

Book of
**VICIOUS
DAMNATION**



a Fourth Edition game supplement by
Davide Quatrini

FREE POWER CARDS INSIDE!

Fantasy^{4th}

a new line from Inspired Device!

Evil paladins...
strong champions of a vicious and sinful goddess...

Cool NPCs? Powerful PCs? YES!
In the wicked pages of this book you'll find twenty new powers (dark and evil powers, not like the ones you already know!) that can be used for building your evil paladin, a faithful servant of Mhethser, the Black Princess, the new evil goddess described in this supplement.

What? You want to use them
for your already-existing anti-paladin
or dark guard?

No problem!
The new powers of this book
can be used with any
evil-aligned paladin.

And yes... included a free set of
power-cards for quick reference
during play!

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All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt.

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Book of
**VICIOUS
DAMNATION**

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MHETHSER

The evil goddess

Alignment

Evil

Areas of Influence

Illness, pain, panthers

Mhethser is the evil goddess of illness, pain and panthers. She is a very ancient being, born when the first disease hit a pure and innocent princess, who decided to use dark rituals for stopping the pain that was devastating her body. In those ancient days of powerful magic the rituals went beyond the simple healing of the malady: they fused the princess' essence with the painful illness and the spirit of the sacrificial victim (a black panther), creating a complete new being, Mhethser, the Black Princess. Nowadays the goddess is strong and feared, especially because of her loyal templars, an order of male evil paladins blessed with mysterious dark powers.

Mhethser dogma

- ◆ Use pain for gaining power and respect.
- ◆ Spread diseases using your powers and servants.
- ◆ Revere panthers and never kill them.



The Dark Powers

UNHOLY STRIKE Paladin Attack 1

You hit your enemy using a weapon ignited with dark flames.

At-Will ♦ Divine, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier fire damage. If you marked the target, you gain combat advantage against her until the end of your next turn. Increase damage to 2[W] + Strength modifier at 21st level.

EVIL SMITE Paladin Attack 1

Your attack putrefies the flesh of your opponent.

Encounter ♦ Divine, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier + Charisma modifier necrotic damage.

FOUL'S DELIRIUM Paladin Attack 1

Your arcane gestures cause madness.

Daily ♦ Divine, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage, and the target is stunned until the end of your next turn.

Miss: Half damage, and the target is dazed until the end of your next turn.

ABYSSAL SPEECH Paladin Utility 2

Your revolting words bend your enemy's will.

Daily ♦ Divine

Minor Action Ranged 5

Target: One creature

Effect: The target takes a penalty to Will defense equal to 1 + your Charisma modifier against your Intimidate attempts until the end of the encounter.

DARK HARVEST Paladin Attack 3

Your attacks are devastating against pure opponents.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC, one attack per target

Hit: The effect of this prayer depends on what is target alignment:

Chaotic Evil or Evil target: 1[W] + Strength modifier damage;

Unaligned target: 1[W] + Strength modifier damage, and the target is marked until the end of your next turn;

Good or Lawful Good target: 1[W] + Strength modifier damage, and the target is marked and dazed until the end of your next turn.

VULNERABILITY TO EVIL Paladin Attack 5

You are able to weaken both opponent's body and mind with a single evil prayer.

Daily ♦ Divine, Implement, Necrotic, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d8 necrotic plus 1d8 psychic damage, and the target gains vulnerability 5 to necrotic and psychic damage until the end of the encounter.

Miss: Half damage, and the target gains no vulnerability.

TRANSFER PAIN Paladin Utility 6

You can use your pain to damage your enemies.

Daily ♦ Divine

Minor Action Ranged 5

Effect: Choose an opponent within 5 squares of you.

She takes 1/4 your damage until the end of the encounter or until you end the effect as a free action.

No power or effect can reduce the damage she takes from this power.

