

DUNGEON AGE

ORBITAL
VAMPIRE
TOWER

WRITTEN BY JOSEPH R. LEWIS © 2021

DUNGEON AGE

ORBITAL VAMPIRE TOWER

an adventure for level 3

Written by Joseph R. Lewis © 2021

INTRODUCTION

The ancient world of Harth withers beneath its dying sun...but it's not dead yet.

High in the night sky, a vampire's tower is torn apart by a rampaging angel. People and monsters are trapped. Magical treasure lies scattered everywhere.

It's all yours for the taking, if you can find a way out before the angel finds you.

STYLE

This adventure is a one-shot dungeon-delve into a wizard's tower. In space. With vampires.

This is an alien-survival-horror-movie of an adventure (or at least, you can choose to play it that way).

The party is trapped and deadly threats lurk everywhere. There are multiple ways to escape, but all are risky. Plus there is weird magical loot all over the place.

Direct combat is ill-advised. Many encounters are deadly.

DESIGN NOTES

This adventure is intended for low-level characters (around level 3). It is focused mostly on exploration, with several social encounters and opportunities for deadly combat.

It runs 3 to 5 hours.

There are many unique magical items and unique monsters.

LAYOUT

The DM's read-aloud text looks like this. It's brief!

Descriptions of locations focus only on key adventure items. You may assume that any "missing" details are obvious, such as a pot in a kitchen.

Items that are further explained in their own bullet or section are **bolded and underlined**.

CREATURE and **TREASURE** details appear at the end of the adventure.

OBVIOUS NOTE

The names and settings used in this adventure are drawn from the world of **DUNGEON AGE**.

Obviously, you can and should change whatever you want to fit in your campaign setting.

The creatures in this adventure range in challenge rating from easy to deadly.

Obviously, you can and should adjust the stats and numbers of creatures to meet the skills of your players or your style of play.

But you already knew that, right?

Oh, also, don't tell your players the **title** of this one-shot before you play it. It spoils the surprise.

CREDITS

“Orbital Vampire Tower” is published by Joseph R. Lewis under the Open Game License vers 1.0a Copyright 2000 Wizards of the Coast, Inc.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, proper names (characters, etc.), dialogue, plots, storylines, locations, characters, and artwork. Elements that have previously been designated as Open Game Content are not included in this declaration.

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

“Orbital Vampire Tower” © 2021 Joseph R. Lewis, All Rights Reserved.

Cover art “The Starry Night” by Vincent van Gogh, 1889.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or

audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any

Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

OVERVIEW FOR THE DM

THE THREAT

The party finds an ancient, forgotten teleportation stone.

The stone sends them to an orbital vampire tower. Everything is dark and smashed. Lights flicker.

The vampire's captive **angel** has gotten free, and it is wildly, viciously, murderously insane.

The teleportation stone in the tower is **broken**. The party must find a way to escape!

Also, a pair of **treasure hunters** teleports on board later. And if the party is very unlucky, a ship of **mercenaries** may arrive to pillage the tower for another vampire.

THE SOLUTION(S)

A few possibilities:

- ❑ Find the missing part of the teleportation stone (in the Cistern) and teleport home.
- ❑ Cram into the vampire's lifeboat and fly away.
- ❑ Steal the nightship from the mercenaries and fly away.
- ❑ Or maybe something else?

HOW LONG IS THIS?

Between 3 and 5 hours. It depends on how many areas the PCs choose to explore and how complex the NPC interactions are.

EXPLORATION

The PCs will explore many rooms of the tower. The layout is simple and PCs cannot get lost.

OPTION: The map on page 6 can be an actual diagram found on the wall of every level of the tower, like in an office building.

COMBAT

There are opportunities for combat, but fighting the vampires or the angel will be **deadly**. PCs need to focus more on escaping from these threats.

I recommend that you have the PCs meet either the Thieves **or** the Mercenaries, but not both. Have the angel kill the ones that the PCs do not meet to show how dangerous the angel is.

