



wretched and unclean

Monstrous Pages for Shadow of the Demon Lord

They come in the night, the wretched and unclean, an unholy mob intent on murder and plunder. Their white bodies, eyes dark with hate, appear human, but they surrendered their humanity long ago and now are little more than monsters. The troglodytes steal supplies, carry off victims, and butcher everything they leave behind, smearing their bodies with the blood of their kill and lifting their voices into hooting cries to mock the wails of those they make suffer. Time and again, the peoples of the world above have tried to dig out these subterranean dwellers, but no expedition, no matter how well funded or supplied, has ever managed to clear them all away. The troglodytes always return.

Wretched and Unclean examines the lost and inbred descendants of the Men of Gog, called troglodytes by the people they harm. Inside these pages, you'll find the secrets of this lost race of mankind, their motivations and their habits, along with a bevy of new variations to bring them to the forefront of your campaigns!

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One might blame the Kalasans for the troglodytic menace. After all, before they appeared from out of nowhere to march against the Witch-King and break his foul tyranny, evil did not hide in the deep caves. It stood in the open. But the Witch-King's defeat and the great scattering that followed sent many of Gog's people searching for escape from the purifying flames and savage steel of the doughty invaders. Some vanished into the Desolation from which they came, but most, along with their corrupted collaborators, went into the ground. These lost souls, and lost they truly were for they had forfeited their claim to humanity through their diabolical actions and wanton cruelty, found refuge and made their homes wherever they could. Defeat and exile did nothing to dampen their enthusiasm when it came to indulging their foul impulses, however. They cavorted in the dark, made sacrifices to whatever dark gods they invented, coupled and bred, killed and maimed, committed acts so unspeakable that to witness them is to be made unclean forever after. More than anything, these people thrived and their numbers slowly and steadily grew until they became a people apart, a threat to those who made a life for themselves on the surface above.

Debased Humans: The people who would become the troglodytes were already despicable when they descended into the depths of the earth, but years of inbreeding and oppressive darkness have caused them to change in unsettling ways. While still humanoid, they sport strange mutations. Some have shuddering tumors growing on their bodies, mismatched limbs, drooping faces, tremors, and other physical evidence of unwise breeding. Troglodytes have no body hair. Bruises ring their eyes, and open sores and lesions weep blood and pus. Troglodytes who still have teeth usually file them down to sharp points.

Troglodytes smear their bodies with sacred mud. This foul substance is a mixture of lead, guano, and body excretions. Troglodytes believe covering themselves with this filth protects them from harm.

Confusing pain for pleasure, troglodytes mutilate their bodies. Piercings, flaying of skin, scarification, and more decorate their bodies as if they were canvases painted by madmen. More than one troglodyte has met an early end bleeding out after severing its genitals or pulling ropes of greasy entrails out of its belly to wear around its neck.

Pervasive Madness: The troglodytes brought with them the foul practices learned in service to the Witch-King. Generations of dark rituals and horrific acts polluted the minds of their descendants until they went insane. Now, troglodytes fear nothing and attack any situation with mindless fury.

Insane Gods: Although some troglodyte bands worship the Witch-King, having deified the ancient tyrant, most tribes worship dark gods of their own invention. Such deities represent disgusting acts and disturbing things, such as Purubor, the God of Shitting, Tiginus, the Goddess of Self-Pleasure, Morkral, the God of Murder, and Gaemok, the God of Spent Seed. Assuredly, some figures are masks of the Demon Lord, but most are false gods who will vanish with the tribes when they die out.

Buried Kingdoms: Troglodytes have lived underground for so long that they can no longer tolerate sunlight. To keep their numbers under control, troglodytes spread out, with bands breaking off from one tribe to establish another some distance away. Troglodytes show no loyalty to their kind and tribes frequently war against each other, ending with the utter annihilation of one side or the other.

Troglodyte communities can be found in large caverns, usually with a supply of fresh water nearby. At the center of these lairs stand crude, shit-stained idols of their profane gods, monstrous things conjured up from the feverish imaginations of the truly debased. The caves reek of excrement, smoke, and rot, but the troglodytes are untroubled by the vile atmosphere. Troglodytes sleep wherever they wish and pass their time eating hallucinogenic mushrooms, rutting, and fighting.

Enemies of Mankind: In every possible way, troglodytes betray mankind. They embrace the darkness in their hearts and the stains on their souls. Troglodytes survive by stealing and scavenging what they need, having no traditions of farming or herding. They range out from their caves at night to descend upon isolated villages and farmsteads, striking with terrifying speed and ferocity, rarely leaving behind survivors. They take everything and anything they can carry and often drag prisoners with them into the darkness, unfortunates who can expect suffering, pain, want, and worse before being killed in as brutal a fashion as the troglodytes can imagine. Troglodytes do not, however, eat people, as they discovered the hard way how dangerous ghouls can be when allowed to live in their midst.