ICE MASK Paladin Attack 7*You encapsulate your opponents' heads in a block of ice.***Encounter** ♦ Cold, Divine, Implement**Standard Action** Close burst 1**Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** Charisma modifier cold damage, and the target is blinded and deafened until the end of your next turn.**PARALYZING DISEASE** Paladin Attack 9*The gray cloud that surrounds you carries a terrible disease.***Daily** ♦ Divine, Implement, Psychic**Standard Action** Close burst 1**Target:** Each enemy in burst**Attack:** Charisma vs. Fortitude**Hit:** 1d8 + Charisma modifier necrotic damage.**Effect:** Any enemy that starts its turn adjacent to you is immobilized until the end of your next turn.**Sustain Minor:** You can sustain the power's effect.**CURSED GAZE** Paladin Utility 10*Your dark flaming eyes curse your enemies.***Encounter** ♦ Divine**Minor Action** Ranged 5**Target:** One creature**Effect:** Target's saving throws get a -4 penalty until the end of your next turn.**TREMENDOUS SMITE** Paladin Attack 13*After your attack the air becomes cold and hostile.***Encounter** ♦ Cold, Divine, Weapon, Psychic**Standard Action** Close burst 1**Target:** Each enemy in burst you can see**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**Effect:** This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and psychic damage. You can dismiss the effect as a minor action.**LOST TIME** Paladin Attack 15*Your hit damages your victim's time perception.***Daily** ♦ Charm, Divine, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage and the target loses its next standard action.**Miss:** Half damage and no action is lost.**Black Luck** Paladin Utility 16*The evil god you serve gives to you another chance.***Encounter** ♦ Divine, Illusion**Immediate Reaction** Ranged 5**Trigger:** You (or one ally in range) fail a ranged or a melee attack roll.**Effect:** The attacker reroll the attack roll.**DARK HAND OF EVIL GODS** Paladin Attack 17*A crushing hand of despair strikes your foe's mind.***Encounter** ♦ Divine, Implement, Psychic**Minor Action** Close burst 1**Target:** Each enemy in burst**Attack:** Wisdom vs. Will**Hit:** 2d10 + Wisdom modifier psychic damage, and the target is marked until the end of your next turn.**Effect:** Until the end of your next turn, allies in the burst gain a power bonus to damage rolls equal to your Charisma modifier.**EVIL CROWN** Paladin Attack 19*The power of your corrupted soul is unbearable.***Daily** ♦ Divine, Necrotic, Weapon**Standard Action** Close burst 1**Target:** Each enemy in burst you can see**Attack:** Wisdom vs. Fortitude**Hit:** 1[W] + Wisdom modifier necrotic damage, and the target is stunned (save ends).**Miss:** Half damage, and the target is blinded until the end of your next turn.

DOOM Paladin Utility 22*Your enemies can't escape the shadow of your dark god.***Daily** ♦ Divine

Minor Action Close burst 5

Target: Each enemy in burst

Effect: Until the end of your next turn, any target who makes a saving throw must roll two dice and take the lower result. Besides all targets get a -2 penalty to attack rolls and defenses until the end of your next turn.**KISS OF THE SNAKE** Paladin Attack 23*With a single evil word you can put a strong poison in your victim's veins.***Encounter** ♦ Divine, Implement, Poison

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Fortitude**Hit:** 3d6 + Wisdom modifier poison damage, and ongoing 10 poison damage (save ends).**FOUR CURSES** Paladin Attack 25*You destroy your enemies' heart, body, mind and soul using four ancient dark curses.***Daily** ♦ Acid, Cold, Divine, Implement, Necrotic, Psychic

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Will**Hit:** 1d6 acid damage plus 1d6 cold damage plus 1d6 necrotic damage plus 1d6 psychic damage, and ongoing 10 damage (save ends). The target is marked until the end of your next turn. If the target is good or lawful good she is also slowed until the end of your next turn.**Miss:** Half damage, and ongoing 10 damage (save ends). The target is marked until the end of your next turn.**DEMON'S BLOW** Paladin Attack 27*You hit your enemy using a weapon infused with hellish power.***Encounter** ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will**Hit:** 3[W] + Strength modifier damage.**Special:** this attack deals 5d12 extra damage on a critical hit.**VAMPIRE GRASP** Paladin Attack 29*You obtain your victim's life force using cruel evil arts.***Daily** ♦ Divine, Implement, Necrotic