TREASURE

There is gold, but mostly there are strange and unique magical items.

HOW TO RUN THIS

Once the PCs arrive in the tower, they are in a dark, steamy, flashing environment. Try to maintain a sense of tension. They don't know how to escape. They don't know who to trust. There are deadly things all around. Have fun!

IS THIS BALANCED?

No! Some areas are safe, they just look dangerous. Other areas might kill someone pretty quickly.

At level 3, this adventure is deadly survival-horror. At level 5, the combat challenges become more "fair" for the PCs.

PREP WORK

As always, I encourage you to skim the whole adventure to have a sense of it. But this is a straight-forward dungeon crawl. The most dynamic elements are the two factions: the thieves who teleport in whenever you want, and the mercenaries who fly over whenever you want.

Aside from that, just explore the rooms, fight the monsters, negotiate with the NPCs, and try to get out alive.

WHAT IS THE DC?

SHORT ANSWER: It's 13.

LONGER ANSWER: There are few skill checks or saving throws listed in this adventure.

Skill checks and saving throws were left out to encourage more organic play and narrative problem-solving.

But if you like rolling dice (and who doesn't?), then a DC 13 works well for just about every skill check or saving throw in this adventure (for 5e).

NPCS

There are a bunch:

- ☐ **REVELIUS ONAR**, vampire lord.
- ☐ **REV**, newborn clone.
- ☐ **SKARLET ANZI**, vampire mage.
- ☐ **LEECH**, human butler.
- ☐ **GRISELLE**, human maid.
- ☐ **DR MAHKOI**, skeleton surgeon.
- ☐ **AURA JATHEED**, vampire lord.
- ☐ **CLEANERS**, vampire mercs.
- ☐ **THIEVES**, treasure hunters.
- ☐ **DELILAH**, security gargoyle.
- ☐ **GORJ**, cosmic horror.
- ☐ **NOVAAD**, insane angel.

There are notes for each NPC to help you roleplay them.

BACKGROUND STORY

(Deep breath.)

Ancient vampires live in space, in orbital towers safe from the sun in the shadow of the world of Harth.

The vampire **REVELIUS ONAR** has a tower (the “Manse of Onar”) where he conducts experiments to cure his sunlight “allergy”. He has a butler and maid, a skeleton doctor, an assistant, and some clones.

Revelius also captured an angel **NOVAAD** and a cosmic horror **GORJ** for his research.

RECENTLY, the butler **LEECH** freed the angel **NOVAAD**. The insane metal angel rampaged through the tower, and everyone either died or hid behind locked doors.

Now the angel **NOVAAD** is asleep in the blood cistern, with the missing piece of the broken teleportation stone.

The horror **GORJ** has divided into three smaller versions of itself to hide from the angel.

Also, the vampire **AURA JATHEED** in a neighboring orbital tower would very much like to pillage the Manse of Onar.

STORY HOOKS

To get started, you need the PCs to use a teleportation stone to beam up to the orbital vampire tower.

If you are running a **one-shot**, then you can simply say:

- ☐ “On your travels, you find a circular white stone platform with a short pillar in the center. When you touch the hand-shaped indent on top of the pillar, you are all instantly transported to a dark room.” And go straight to the **9. Foyer**.

If you are inserting this adventure into your **campaign**, then you can place the first teleportation stone literally anywhere:

- ☐ The PCs stumble upon an ancient teleportation stone. Perhaps it is covered in ivy in the forest, or wrapped in spider webs in a dungeon, or buried in ash in a ruin, or covered in dust in an evil library.

See the next page **How to Get Started** for more detailed options.

HOW TO GET STARTED

DM NOTES

WHERE IS THIS?

- ☐ Literally anywhere, but there are three options to get you started over there →

WHO IS HERE?

- ☐ No one.

WHAT HAPPENS HERE?

- ☐ Find the teleportation stone
- ☐ Get teleported up to the orbital vampire tower

OPTION 1: IMPACT CRATER

A shallow pit spews dark smoke into the sky. Blackened **stone** and **metal** pepper the ground.

