humanoid monsters the coven has encountered thus far in the Hell temple.

The kraken is a challenge appropriate for three sisters (rather than one), and attacks with two different weapons or implements each turn, determined randomly.

If the trapped sister can bloody the kraken, it retreats, leaving behind one random magic weapon or implement it carried, along with a key to unlock the manacles around her ankles. She can then swim to the surface, where she re-emerges in the Hell temple through the Deep One's Maw.

## FIRST STEP OF THE SACRIFICE

Use this trap in a Hell temple where the coven can glean the three steps of a blood sacrifice from bas reliefs, tapestries, statues, and—of course—the gruesome remnants of a sacrifice carried out aeons ago.

Brimstone tablets—each bearing images of blood sacrifice and lamia drinking deep from chalices—have been broken into chunks and bricked into the wall of the Hell temple, forming a crooked archway. Bubbling blood falls like a curtain within the arch, its descent slow like spoiled molasses poured from a jar.

A sister that enters or is forced through the portal is transported to a chapel brightly lit by swirling green braziers. An **exalted lamia priestess** in a regal headdress, her back turned and body silhouetted by the flames, raises a sacrificial newborn pegasus to a monstrous serpent idol before turning around and placing the mewling pegasus on a marble slab.

The lamia motions for the sister to approach, and asks her to carry out the blood sacrifice. Refer to the list below to determine the outcome of the sacrifice:

- **1 correct step.** The serpent priestess lets the trapped sister go free, but asks that she study the Korax tablets more closely.
- **2 correct steps.** The serpent priestess lets the trapped sister go free after granting her three uses of the spell *sticks to snakes*.
- **3 correct steps.** As above, but the serpent priestess rewards the trapped sister with a *corset of the marilith*.

- **No correct steps, or the sister refuses.** The serpent priestess lets the trapped sister go free, but states that should they cross paths again, it will be the sister that is sacrificed. Warn the coven that, at a moment when the trapped sister's blood is shed in the Hell temple (i.e. the next time she is bloodied), the exalted lamia priestess will ambush her.

In any case, the portal seals after the sister returns to the Hell temple.

## GATE OF THE SEARING SUN

Sunlight pours from a gilded archway hewn into the wall of this otherwise gloomy shrine, the scent of a bonfire carried on its rays. A mosaic of gems in warm colors is set on either side of the portal, each depicting in mirror image a robed woman offering to a sun-disk the sheathed Sword That Shall Not Be Drawn.

The sisters can freely enter or exit this portal, which leads to a serene outcropping that looms over a spruce forest that stretches to the horizon. Here, the sun shines down upon a small shrine, the warmth melting snow from ionic columns that support the shrine's roof.

When the coven first looks upon the shrine, hand the sister most skilled with edged weapons a blank piece of connect-the-dots paper (12 dots to a side is adequate), and ask her to draw and name a symbol using 13 line segments. The symbol she draws is engraved on a keystone over the shrine's doorway in a fashion similar to charms of warding painted onto doors in the mortal realm.

No demons or undead are present in the forest, and a cleric meditating here believes that taking a long rest in the shrine grants a temporary blessing as the spell *regeneration*. However, if the coven chooses to take a long rest here, they are awakened hours later by scorching, intolerable heat—the forest is ablaze, and the once-placid Sun now roils like an enraged god.

The sisters must immediately flee back to Hell or be disintegrated.

The coven does not earn the benefit of a long rest, and the heat of the Sun has scorched on the sisters' foreheads the charm drawn on the connect-the-dots paper. Until a charm is healed using *remove curse*, *restoration*, or similar magic, critical hits are scored against a branded sister three times as often, and a sister critically hit suffers a modest permanent debility thematic to the charm drawn.

The specific debility is left to the Overlord; however, she is encouraged to favor debilities that make it dangerous for the sister to enter certain chambers of the Hell temple.

An intelligent demon or undead denizen of the Hell temple might reveal the true nature of the shrine, should the coven have something of value to trade.

## MOUTH OF THE SIREN

The towering statue of a hooded siren looms over the Hell temple, offerings of seashells and peals scattered at her feet. With her scaly left hand she draws her cloak open, revealing not her scaly lower body, but rather a churning portal of hypnotic colors, like a prismatic spray cast in slow motion. Singing reverberates from the portal, the dulcet melodies rattling the barbed torture devices of the Hell temple.

The singing emanating from the portal entices the first sister that draws within a few paces of the portal—that sister must pray for Resolve. If her prayer goes unheard, she becomes enthralled by the siren song, which compels her to reach forward and begin to slowly step toward the portal. A watery figure in the likeness of a siren emerges from the portal, serenading the approaching sister.

Warn the coven that, if the sister is not shaken from the trance before the start of her next turn, she will succumb to the song and step through the portal.

To shake the affected sister from her trance, her companions must remind her of:

- **The love of her life.**
- **The love of her people.**
- **The love of her Goddess.**

A sister must trade her attack or her movement on her turn to remind her smitten companion of one of her true loves. She may speak one such reminder per action traded—have that sister briefly but passionately describe the affected sister’s true love.

At the start of the affected sister’s next turn, she is broken free of the siren’s song if her companions were able to remind her of her three true loves. Otherwise, she takes the hand of the watery siren and steps through the portal, never to be seen again.

## PORTAL OF PRAEVUS

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Arcs of lightning dance across the haft of a cruel trident embedded into the chest of a horned caryatid column, as if hurled with violence during some desperate skirmish. Mana spreads across the column from the prongs of the trident like shellac, forming a cylindrical portal to a far-flung Netherworld dais upon which an ethereal orb is displayed.