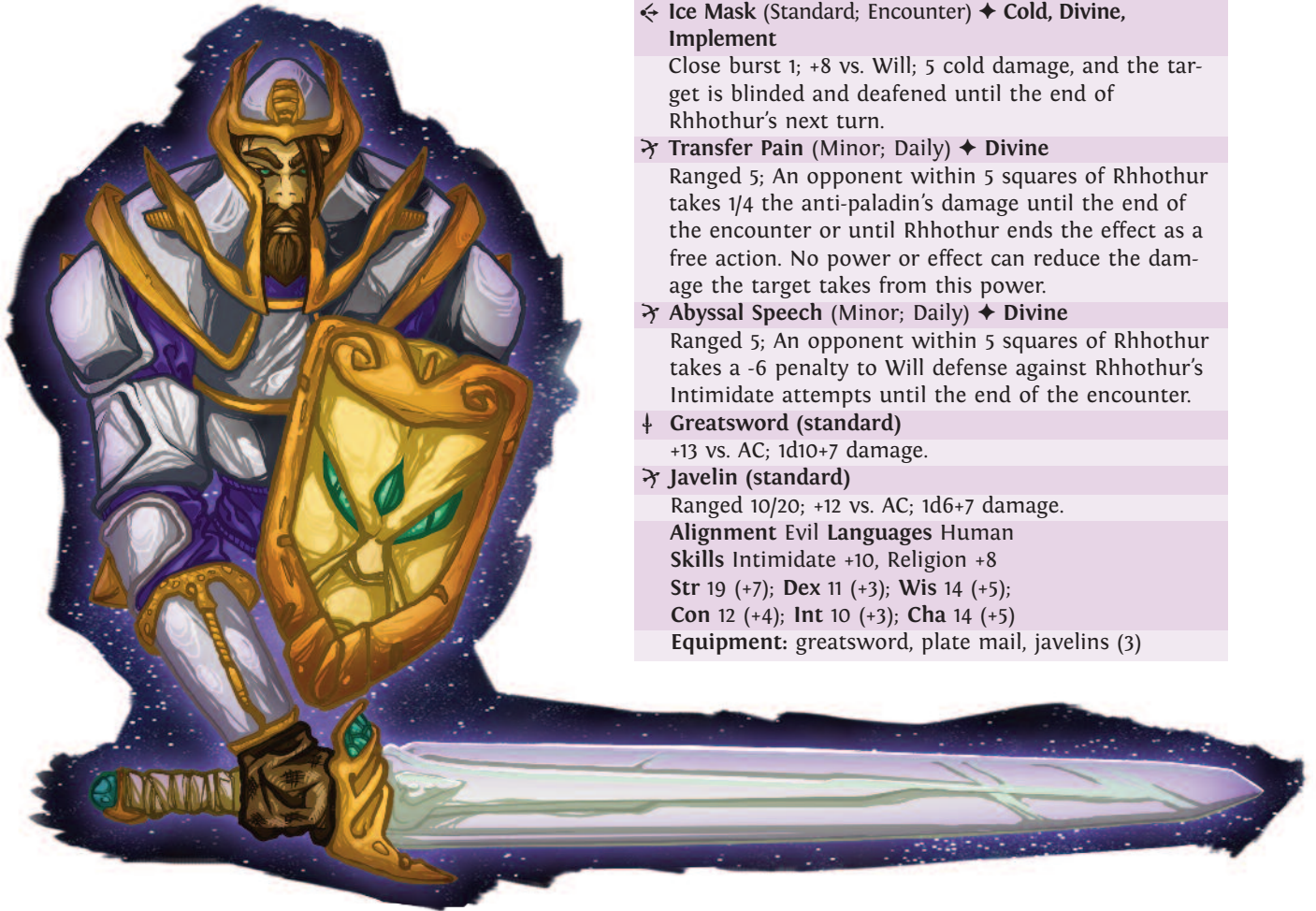
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will**Hit:** 3d12 + Charisma modifier damage and ongoing 15 necrotic damage (save ends). Each time this damage is dealt, you gain 15 temporary hit points.**Miss:** 3d12 + Charisma modifier damage.

RHHOTHUR

The classic example of Mhethser's champion in a medium-sized community.