Flaming **wreckage** crackles and snaps. A round white **platform** lies unharmed in the debris. Four burnt **corpses** shuffle nearby.

- ☐ **STONE.** Burnt masonry. Parts of curved brick walls.
- ☐ **METAL.** Melted panels, rods, and unrecognizable tools.
- ☐ **WRECKAGE.** Wooden splinters, cloth tatters, bone fragments.
- ☐ **PLATFORM.** Wayfarer Stone.
- ☐ **CORPSES.** Solar zombies. They think you look cold and want to hug you, which will burn you to death.

OPTION 2: SWAMP RUINS

Cracked stone **pillars** lean in the dense swamp, smothered by moss and ivy. A single shaft of sunlight falls on a round white **platform** half-sunken in the muck. Three filthy **monkeys** watch you from the fetid puddles. They giggle.

- ☐ **PILLARS.** Ancient. Runes tell of visitors who drink blood and wield great magic.
- ☐ **PLATFORM.** Wayfarer Stone.
- ☐ **MONKEYS.** Mud pucks. They want to drown you in mud, and turn your corpse into mud.

OPTION 3: DUNGEON

A partially collapsed corridor twists down to a dusty chamber. Tattered **tapestries** dangle from the walls. Tiny glass lizards skitter over a round white **platform**.

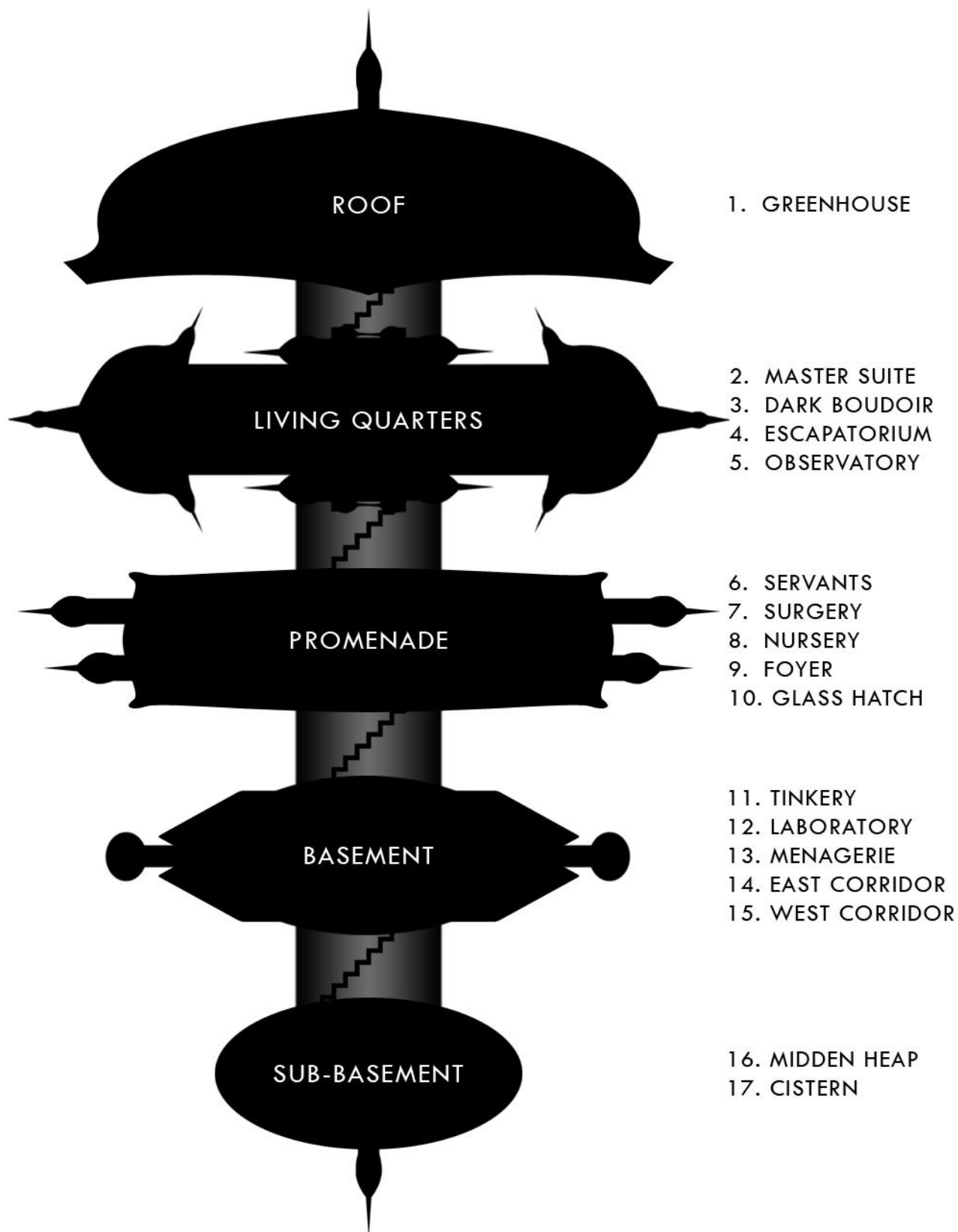
- ☐ **TAPESTRIES.** Ancient. Silk. Depict a gray man in black robes bathing in pools of red.
- ☐ **PLATFORM.** Wayfarer Stone.