Debased Tongue: What passes for language among the troglodytes came down to them from High Archaic and Dark Speech. That they have lost much of their vocabulary is evident in the limited number of expressions available to them. Most words deal with violence, death, feeding one's appetites, and darkness. They do not have words for such things as love, family, friendship, or civilization and they cannot comprehend what these things even mean.

CREATING TROGLODYTES

You can use the following rules to create unique troglodyte characters. Add to these benefits from paths you choose to create more powerful troglodytes. Troglodytes do not cooperate with other peoples and thus do not fit into typical groups.

CREATING A TROGLODYTE

Starting Attribute Scores Strength 1d3 + 11, Agility 1d3 + 8, Intellect 1d3 + 6, Will 1d3 + 7

Perception equals your Intellect score + 2

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1, Speed 12, Power 0

0 Damage, — Insanity, 1d6 Corruption

Languages and Professions You speak Troglodytic

Immune gaining Insanity; frightened

Frightening A creature that has neither the frightening nor horrifying traits must get a success on a Will challenge roll or become frightened for a number of rounds equal to 1d3 + its Insanity total. If the creature is already frightened, it instead gains 1 Insanity. A creature cannot again be affected by your frightening talent until after it completes a rest.

Darksight You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Strength from Pain While you are injured, you make attack rolls with 1 boon and your weapon attacks deal 1d6 extra damage.

Sunlight Weakness You are impaired while you are in areas lit by sunlight.

LEVEL 4 TROGLODYTE EXPERT

Characteristics Perception +2, Health +5

You learn one spell or gain Hide in Shadows.

Hide in Shadows You can attempt to hide when you are at least partially obscured by shadows, even if you are being observed.

SAMPLE TROGLODYTES

Here you will find a diverse selection of troglodyte characters for use in adventures you create.

TROGLODYTE

The rank and file members of the troglodyte band, these wretched peoples thrive on sowing chaos, causing pain, and their own suffering. They gather in large mobs, using brute force to overwhelm their enemies.

TROGLODYTE

DIFFICULTY 10

Size 1 frightening troglodyte

Perception 12 (+2); darksight

Defense 10; **Health** 20; **Insanity** —; **Corruption** 3

Strength 13 (+3), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 9 (–1)

Speed 12

Immune gaining Insanity; frightened

Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.

Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Pick (melee) +3 with 1 boon (1d6 + 2)

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

GOD-KILLER

Veteran troglodyte warriors can earn higher standing among their tribes by finding a mortal priest and dragging him into the darkness. There, the troglodyte must torture the priest until he renounces his faith, at which point the troglodyte rips out the priest's tongue, anus, and heart. After devouring all three in front of the gathered host, the troglodyte becomes a god-killer.

God-killers wear the broken holy signs and icons of the religions they have despoiled on chains around their necks. They always seek out new priests to slay, hooting when they cut them down.



GOD-KILLER

DIFFICULTY 50

Size 1 frightening troglodyte

Perception 13 (+3); **darksight**
Defense 12; **Health** 40; **Insanity** —; **Corruption** 6
Strength 14 (+4), **Agility** 12 (+2), **Intellect** 9 (–1), **Will** 10 (+0)
Speed 12
Immune gaining Insanity; frightened
Kill the Weak A god-killer makes attack rolls with 1 boon against frightened targets.
Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.
Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Greatsword (melee) +4 with 2 boons (3d6)

SPECIAL ATTACKS

Double Attack The god-killer attacks twice with its greatsword.

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

Frightful Howl The god-killer shrieks. Each creature that is not a troglodyte within 20 yards that can hear it must get a success on a Will challenge roll with 1 bane or become frightened for 1 minute.

SLAVE OF ASHRAKAL

The debased cult devoted to the Witch-King's memory thrives in the cloying darkness of the troglodytes' caves. Many give their lives to worship and service of their ancient master, proving their loyalty by cutting off or out their genitals and eating them to show their devotion to their god and master.

Slaves forgo clothing to show the ruin of their loins as proof of their dedication. They carve their bodies with serpentine shapes, inking the wounds with coal dust to represent the black serpents released from the Witch-King's body at the moment of his death.

SLAVE OF ASHRAKAL

DIFFICULTY 10

Size 1 frightening troglodyte

Perception 15 (+5); **darksight**
Defense 9; **Health** 24; **Insanity** —; **Corruption** 4
Strength 12 (+2), **Agility** 9 (–1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 12
Immune gaining Insanity; frightened
Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.
Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Claws and Teeth (melee) +2 (1d3)

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

Wail for the Master The slave uses an action to loose an otherworldly scream. Each creature in a 3-yard cone originating from a point in the slave's space must make a Will challenge roll with 1 bane. On a failure, the creature gains 1d3 Insanity. Once the slave uses Wail for the Master, it cannot do so again until it completes a rest.