Human Paladin	Level 7 Soldier
Medium natural humanoid	XP 300
Initiative +6 Senses: Perception +5	
HP 68; Bloodied 34	
Healing Surges (+17 hp): 1	
AC 24; Fortitude 22, Reflex 18, Will 20	
Speed 5	
<p>⚔ Unholy Strike (Standard; At-Will) ⬠ Divine, Fire +13 vs. AC; 1d10+7 fire damage. If Rrhothur has marked the target, Rrhothur gains combat advantage against her until the end of his next turn.</p>	
<p>⚔ Ice Mask (Standard; Encounter) ⬠ Cold, Divine, Implement Close burst 1; +8 vs. Will; 5 cold damage, and the target is blinded and deafened until the end of Rrhothur's next turn.</p>	
<p>⚔ Transfer Pain (Minor; Daily) ⬠ Divine Ranged 5; An opponent within 5 squares of Rrhothur takes 1/4 the anti-paladin's damage until the end of the encounter or until Rrhothur ends the effect as a free action. No power or effect can reduce the damage the target takes from this power.</p>	
<p>⚔ Abyssal Speech (Minor; Daily) ⬠ Divine Ranged 5; An opponent within 5 squares of Rrhothur takes a -6 penalty to Will defense against Rrhothur's Intimidate attempts until the end of the encounter.</p>	
<p>⚔ Greatsword (standard) +13 vs. AC; 1d10+7 damage.</p>	
<p>⚔ Javelin (standard) Ranged 10/20; +12 vs. AC; 1d6+7 damage.</p>	
<p>Alignment Evil Languages Human Skills Intimidate +10, Religion +8 Str 19 (+7); Dex 11 (+3); Wis 14 (+5); Con 12 (+4); Int 10 (+3); Cha 14 (+5) Equipment: greatsword, plate mail, javelins (3)</p>	

Unholy Strike

P. Atk. 1

*You hit your enemy using a weapon ignited with dark flames.***At-Will ♦ Divine, Fire, Weapon**
Standard Action Melee weapon**Target:** One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier fire damage. If you marked the target, you gain combat advantage against her until the end of your next turn. Increase damage to 2[W] + Strength modifier at 21st level.

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Evil Smite

P. Atk. 1

*Your attack putrefies the flesh of your opponent.***Encounter ♦ Divine, Necrotic, Weapon**
Standard Action Melee weapon**Target:** One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier + Charisma modifier necrotic damage

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Foul's Delirium

P. Atk. 1

*Your arcane gestures cause madness.***Daily ♦ Divine, Implement, Psychic**
Standard Action Ranged 5**Target:** One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier psychic damage, and the target is stunned until the end of your next turn.
Miss: Half damage, and the target is dazed until the end of your next turn.

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Abyssal Speech

P. Utl. 2

*Your revolting words bend your enemy's will.***Daily ♦ Divine**
Minor Action Ranged 5**Target:** One creature
Effect: The target takes a penalty to Will defense equal to 1 + your Charisma modifier against your Intimidate attempts until the end of the encounter.

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Dark Harvest

P. Atk. 3

*Your attacks are devastating against pure opponents.***Encounter ♦ Divine, Weapon**
Standard Action Melee weapon**Target:** One or two creatures
Attack: Strength vs. AC, one attack per target
Hit: The effect of this prayer depends on what is target alignment:
Chaotic Evil or Evil target: 1[W] + Strength modifier damage;
Unaligned target: 1[W] + Strength modifier damage, and the target is marked until the end of your next turn;
Good or Lawful Good target: 1[W] + Strength modifier damage, and the target is marked and dazed until the end of your next turn.

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Vulnerability to Evil

P. Atk. 5

*You are able to weaken both opponent's body and mind with a single evil prayer.***Daily ♦ Divine, Implement, Necrotic, Psychic**
Standard Action Ranged 5**Target:** One creature
Attack: Wisdom vs. Will
Hit: 1d8 necrotic plus 1d8 psychic damage, and the target gains vulnerability 5 to necrotic and psychic damage until the end of the encounter.
Miss: Half damage, and the target gains no vulnerability.

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Transfer Pain

P. Utl. 6

*You can use your pain to damage your enemies.***Daily ♦ Divine**
Minor Action Ranged 5**Effect:** Choose an opponent within 5 squares of you. She takes 1/4 your damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage she takes from this power.