WAYFARER STONE

A white marble **platform** sits on the ground. Rings of hand-carved **runes** cover the surface. A small **pillar** stands in the center with a hand-shaped indent on top.

- ☐ **PLATFORM.** One foot high, fifteen foot diameter. Magical. Undamaged. Cool to the touch.
- ☐ **RUNES.** Arcane. Conjunction (teleportation).
- ☐ **PILLAR.** Three feet high, one foot diameter. When any person touches the hand-shaped indent on top, everyone standing on the stone is teleported to the 9. Foyer.

TOWER MAP



THE TOWER

DM NOTES

WHERE IS THIS?

- ☐ The tower is in orbit on the dark side of the world of Harth
- ☐ It is a vampire space station
- ☐ But basically it is a wrecked wizard tower

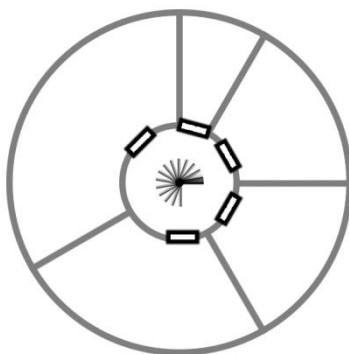
WHAT HAPPENS HERE?

- ☐ Discover that the teleportation stone here is broken, you need to find a way home!
- ☐ Meet the vampire lord **REVELIUS ONAR**
- ☐ Meet the vampire **SKARLET** and the clones **REV**
- ☐ Encounter the fragmented cosmic horror **GORJ** and the insane metal angel **NOVAAD**
- ☐ Deal with thieves and mercs
- ☐ Play with weird machines and magical rooms
- ☐ Fight monsters, get treasures, the usual
- ☐ **SPACE.** This is a wizard tower IN SPACE. If a window or wall is breached, then the air (and everything else nearby) is sucked out into space!
- ☐ **DOORS.** All doors are pressure hatches and can contain a hull breach. If a door is “intact” then it seals properly. If a door is “shredded” then it is useless.

ARRIVAL

- ☐ You teleport into **9. Foyer.**
- ☐ **OPTION:** On the wall you see a map of the tower. See page 6. Be aware that this may ruin the surprise that this strange tower is in SPAAACE!
- ☐ Each location has a door: **open** or **closed, intact** or **shredded**, as noted in its description.
- ☐ The layout is simple. A central stairwell lets you access all of the levels. Each room has a single door that opens to the central stair. See below.

EXAMPLE LEVEL LAYOUT:



THE ANGEL

The insane metal angel **NOVAAD** starts out resting in **17. Cistern** at the bottom of the tower.