A sister stepping through the cylindrical portal is transported to the dais, which is fashioned from bloody marble in the likeness of a gnarled dragon’s claw. Clutched by the dais is a legendary artifact known as the *Chaos Sphere*, claimed from the now-barren realm of Praevus by ancient serpent-riding conquerors.

The first time a sister draws near to the clawed dais, a voice will boom from the *Sphere*, asking if she is ready to take her seat among the Pantheon. Should she refuse, the voice demands that she remove herself from the *Sphere*’s presence, for such a relic is fit only for those who wish to ascend as the Serpent Riders once did.

Should she accept, however, celestial lightning arcs from the *Sphere*—she is torn from her physical body and transformed into a Goddess, dwelling eternal in the Afterworld. The newly-ascended sister becomes a deity in your campaign setting: clerics and paladins of matching alignment can petition her for spells, and those capable of casting divination magic can seek her guidance regarding her divine domain, which she must name at the time of apotheosis.

In addition to naming a divine domain, the new Goddess must name her “favored relic”, which can be wielded or worn only by her most zealous servants in the Afterworld. She must choose one magical item she has seen in her life—all copies of that magical item and all magical items of the same chakra (i.e. weapon, head, hand, ring) are assumed into the Afterworld, including those carried by the coven, never to be looked upon again by mortal eyes.

In any event, the cylindrical portal closes after a sister interacts with the *Sphere*.

## PYRE KEEPER’S GATE

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Melted vigil candles litter the dust-choked ground at the foot of an upright sarcophagus colossal enough to house the bones of a death giant. The cover stone of the sarcophagus has been reduced to ash as if by magical disintegration, revealing a portal of billowing pyre smoke that flickers like the clouds of an approaching thunderstorm.

A sister that enters or is forced through the portal is transported to the top of a windswept tower in the Netherworld. Several unlit pyres ring the tower, each bearing the prepared corpse of one of her companions. A **charonademon** with copper bones approaches and raises a lantern toward the sister, motioning for her to take the lantern and use its flame to ignite one of the pyres.

If the sister lights one of the pyres, the companion whose corpse rests atop the ignited Netherworld pyre erupts into flames and must pray for Endurance.



If her prayer goes unheard, she is reduced to a pile of ashes and cannot be resurrected via *raise dead* or similar magic. The charonademon lets the sister keep the lantern after lighting a pyre, which guides her down into the Netherworld tower towards a way back to Hell.

When a sister is reduced to ashes by this trap, place an electric candle or tea light in a bowl in the center of the table. Ask the slain sister to take the first page of her character sheet, tear it into six equal parts, and toss them face down into the “pyre.”

In the future, when a sister would have a prayer go unheard outside of battle, the Overlord may draw one of the scraps of paper (“ashes”) and circle one word printed or written on it. The sister whose prayer went unheard suffers a curse thematic to the word circled until she rests for one night in a Church uninterrupted. The specific effects of the curse are left to the Overlord, though the curse should diminish the sister’s non-combat abilities.

If the sister that passed through the portal refuses to light a pyre or attacks the charonademon, it fights back, animating the shadows cast by the light of the lantern. The charonademon is a threat more appropriate for a trio of sisters; however, should it be defeated, she may claim the lantern and use it to escape back to Hell.

## SEAL OF THE FORSAKEN TEMPLARS

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Use this trap around the halfway point of the Hell temple, after the coven has discovered numerous blind archways marked with glyphs of sealing.

Pages torn from the Book of Exalted Deeds have been papered over a freestanding blind arch that dominates a vaulted catacomb. The chamber overflows with bejeweled goblets, chalices, and grails, each wrought from silver and bearing the templars’ cross. The pages of the Book peel back like leaves when a mortal draws near, revealing a screen of motionless gray light.

A sister that enters or is forced into the portal must pray for Endurance. If her prayer goes unheard, she re-emerges as a hostile **greater banshee war-priestess** that lets out a nightmarish wail. Her cry echoes throughout the Hell temple, blasting open the sealed archways and releasing the undead **forsaken templars** from their tombs.

Place a complete set of black chess pieces on the table near the Overlord: 8 pawns, 2 knights, 2 rooks, 2 bishops, a king, and a queen. These chess pieces represent the forsaken templars that now stalk the Hell temple in search of mortal flesh.

In the future, when a sister’s prayer goes unheard during a battle, the Overlord may force that sister to spend one of the black chess pieces to summon a hostile forsaken templar of that rank to the area. The rank of the black chess piece spent determines the strength of the forsaken templar that arrives to do battle against the sisters:

- **Pawn:** Forsaken templar conscript (4 are an equivalent threat to one sister).
- **Rook:** Forsaken templar guardian (2 are an equivalent threat to one sister).
- **Knight:** Forsaken templar paladin (equivalent threat to one sister).

- **Bishop:** Forsaken templar chaplain (equivalent threat to two sisters).
- **King:** Forsaken templar patriarch (equivalent threat to three sisters).
- **Queen:** Forsaken templar matriarch (equivalent threat to four sisters).

## SLIME LORD'S GULLET

This trap is best used in the latter half of a Hell temple where the coven has discovered numerous magic items and irreplaceable puzzle artifacts.

Enormous teeth like a row of broken tombstones line the open mouth of a colossal tyrant's face rendered in a crude mosaic of calcified slimes. Polyps line the tyrant's tunnel-like throat, which winds towards a gurgling portal of mucus and saliva where a stomach might be.

A sister that enters or is forced into the portal must pray for Endurance. If her prayer goes unheard, she is digested by the portal, disgorged through the tyrant's mouth at the start of her next turn as a **displacer death wyvern bile slime**. The transformed sister undulates toward her former companions in an attempt to engulf them.