MAGIC

Power 1
Divination *epiphany* (2), *foretell* (1)
Forbidden *black tongue* (2), *obedience* (1)
Shadow *nightfall blade* (2), *darkness* (1)

PALE BRIDE

The raven-haired pale brides pledge themselves to their tribe's abomination and bear his children. In tribes led by female abominations, pale brides are called pale consorts instead, but are otherwise the same. Sleek of body and frightfully quick, they dance across the battlefield, slashing with their whips and knives, leaving crimson stripes on their victims' bodies. Pale brides laugh as they torment their prey, licking the blood from their fingers and touching themselves with excitement whenever their enemies scream.

PALE BRIDE

DIFFICULTY 50

Size 1 frightening troglodyte

Perception 14 (+4); **darksight**
Defense 14; **Health** 30; **Insanity** —; **Corruption** 6
Strength 10 (+0), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 12
Immune gaining Insanity; frightened
Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.
Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Long Knife (melee) +4 with 3 boons (2d6)
Whip (melee; reach 2) +4 with 3 boons (1d3 plus 1d6 plus Exquisite Agony)
Exquisite Agony A living creature of flesh and blood must make a Will challenge roll with 2 banes. On a success, the target creature becomes immune to this pale bride's Exquisite Agony until the target completes a rest. On a failure, the target gains 1d6 Insanity. While the target is frightened from gaining Insanity in this way, it is charmed.

SPECIAL ATTACKS

Dancing Attack If the pale bride is not grabbed, immobilized, or slowed, she attacks with her long knife and whip. The bride can move 1 yard between each attack without triggering a free attack.
Obey Me The pale bride uses an action, or a triggered action on her turn, to make a Will attack roll with 1 boon against the Will of one charmed creature within short range. If the bride used a triggered action, she makes the roll with 1 bane. On a success, the target is compelled for 1 round.

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

DARK SPEAKER

The dark speakers keep the magical lore handed down from the warlocks of old. While they have lost much knowledge from the ancient times, they have retained enough to be dangerous. As part of their initiation, dark speakers must carve out their eyes with sharp rocks and mutilate the skin around them. Then, if found worthy by their master, a grisly red eye opens in the center of their foreheads. Dark speakers wear tattered black cloaks and carve arcane symbols into their skin.



DARK SPEAKER

DIFFICULTY 50

Size 1 frightening troglodyte

Perception 14 (+4); darksight
Defense 13; **Health** 32; **Insanity** —; **Corruption** 7
Strength 8 (–2), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 12
Immune gaining Insanity; frightened
Blasphemous Wards If the dark speaker is not injured, it imposes 1 bane on attack rolls made against it.
Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.
Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Spear (melee) +3 with 2 boons (2d6)

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

Shadow to Shadow If the dark speaker is in an area obscured by shadows or darkness, the dark speaker teleports to a space within medium range that is also obscured by shadows or darkness.

MAGIC

Power 4

Curse *hex* (5), *pain* (2), *weakness* (2), *dread* (1)

Destruction *ruin* (5), *rend* (2), *entropic power* (1), *evaporate* (1)

Illusion *clamor* (5), *thimblorig* (2), *invisibility* (1), *decoy* (1)

ABOMINATION

The strong and depraved rule troglodyte communities. Called abominations, these hideous troglodytes might be male or female and have first choice of mates, making their favorites pale brides (or consorts). Abominations feed their appetites and subjugate the tribe members and prisoners to whatever debased thing they can conceive.

Abominations almost hum with the corruption in their souls and display a variety of bizarre and appalling marks of darkness. They wear these signs with pride, leaking foul milk from their nipples, clutching the baby faces festooning their bellies, or savagely beating themselves in anticipation of the coming battle. Horns, claws, sharpened teeth, strange writings under the skin, calcified fetuses dangling from blackened umbilical cords hanging from between their legs are but a few of the possible manifestations of their particular brand of evil.

ABOMINATION

DIFFICULTY 100

Size 1 horrifying troglodyte

Perception 13 (+3); darksight

Defense 11; **Health** 100; **Insanity** —; **Corruption** 10

Strength 16 (+6), **Agility** 11 (+1), **Intellect** 9 (–1), **Will** 12 (+2)
Speed 12

Immune gaining Insanity; frightened

Lord of Darkness Each troglodyte friendly to the abomination and within short range of it makes attack rolls with 1 boon and deals 1d6 extra damage on its attacks.