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Paralyzing Disease

P. Atk. 9

*The gray cloud that surrounds you carries a terrible disease.***Daily ♦ Divine, Implement, Psychic**
Standard Action Close burst 1**Target:** Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier necrotic damage.
Effect: Any enemy that starts its turn adjacent to you is immobilized until the end of your next turn.
Sustain Minor: You can sustain the power's effect.

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Cursed Gaze

P. Utl. 10

*Your dark flaming eyes curse your enemies.***Encounter ♦ Divine**
Minor Action Ranged 5**Target:** One creature
Effect: Target's saving throws get a -4 penalty until the end of your next turn.

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Tremendous Smite P. Atk. 13

After your attack the air becomes cold and hostile.

Encounter ♦ Cold, Divine, Weapon, Psychic
Standard Action Close burst 1

Target: Each enemy in burst you can see
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and psychic damage. You can dismiss the effect as a minor action.

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Lost Time P. Atk. 15

Your hit damages your victim's time perception.

Daily ♦ Charme, Divine, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage and the target loses its next standard action.
Miss: Half damage and no action is lost.

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Black Luck P. Utl. 16

The evil god you serve gives to you another chance.

Encounter ♦ Divine, Illusion
Immediate Reaction Ranged 5

Trigger: You (or one ally in range) fail a ranged or a melee attack roll.
Effect: The attacker reroll the attack roll.

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Dark Hand of Evil Gods P. Atk. 17

A crushing hand of despair strikes your foe's mind.

Encounter ♦ Divine, Implement, Psychic
Minor Action Close burst 1

Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 2d10 + Wisdom modifier psychic damage, and the target is marked until the end of your next turn.
Effect: Until the end of your next turn, allies in the burst gain a power bonus to damage rolls equal to your Charisma modifier.

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Evil Crown P. Atk. 19

The power of your corrupted soul is unbearable.

Daily ♦ Divine, Necrotic, Weapon
Standard Action Close burst 1

Target: Each enemy in burst you can see
Attack: Wisdom vs. Fortitude
Hit: 1[W] + Wisdom modifier necrotic damage, and the target is stunned (save ends).
Miss: Half damage, and the target is blinded until the end of your next turn.

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Doom P. Utl. 22

Your enemies can't escape the shadow of your dark god.

Daily ♦ Divine
Minor Action Close burst 5

Target: Each enemy in burst
Effect: Until the end of your next turn, any target who makes a saving throw must roll two dice and take the lower result. Besides all targets get a -2 penalty to attack rolls and defenses until the end of your next turn.

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Kiss of the Snake P. Atk. 23

With a single evil word you can put a strong poison in your victim's veins.

Encounter ♦ Divine, Implement, Poison
Standard Action Ranged 20

Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d6 + Wisdom modifier poison damage, and ongoing 10 poison damage (save ends).

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Four Curses P. Atk. 25

You destroy your enemies' heart, body, mind and soul using four ancient dark curses.

Daily ♦ Acid, Cold, Divine, Implement, Necrotic, Psychic
Standard Action Close burst 5

Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 1d6 acid damage plus 1d6 cold damage plus 1d6 necrotic damage plus 1d6 psychic damage, and ongoing 10 damage (save ends). The target is marked until the end of your next turn. If the target is good or lawful good she is also slowed until the end of your next turn.
Miss: Half damage, and ongoing 10 damage (save ends). The target is marked until the end of your next turn.

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Demon's Blow P. Atk. 27

You hit your enemy using a weapon infused with hellish power.

Encounter ♦ Divine, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. Will
Hit: 3[W] + Strength modifier damage.
Special: this attack deals 5d12 extra damage on a critical hit.

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Vampire Grasp P. Atk. 29

You obtain your victim's life force using cruel evil arts.

Daily ♦ Divine, Implement, Necrotic
Standard Action Ranged 5

Target: One creature
Attack: Charisma vs. Will
Hit: 3d12 + Charisma modifier damage and ongoing 15 necrotic damage (save ends). Each time this damage is dealt, you gain 15 temporary hit points.
Miss: 3d12 + Charisma modifier damage.

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For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.