Suspended inside the slime are all items the sister carried when she entered the portal, including puzzle artifacts. At the end of each of the slime's turns, one item suspended inside of it, including items worn or held by engulfed sisters, is dissolved. Roll a die in the open to determine randomly the item to be dissolved.

The slime absorbs any magic imbued in the dissolved item, gaining an offensive or defensive boon until the end of its next turn appropriate to the dissolved magic item's powers. The specific boon is left to the Overlord.

If any items remain after the slime is destroyed, they may be recovered by the coven.

## WAILING MOTHER OF PAIN

Tears of smoldering pitch bubble down the cheeks of an enormous marble face the color of a newly-carved headstone. Though a marble hood engraved with forgotten hymns conceals her eyes, her mouth is open, revealing a curtain of ghostly funeral wrappings wide enough for a funeral procession to march through.

A sister that enters or is forced through the portal is transported to a chapel of bones deep within the City of Dis. Pale Night, the Mother of Demons, rises from her dread throne and approaches the sister. Pale Night appears only as a vaguely-humanoid cloud of light and cloth, for no mortal and very few demons may look upon her true form and survive.

Ask the player controlling the sister that passed through the portal to name one demon or undead boss monster she defeated in a fantasy adventure roleplaying game run by another Game Master. Pale Night can smell the blood of the sister, and recognizes her as a blood descendant of the mortal that dealt the killing blow to one of her beloved Children—the named demon or undead.

Pale Night is distraught, but offers the sister one chance at penance: hidden somewhere in the Hell temple are the mangled remains of the named demon or undead, left to rot in darkness by the sister's mortal ancestor. Should the coven find the remains, cremate them, and offer the monster a fitting eulogy before they next take a long rest, she will bestow the mystical **blessing of veils** upon the coven for a year and a day, which allows them to see the phantoms of the dead that haunt the Hell temples.

However, should the coven refuse or be unable to carry out such a cremation and eulogy by the time they next stop to rest, Pale Night haunts the sisters' dreams for a year and a day, revealing to them her true form. For as long as Pale Night haunts the sisters, long rests they would take do not end effects that would otherwise do so at the end of a long rest, such as curses or diseases.



Hell was swollen with demons,  
spilling out of every crack,  
unfurling wings and snapping jaws,  
laying wicked traps for humanity  
and springing them with dark joy.

The Sister of Malice appeared,  
a champion to hold them at bay.

Her eyes saw every trick,  
her body faster than the demons knew.  
Hell could keep no secrets from her.

—From *66 Days in Hell*



## IX. GEM TRAPS

**Gem traps** represent cursed relics of enormous value that, if taken by mortals, invite disaster. Gem traps are always displayed in a dramatic place of prominence within the Hell temple, such as a pedestal wreathed in occult fire or the hands and eyes of a towering infernal idol. A gem trap entices a sister to take it.

While the traps in this chapter are comprised of gems, crystals, and similar precious objects, you are encouraged to present these dangers to the coven using cursed artifacts of any type, including weapons, armor, scrolls, or rings.

The coven should always have an opportunity to learn of a gem trap's cursed nature. The sisters might avoid a gem trap by investigating the lore of the Hell temple builders and their profane faith, heeding rumors uttered by maddened demons or undead, or using magic to seek guidance from their Goddess.

### CROWN OF THE HANGED HIEROPHANT

Use this trap in a Hell temple teeming with dangers that inflict slashing and fire wounds.

Breaking wheels and coils of frayed nooses lie scattered at the feet of this towering hierophant statue, its hand outstretched as if motioning for onlookers to revel in the grotesque majesty of the Hell temple. The statue wears a stone mitre inlaid with angular runes, a fist-sized emerald glowing above the forehead.



If a sister pries the glowing emerald from the hierophant statue's crown, the eyes of the hierophant statue erupt with green flame, and a voice booms from its motionless mouth: "Speak, brigand: are you a pauper or a princess?"

The sister must choose her response: admit she is a **pauper** and accept a modest punishment, or attempt to "prove" her stature as a **princess** in order to avoid harm, but at the risk of a more severe punishment:

- **Pauper.** The statue's voice echoes: "Flee from here, beggar, and be rid of your plague." Inform that sister that, until she rests for one week at a Church, wounds she suffers from fire attacks are one category worse.
- **Princess.** The voice of the hierophant statue demands proof of the sister's regal ancestry. Ask that sister to name one thing that proves her royalty (even if it is a falsehood) and pray for Resolve. If her prayer is heard, the statue speaks: "Forgive me, my liege." If her prayer goes unheard, however, the statue's voice booms: "Imposter! Off with her head!" Inform that sister that all attacks made against her with edged weapons are treated as if made by a *vorpai* weapons until she rests for one week at a Church.

If the sister refuses to answer, answers with something other than "pauper" or "princess", or flees with the emerald, she is affected as if she had chosen "princess" and had her prayer for Resolve go unheard.

## CRYSTAL SKULL OF THE CRUCIBLE-BUILDERS

This trap is best placed near the entrance of the Hell temple, where the coven has yet to explore most of the temple's chambers.

Primal charms glow on the jagged surface of this translucent skull hewn from glittering crystal. Clay figurines stand arranged in a circle around the skull, each sculpted in the likeness of a worshipful human. The odor of saltwater and dead fish hangs in the air, the draft rustling a tapestry behind the skull displaying a crude ziggurat.

When a sister takes the crystal skull, four apparitions appear, each of a different ancient deity:

- **Kishar**, Goddess of Slaughter and Retribution.
- **Lyth**, Mother of Beasts.
- **Asar-Segt**, Hand of Ritual Sacrifice.
- **Kotaresh**, God of Trickery and Secrets.