Strength from Pain While injured, the troglodyte makes attack rolls with 1 boon and its weapon attacks deal 1d6 extra damage.

Sunlight Weakness A troglodyte is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Axe (melee) +6 with 2 boons (3d6)

Harpoon (medium range) +6 with 1 boon (3d6 plus Tethered)

Tethered A creature with a physical body becomes tethered. While tethered, the creature cannot move away from the abomination. If the abomination would move away from the tethered creature, it must either drop the line or make a Strength attack roll with 1 boon against the target's Strength, dragging the target with it when it moves on a success. An abomination can have just one creature tethered at a time. A tethered creature can remove the affliction by using an action to rip the harpoon free, which deals 1d6 extra damage to that creature.

SPECIAL ATTACKS

Double Attack The abomination attacks twice with its axe. Or, the abomination uses Reel In and then attacks with its axe.

Reel In The abomination makes a Strength attack roll with 1 boon against the Strength of one creature it has tethered. If the target is larger than the abomination, it makes the roll with 1 bane. On a success, the target takes 1d6 damage and moves up to 6 yards toward the abomination.

SPECIAL ACTIONS

Hide in Shadows The troglodyte can attempt to hide when it is at least partially obscured by shadows, even if it's being observed.

END OF THE ROUND

Feed the Corruption The abomination radiates a field of corruption. Any creature within short range that is not a troglodyte and has 1 Corruption or more must make a Will challenge roll with 3 banes. On a success, a creature becomes immune to this abomination's Feed the Corruption until the creature completes a rest. On a failure, the creature gains 1 Corruption and becomes dazed for 1 round.

SERPENT OF THE WITCH-KING

The Serpents of the Witch-King are the undead servants of Ashrakal who have managed to survive the long centuries by drinking the life force from living things, such as those sacrificed to them by bands of troglodyte Witch-King worshippers. Serpents of the Witch-King do not belong in this world. They walk through the air, as if the very ground below them cannot bear their touch. Scraps of black clothing flutter around the emaciated wreckage of their ancient flesh. Their red eyes burn with the fires of Hell and their long, sharp claws curl around slender fingers.

SERPENT OF THE WITCH-KING

DIFFICULTY 500

Size 1 horrifying undead

Perception 19 (+9); darksight

Defense 14; **Health** 125; **Insanity** —; **Corruption** 13

Strength 15 (+5), **Agility** 14 (+4), **Intellect** 15 (+5), **Will** 12 (+2)
Speed 12; flier

Immune damage from cold, disease, or poison; gaining Insanity; asleep, dazed, diseased, fatigued, frightened, poisoned, stunned

Abhorrent to Urth A serpent of Ashrakal always walks 3 inches above the ground and never takes damage from landing after a fall.

ATTACK OPTIONS

Claws (melee) +5 with 3 boons (4d6)

SPECIAL ATTACKS

Drink Life Inky darkness streaks toward a creature within medium range. The serpent makes an Intellect attack roll with 1 boon against the target's Agility. On a success, the beam strikes the target and raises it up until it stands 3 yards above the ground. The target is stunned for as long as the Serpent concentrates. Each time the Serpent uses an action to concentrate on this effect, the target takes a cumulative –2d6 penalty to its Health. If the accumulated penalty drops the target's Health to 0, it dies and its body crumbles to ash. If the Serpent takes any damage while concentrating on this effect, the damage breaks its concentration and ends the effect. Once a Serpent uses this action, it must wait at least one minute before it can do so again.

Tears of the Witch-King The Serpent flicks black droplets at up to five creatures within medium range. A target must get a success on an Agility challenge roll with 1 bane or be struck by the droplet. A creature struck by the droplet gains 1d6 Insanity and becomes compelled for as long as it is frightened from gaining Insanity in this way. Once the Serpent uses this action, it cannot do so until it completes a rest.

SPECIAL ACTIONS

Shadow Wards The Serpent creates five shadow wards. Whenever a creature within short range damages the Serpent, the Serpent can use a triggered action to dismiss one of the wards, causing a clot of shadow to fly toward the triggering creature. The triggering creature must get a success on an Agility challenge roll with 1 bane or become blinded for 1 hour.

MAGIC

Power 5

Death (*Demon Lord's Companion*) *killing touch* (6), *life drain* (3), *decay* (2), *feast of souls* (2), *death fog* (1), *stop heart* (1)

Forbidden *black tongue* (6), *hateful defecation* (3), *ravenous maggots* (2), *desire's end* (2), *soul exchange* (1), *horrid joining* (1)

END OF THE ROUND

Burned by Sunlight The Serpent takes 2d6 damage if it is in an area lit by sunlight.