In unison, the deific apparitions declare the sister that picked up the skull as the "chosen daughter to be tested." Inform the sister that her bloodline is descended from one of these four deities, which she must name. That apparition steps forward, and issues to the sister a challenge—a minor quest that must be completed in the Hell temple.

The specifics of the trial are left to the Overlord, but should be thematic to the deity named by the sister:

- **Kishar:** Slay a powerful demon or undead.
- **Lyth:** Parley or coerce a favor from an intelligent denizen of the Hell temple.
- **Asar-Segt:** Unearth a potent magical relic.
- **Kotaresh:** Discover a secret within a secret.

Warn the "chosen daughter" that, each time she is knocked unconscious, the named deity will flood one random chamber of the Hell temple. The specific effects of the flooding are left to the Overlord—the flood waters might block movement, sicken those that swim in it, or wash away treasure or puzzle artifacts. Roll in the open to determine which chamber is flooded, and announce the name of the flooded chamber to the coven.

Should the sister perish—or refuse the trial entirely—three random chambers in the Hell temple are flooded, and the gods' challenge ends.



## CURSED GEM OF WISHING, MAJOR

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Six thousand skeletons—an entire legion of ancient warriors—cover the floor of this pillared hall entirely, the charred bones and fused plates of blackened armor stretching into pitch darkness. There is but one point of light in the center of the grim colonnade: a lustrous ruby, clutched in the hands of a skeleton bearing a commander's winged helm.

Unless the coven heeded warnings elsewhere in the Hell temple or brought to bear powerful divination magic, this ruby appears to be a *major gem of wishing*. Should the sisters wish to use the *gem*, inform them that the ritual to activate the artifact must be performed as a group at during their next long rest.

When the sisters perform the ritual, they as a group must choose their *wish*, as the spell. Once they have chosen, the *gem* glows brightly—only to explode in a hellish inferno moments later.

Each sister must pray for Agility. If her prayer goes unheard, she is obliterated with no possibility of resurrection. Otherwise, she manages to avoid instant death, suffering instead only serious wounds. If the sisters activated the *gem* while resting in a Church, the clergy, parishioners, and building itself are all destroyed.

When the smoke clears, inform the sisters that the opposite of their wish has been granted. The specific effect of an inverted wish is left to the Overlord. In addition, all wish- or knowledge-granting spells cast by the coven, such as *augury*, *commune*, or *limited wish*, cease to function for one year and a day.

## EYE OF THE WATCHER OF OLD

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Place this trap in a Hell temple that is randomly restocked each time the sisters stop to take a long rest in a Church.

Tongues of azure flame leap from a brazier clutched by a weathered statue of a balor that stands taller than a castle's walls. Shattered finger bones lie scattered like caltrops at the demon statue's hooves. Through the fire and smoke, a cannonball-sized golden zircon is visible in the demon's right eye, its facets refracting the firelight in beams that sweep across the floor of the Hell temple.

If a sister pries the golden zircon from the balor statue's eye, it shatters, and the sister becomes wreathed in occult fire and must pray for Endurance. If her prayer goes unheard, she suffers moderate wounds and has the **sigil of the trespasser** burnt onto her forehead.

While branded, the ruler of the current circle of Hell becomes aware of the sister's presence in the Hell temple and the growing threat posed by the coven. He marshals reinforcements from his infernal legion and demands the immediate construction of new traps and barricades. Each time the sisters stop to take a short rest, the Overlord rolls to restock the Hell temple as if the coven had taken a long rest in a Church.

Spells such as *remove curse* can erase the sigil if cast within the walls of a Church. Slaying the ruler of the current circle of Hell likewise erases the sigil.



## FANGS OF BASTET

Use this trap in a Hell temple stalked by numerous beast-type monsters, such as minotaurs, gorgons, or hydras.

Scarabs and cicadas skitter across the peeling bark of the rotted Tree of Life, whose monstrous gray limbs have broken through the walls and ceiling of the Hell temple. A wooden statue stands amid the tangled roots at the base of the blighted tree, its face carved in the likeness of the sneering goddess Bast. Two jade fangs protrude from the statue's mouth, their facets glittering through the cloud of insects.

A tiny phantom feline materializes and follows a sister that pries the jade fangs from the carved statue of Bast. The phantom cannot be harmed or communicated with, although spells such as *remove curse* or *dispel magic* drive the feline away if cast within the walls of a Church. The phantom feline pounces at the vermin that creep along the stone floor of the Hell temple.

While being followed by the phantom feline, a sister feels ravenous hunger and a desire to hunt. Warn the sister that, each time she stops to take a short or long rest (and presumably eats), the spectral cat will grow one size category larger and one age category more mature—as does every beast-type monster in the Hell temple. This transformation grants the beast monsters increased health, strength, ferocity, and other abilities as appropriate.

Once the phantom feline has grown three size and age categories, it disappears in a cloud of aromatic smoke. Monsters that have grown in size and age remain grown until slain.

## JAILER'S CALLOUSED HEART

Use this trap near the middle of the Hell temple, where there are several doors and gates between the coven, their ultimate goal ahead, and their way back home.

Mounds of rusted keys pour like sand from crooked alcoves that ring this domed shrine. An oil-soaked wooden skeleton stands chained to a stake in the center of the shrine, an ochre gem in the shape of a human heart stashed in its ribcage. An iron key hangs suspended inside the gemstone heart, which pulses with dim light in time with the nearest sister's heartbeat.

If one of the sisters takes the gemstone heart from the skeleton's ribcage, it melts away to bubbling ochre slime, leaving behind only the iron key. At the same time, the sound of clanging metal and sliding bolts reverberates throughout the chambers of the Hell temple.

Warn the coven that all unlocked doors and gates in the Hell temple are now locked. The iron key can be used to open a door or gate for one minute—however, the Overlord chooses one key at random from the sister's ring of *real-life* keys she brought with her to the crusade. A new sealed door, gate, or portal materializes elsewhere in the Hell temple, preventing access to something valuable determined by the key randomly chosen:

- **House:** A safe place to rest or an exit back to the mortal realm
- **Car, bike lock, or vehicle:** A shortcut through danger or method of fast travel through Hell
- **Office:** A source of yet-unearthed but crucial knowledge and lore
- **Mailbox or storage:** A cache of yet-unclaimed but powerful treasure

## PALE QUEEN'S MIRROR

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Use this trap in a Hell temple where the coven may encounter or summon numerous minion monsters.

Bracelets, talismans, and earrings glint around the wrists, neck, and ears of this deceased giantess queen, her slouched body preserved despite having perished centuries ago. Dregs surround the giantess's throne, wailing and wheezing at her feet and lowering their eyes in fearful reverence. A baroque mirror the size of a watchtower's doorway stands propped against the throne, a fist-sized sapphire set into its apex.

A sister prying the sapphire from the mirror frame shatters the glass, waking the giantess queen from her torpor. The dregs flee from the giantess in terror, who is agitated that her mirror is broken, leaving her unable to admire her own beauty.

Feeling bereft, and her undead sycophants having fled, the giantess speaks a booming curse upon the coven that warps their facial features—each sister must pray for Endurance. Should a sister's prayer go unheard, she takes on the appearance of a malevolent horned half-fiend.

A sister whose appearance has been altered in such a way cannot parley with intelligent denizens of the Hell temple, and any rolls made on a reaction table (or your game system's equivalent) are always treated as the result most hostile to the coven. A sister likewise cannot enter a Church to rest while her appearance remains fiendish.

The agitated giantess queen warns the coven that the curse will remain until and unless they bring to her new sycophants that will admire her beauty—three minion monsters per sister in the coven is sufficient. Minion monsters summoned by the coven will obey the sisters; other minion monsters lurking in the Hell temple must be persuaded (or forced) to follow the sisters back to the Pale Queen's throne.

## RING OF THE HERESIARCH'S CHOSEN

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Use this trap in the first half of the Hell temple, where the coven has yet to discover several of the temple's most powerful magical relics.

Ruddy mist billows around an obelisk of meteoric stone that rises in the center of this temple. Skeletons are visible through chunks of the obelisk that have been chipped away, half-embedded in the stone as if they were being excavated by some long-gone cultists. A ring is visible on one of the skeleton's fingers, an amethyst in the shape of a trident glowing through the miasma.

A sister removing the ring from the skeleton's finger suffers no immediate ill effect. However, should a sister slip the trident ring onto her finger, an **episcopate of dark bishops** immediately appears and surrounds that sister. The dark bishops demand that, as the newest of the Heresiarch's chosen, the sister kneel and swear fealty to the infernal conqueror and name her new dark crusade.

Should the oath spoken and crusade named align with the malevolent beatitudes of the Heresiarch, she becomes one of the **Heresiarch's chosen**. The specific boon granted by this title is left to the Overlord, but should include access to powers or spells otherwise inaccessible to the sister and other members of her class.

The Heresiarch's beatitudes are etched on tablets, obelisks, or idols scattered throughout the Hell temple, and include phrases such as "Chosen are those who conquer without mercy, for they, in defeat, shall be spared none."

If the oath spoken by the sister bearing the trident ring is not acceptable, the dark bishops begin to chant a circle magic ritual in deep, dissonant tones. The ring glows red-hot before melting, inflicting moderate wounds to the sister.

In addition, she must choose the effect of the dark bishops' occult ritual:

- One random magic item yet to be discovered in the Hell temple becomes cursed, and the item so cursed is *not* revealed to the coven.
- Three random magic items yet to be discovered in the Hell temple become cursed, and the items so cursed are immediately revealed to the coven.

## SOUL GEMS OF THE TOMB LORD

Use this trap in a Hell temple that also contains one or more **sphere traps** (see page 76).

Mounds of dust obscure a polished skull set atop an altar bearing strange configurations of occult runes. Though much of the skull lies beneath the dust, two garnet eyes leer out into the darkened tomb, their faint glow like a pair of sputtering candles in the distance. Horned masks bearing the face of a green devil lie scattered at the base of the altar.

Sisters drawing near to the skull can see a miniature spirit trapped inside both of its gemstone eyes. In the skull's left eye, the skull has trapped a mythic warrior-queen of chaotic alignment known as the **Lady of Legions**. Trapped in the skull's right eye is an infamous sorcerer-king of neutral alignment called the **Lord of Ley-Lines**. The sisters recognize these powerful mortals—some may even recall ancient lore or even share a bloodline with one of them.

If a sister carries the skull out of the chamber or attempts to pry one of the gemstone eyes from their socket, both eyes shatter, and the skull disintegrates into dust and bone fragments. A sister capable of casting arcane magic must choose which of the trapped spirits is **consumed** and which is **freed**. Warn that sister that while the consumed spirit will be lost forever and poses no further threat, the freed mortal will be unleashed into the Hell temple and will lay siege to the coven on sight.

Once the sister has chosen which spirit to free, warn the coven that, until that legendary mortal is slain, all sphere traps in the Hell temple, such as **spheres of annihilation**, gain beast-like intelligence and the ability to move with the speed of a wraith.

## THIRD EYE OF THE TIME PROPHET

Use this trap in the first half of the Hell temple, where the coven must still face one or more challenges with a time or turn limit.

Salt perpetually rushes through a brass hourglass clutched between the hands of this statue of a blindfolded prophet. Words have been chalked over the entirety of the statue's body, most in unknown languages and indecipherable glyphs. However, a few are legible: desperate pleas for foreknowledge about bedridden kin, star-crossed love, or the fate of kingdoms. A sparkling diamond hewn in the shape of an eye is set into the prophet statue's forehead.

A sister prying the diamond eye from the prophet statue's forehead suffers no immediate ill effect.

However, each time that sister stops to take a long rest, her sleep is disrupted by nightmarish premonitions of the coven meeting their grisly demise, even if she has discarded the diamond eye. While that sister still recovers life-force and spells normally, she is wracked with supernatural dread.

Inform the coven that the next time they encounter a challenge that presents them with a time or turn limit, the sister that pilfered the diamond eye from the prophet statue must pray for Resolve with a burden. If her prayer goes unheard, the harmful consequences of the time or turn limit being reached happen immediately. However, if her prayer is heard, she is rid of the diamond eye's curse forever.





The Hell temple does not wear me down.

Every evening when I stop to pray,

I thank the Goddess for my strength,

I name each demon that I slew,

I sleep and dream of killing more.

I awake stronger every day, quicker

than the traps they lay for me.

My skin has not been touched.

—Unknown Author, thought to be from the  
Sister of Malice's own journal



# X. SPHERE TRAPS

**Sphere traps** are extremely rare orb-shaped manifestations of occult energy that form only in the most cursed chambers of the Hell temples. Sphere traps hover and are stationary, rotating in the ashes and darkness like a distant moon.

Sphere traps vary widely in their size: some are as diminutive as a marble, while others loom as large as a boulder. Regardless of their size, however, sphere traps form a gravity well that pulls nearby creatures into the sphere's center.

Sphere traps function like natural hazards, in that they pose an ongoing threat to sisters attempting to move through a choke point or reach a position of advantage against their enemies. It is unlikely that a sphere trap can be destroyed, though especially potent magic might disable one, if only for a moment.

## SPHERE OF ANNIHILATION, GREATER

An orb of absolute darkness the size of a boulder hangs motionless in the center of this shrine, an atmosphere of dust and ashes swirling across its surface. The glow of torches and lanterns is drawn into the sphere in thin tendrils, as if the light were rivulets of water being swallowed into a drain.

A sister that is forced or pulled into the greater sphere of annihilation must pray for Endurance. If her prayer goes unheard, she is utterly destroyed—reduced to a fine cloud of dust. A sister annihilated by the sphere cannot be restored to life.





The first time a sister is destroyed by the greater sphere of annihilation, every other mortal that shares the same class as her, whether in the mortal world or in Hell, is likewise destroyed. In subsequent journeys into Hell in which you are the Overlord, none may choose the class of the annihilated sister. For example, if the annihilated sister was a cleric, all mortal clerics perish, and no new sisters may join the crusade as a cleric.

Each time a sister is destroyed by the greater sphere of annihilation, announce to the coven that the *talisman of the sphere* worn by the ruler of the Hell temple gains a boon to both its reliability and the speed at which a sphere trap under its command can be propelled.

## SPHERE OF CONSCRIPTION

Use this trap in a Hell temple where the sisters have several opportunities to recruit or summon minions.

Broken swords, splintered shields, and a mound of twisted skeletons lie heaped beneath a rotating sphere of rusted iron the size of a cannonball. A grinning skull in a horned helm gazes out from the center of the sphere through patches of rust that have flaked away.

A sister that is forced or pulled into the sphere of conscription must pray for Endurance. If her prayer goes unheard, her flesh rusts and peels away as if it were iron left at the bottom of a well for decades—she suffers grievous wounds.

The first time a sister is destroyed by the sphere of conscription, the rust disappears, leaving only the levitating helmeted skull for one complete moon cycle. The skull is nigh-indestructible and barks orders in an unknown language that reverberate throughout the Hell temple.

Inform the coven that each time a sister attempts to recruit or summon minion monsters into the Hell temple, she must pray for Resolve with a burden.

If her prayer goes unheard, the minion monsters heed the orders of the helmeted skull—the sister loses control of the minion monsters, who now obey the helmeted skull without question.

Typically, the helmeted skull's first orders are to slay the sisters, but the skull may give other, more mysterious orders.

## SPHERE OF CONSUMPTION

Fanged mouths and lashing tongues cast spittle down upon the broken stone floor beneath a hovering sphere of twitching flesh. Eyeless faces press against the sphere's skin from inside, their expressions twisted by pangs of eternal hunger.

A sister that is forced or pulled into the sphere of consumption must pray for Endurance. If her prayer goes unheard, she is bitten by the hundreds of fanged mouths on the sphere's surface, bleeding onto the floor of the Hell temple and suffering serious wounds. The sister will continue to suffer serious wounds on each of her turns unless she can free herself from the sphere of consumption's gravity well.

The first time a sister is devoured by the sphere of consumption, ask her to name one unusual or unpleasant thing she was driven to eat in a past moment of extreme desperation while on a crusade. The devoured sister should also briefly describe the circumstances under which she was driven to partake of such a meal.

Inform the coven that all monsters in the Hell temple are nourished, receiving a substantial increase in their maximum health and gaining a permanent boon thematic to the grim meal described by the slain sister. The specifics of the boon granted are left to the Overlord, though some examples are listed on the next page:



- **Vermin.** The monster's attacks become poisonous and inflict ongoing wounds.
- **Spoiled or rotten food.** The monster's attacks inflict weakness, sickness, or a supernatural disease.
- **Fungus or poisonous plants.** The monster's attacks inflict blindness, deafness, or daze.
- **Human flesh.** The monster's attacks inflict confusion or supernatural madness.

## SPHERE OF DAMNATION

Chains and manacles hover in the center of this grim shrine in a boulder-shaped tangle, the rattling like the forced march of a hundred shackled prisoners. Occasionally, a flayed hand and arm will wriggle itself out from within the sphere, waving in a desperate attempt to be pulled free.

A sister that is forced or pulled into the sphere of damnation must pray for Endurance. If her prayer goes unheard, her spirit is rent from her physical body, which collapses in a heap beneath the hovering sphere.

Inform the coven that a demon princess from a deeper circle of Hell has laid claim to this newly-freed soul. However, one sister among the coven capable of casting occult magic can grapple with the demon princess for ownership of her sister's spirit. Should a sister step forward to challenge the demon princess, ask that sister to sacrifice any number of spells she is capable of casting—sacrificed spells are not lost permanently, but cannot be cast until the sister rests uninterrupted for one night at a Church.

The magic-adept sister must then, in the most strident and intimidating tone possible, stand and explain to the demon princess why she owns the soul of her departed sister. After doing so, she must pray for Resolve with a blessing proportional to the number and power of the spells she had sacrificed.

If the Goddess hears her prayer, the demon princess recoils, allowing the coven to reclaim the soul of their fallen sister, which re-inhabits her physical body with all wounds healed and magic restored. If her prayer goes unheard, however, the souls of both the slain sister and the soul of the petitioning sister are dragged deeper into Hell by the demon princess.

## SPHERE OF DOMINATION

Use this trap in a Hell temple being delved by the sisters as part of a scored tournament.

The musk of sweat, flesh, and lilacs radiates from a sphere of milk the size of a crystal ball that convulses in midair. Undead paupers—their limbs feeble and twisted—petition the sphere from beneath, their desiccated tongues outstretched to catch any droplets of milk that might fall.

The sphere of domination has no gravity well. However, sisters that draw close to the sphere feel compelled to thrust their mouth against the sphere and drink—she must pray for Resolve. If her prayer goes unheard, she drinks deep of the occult milk. While unharmed, a sister that drinks from the sphere of domination falls under the sway of the succubus, medusa, lamia, or other intelligent denizen of Hell temple that is present in a nearby chamber.

At the start of each dominated sister's turn, she must pray for Resolve with a burden. If her prayer is heard, she frees herself from the sphere of domination's effect and becomes immune to it until the end of the battle.

However, if the sister's prayer goes unheard, she falls ever deeper into her infatuation. That sister makes her moves on the enchanting Hell denizen's behalf. Afterward, she must forsake one of her true loves from the list on the next page:

- **The love of her life.**
- **The love of her people.**
- **The love of her Goddess.**

Depending on the love forsaken by the dominated sister, she suffers a curse that lasts until the enchanting monster is slain, even after she is freed from the enchantment:

- **The love of her life:** In her loneliness, the sister grows apathetic about her own survival. Any time she would use a limited-use ability that would grant herself a boon, the coven loses half the points they would have lost if the sister had perished.
- **The love of her people:** In her isolation, the sister grows misanthropic. Any time she would use a limited-use ability that would grant another sister a boon, the coven loses points as above.
- **The love of her Goddess:** In her doubt, she loses faith in her holy crusade. Any time she would use a limited-use ability that harms her enemies, the coven loses points as above.

If a sister forsakes all three of her true loves, she is transformed into a **dreg**.

## SPHERE OF FLAGELLATION

Barbed whips like vipers twist and knot with one another in midair, forming a taut cannonball-sized sphere. Vermin scuttle across the crooked stone floor of the Hell temple, only to be lashed apart by the tentacular whips when they draw close to the sphere.

The sphere of flagellation has no gravity well. Instead, it lashes out at nearby creatures with barbed cat o' nine tails whips like leathery tendrils. A sister moving within reach of the whips must pray for Agility. If her prayer goes unheard, she is grabbed by the whips and constricted in place. The sphere may only have one sister grabbed at a time.

At the start of a grabbed sister's turn, chains tighten around her neck. She must choose to:

- **Bow and repent.** Ask the sister to name one common activity or behavior that is permitted in her home empire. She must kneel before the Overlord in person and briefly repent for that behavior before all present, as a succubus who has disguised herself as an Imperial advisor has just convinced the Empress to make the named activity or behavior punishable by hanging.
- **Take the lashes.** If the sister refuses to bow and repent, the sphere of flagellation whips and flays the grabbed sister's back. She suffers serious wounds, and a metallic voice booms from the sphere: "Kneel!"

At the end of a grabbed sister's turn, she may pray for Endurance with a burden to escape her bondage.

## SPHERE OF NEGATION

Use this trap to challenge a coven of sisters who frequently cast a variety of spells during battle.

Silence fills the air around this fist-sized sphere of violet mana—not even the cries of the Damned and the rumbling of the Hell temple's shattered walls is audible. Magical light sputters in the presence of the sphere; runes of enchantment etched on weapons and wands likewise grow dim.

A sister forced or pulled into the sphere of negation must pray for Endurance with a burden. If her prayer goes unheard, she is pulled into the center of the sphere, suspended by arcs of indigo-colored lightning. The sphere of negation may only trap one sister at a time.

Each time a sister casts a spell while in the presence of the sphere of negation, it immediately casts the *opposite* of that spell at a target of the trapped sister's choice.

For example, if a sister casts *fireball* in the presence of the sphere (an area-of-effect direct fire damage spell), the sphere might cast *mass cure wounds* (an area-of-effect healing spell) or *wall of ice* (an area-of-effect cold defensive spell). If a sister casts *remove curse*, the sphere might cast *bestow curse*.

Offensive spells cast by the sphere must target one of the trapped sister's companions, while defensive spells must target nearby demons or undead. In addition, each time the sphere casts a spell, it siphons the life-force of the trapped sister: she cries out in agony and suffers one level of energy drain (or your game system's equivalent).

A strong sister standing next to the sphere of negation can attempt to pull her trapped companion free by praying for Endurance. Should her prayer go unheard, the sister outside the sphere is blasted with an arc of occult lightning that inflicts grievous wounds and knocks her back a great distance.

## SPHERE OF OSSIFICATION

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Curved vestigial horns jut outward from a rotating titan's skull that hovers in the center of this gloomy catacomb. Rats, cobras, centipedes, and other vermin lie scattered across the moss-covered floor, their motionless bodies ossified as if they were merely figurines carved from ox bone.

A sister that is forced or pulled into the sphere of ossification must pray for Endurance. If her prayer goes unheard, she is clamped against the surface of the skull, which transforms her skin and armor into a pallid craquelure tomb of cartilage.

Warn the coven that the entombed sister must be freed by the end of her next turn through the use of *remove curse*, *restoration*, or similar magic that could, for example, reverse the effects of a medusa's petrifying gaze. Should the entombed sister's companions fail to release her, her body crumbles apart like ancient plaster, leaving behind only a single set of bones.

The deceased sister must choose which set of her bones is left behind: her **hand**, her **ribcage**, or her **skull**. These bones are left behind as a cursed artifact that can be claimed by the sisters. The deceased sister is entitled to know the benefit (but not the curse) of each set of bones she might leave behind.

- **Hand.** Wielded like a wand. A sister possessing the cursed skeletal hand gains a blessing to attacks. However, the first time each battle she would miss with an attack, there is a 1-in-3 chance that a new sphere trap is summoned nearby. The Overlord should roll this die in the open, as well as a ten-sided die to determine which sphere trap in this testament is conjured.
- **Ribcage.** Fitted like a breastplate. A sister wearing the cursed ribcage gains a boon to her defenses. However, the first time each battle she would suffer wounds, there is a 1-in-3 chance that a new sphere trap is summoned (as above).
- **Skull.** Worn like a helmet. A sister wearing the cursed skull gains a blessing to all prayers related to knowledge, lore, perception, or insight. However, each time a prayer of hers for lore or guidance would go unheard, there is a 1-in-3 chance that a new sphere trap is summoned (as above).

## SPHERE OF REVELATION

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Use this trap near the end of the Hell temple, where several rumors remain unconfirmed and several questions remain unanswered.

Pearlescent angel feathers drift around a boulder-sized eye with capillaries in the shape of a hundred constellations. Dregs kneel beneath the eye, each wheezing tearful petitions in the languages of long-forgotten civilizations.

A sister that is forced or pulled into the sphere of revelation must pray for Resolve. If her prayer goes unheard, her body passes through the eye's iris and enters a weightless plane of pure light.



The silhouette of an archangel materializes above the trapped sisters, and though no voice beckons to her, the sister knows that she may petition the archangel for knowledge that has heretofore been restricted to the Goddess and her angels.

Inform the sister that she may ask the archangel any question about the Hell temple, Hell itself, the mortal realm, or the Exalted Domain. The archangel reveals the truthful answer to that question, but such a revelation is dangerous to mortal minds. Ask that sister to roll a die to determine the effect of the revelation:

- **1-2:** She perishes upon hearing the revelation and is unable to relay it to the coven.
- **3:** She suffers serious wounds upon hearing the revelation and is blinded and deafened until she next stops to rest at a Church.
- **4:** She suffers moderate wounds upon hearing the revelation and is deafened until she next stops to rest at a Church.
- **5:** She suffers light wounds upon hearing the revelation and is dazed until she next stops to rest.
- **6:** She suffers no ill effect.

The trapped sister may continue to petition the archangel any number of times, provided she survives the revelations.

When the trapped sister no longer wishes to ask any questions, she is ejected from the sphere with tremendous force into the path of a trap or hazard. The sphere explodes with percussive force afterward, never again bestowing revelations upon mortals.

## SPHERE OF SUBJUGATION

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Use this trap in the second half of a crusade, after the coven has formed alliances with powerful, influential figures in the mortal realm.

A boulder of glass hovers motionless between the six clawed hands of a titanic marilith statue, its surface scorched like a wine bottle recovered from a fire. Charcoal-colored clouds roil inside the sphere, parting when mortals draw near to reveal an apocalyptic vision of Gaea ablaze, the flames casting dancing shadows across the stern face of the marilith.

A sister that is forced or pulled into the sphere of subjugation must pray for Endurance. If her prayer goes unheard, she is slammed against the charred glass orb, suffering serious wounds.

The first time a sister is pulled against the sphere of subjugation, time slows, and she is given a vision of a decimated civilization. She must name a powerful, influential figure with which the coven has formed an emotional bond and an invaluable alliance over the course of the crusade.

Inform the sisters that a heretofore-disguised succubus reveals herself among the named individual's inner circle. The succubus assassinates the named individual and assumes control of the diocese, stronghold, guild, city-state, or empire. Those who oppose the succubus are executed or driven into the wastes, and the once-allied organization becomes a subjugated villainous force that seeks to eradicate the coven.

A sister can shatter the sphere of subjugation by striking it with a *wand of liberation* or casting *freedom of movement* or *zone of truth* upon it. If shattered, the sphere of subjugation drops at the coven's feet a bundle of thirteen *homeward bones*.