NOVAAD hates Chaos. (Irony!)

What triggers **NOVAAD** to come out and attack?

- ☐ **MERGE** any two fragments of the cosmic horror Gorj.
- ☐ Have a **COMBAT** that lasts more than two rounds.
- ☐ **BREACH** any room and blow its contents out into space.

RANDOM ENCOUNTERS

Roll 1d6 for adventure when the party changes levels.

- 1 A crack in the wall sprays a blinding jet of flames as a trapped **angel wing** lashes out from the bulkhead!
- 2 You hear a fast metallic clicking as three **hall monitors** attack!
- 3 A blast of steam erupts from a nearby pipe as a whirling **angel fragment** shoots out at you!
- 4 A crack in the wall sprays a scorching jet of flames, 1d6.
- 5 A blast of blinding steam erupts from a nearby pipe.
- 6 You hear a fast metallic clicking that slows...and then stops.

ROOF

INTRODUCTION

A wide straight stair ascends to a polished rosewood door. The humid air smells and tastes of flowery oils and earthy decay. Chitters and squawks echo within. A thin film of mud and moss oozes from under the door.

DM NOTES

WHAT IS HERE?

- ☐ Greenhouse

WHO IS HERE?

- ☐ Rev-4, vampire clone

1 GREENHOUSE

DOOR. Intact. Closed.

A sultry **rainforest** presses in close around you. The eternal night **sky** glitters above a soaring glass **roof**. Colorful **creatures** roam the canopy.

- ☐ **RAINFOREST.** Kapoks, bananas, cashews, oil palms, figs.
- ☐ **SKY.** Beautiful stars, silver moon Qamar, red moon Qaray, a golden tower in distant orbit (Aura Jatheed).
- ☐ **ROOF.** Armored triangular glass panes. If broken, everything flies out into space.
- ☐ **FOOTPRINTS.** Stumbling, crawling from the doorway deep into the jungle to a starlit grove. A young naked **man** lies on the ground, shivering.

MAN:

- ☐ **REV-4.** Failed vampire clone, requires sunlight to survive, is starving on starlight. Glassy skin reveals muscles and bones, red eyes, fangs.
- ☐ Appears 30, is only 3 hours old. Speaks and acts like an adult.
- ☐ Thin, bald, dying. Too weak to walk. Requires real sunlight or angel-light to recover.
- ☐ In pain, angry at the world.
- ☐ Has a vague idea that he is a failed experiment of some sort.

CREATURES:

- ☐ **ROGUE MONKEYS.** Red, fuzzy, cute, aggressive thieves.
- ☐ **ECHO PARROTS.** Tiny, blue: “Novaad will kill us all...” “Stop it! Stop repeating me!”
- ☐ **SHOCK FROGS.** Tiny, purple, 1d6 lightning when touched.
- ☐ **ZENACONDA.** Massive, green, always asleep, two desiccated corpses crushed in its coils.
- ☐ **FIRE ANTS.** Ants on fire. Swarming up a tree to attack a family of adorable red monkeys in the branches above.

LIVING QUARTERS

INTRODUCTION

Polished marble stairs spiral up and down through the center of this circular chamber. Dozens of burning tapers cast a warm golden light over scratched walls. Four doorways ring the space. Three doors stand closed, and the fourth hangs in splinters.

DM NOTES

WHAT IS HERE?

- ☐ Master Suite
- ☐ Dark Boudoir
- ☐ Escapatorium (broken door)
- ☐ Observatory

WHO IS HERE?

- ☐ Revelius Onar, vampire lord
- ☐ Skarlet Anzi, vampire mage
- ☐ Gorj-A, cosmic horror

2 MASTER SUITE

DOOR. Intact. Locked.

A black velvet canopy obscures the **bed**. Dozens of wine **bottles** gleam on polished ebony racks. Hundreds of leather-bound **volumes** litter the floor. A circular **door** stands on the back wall between two windows.

- ☐ **BED.** The **vampire** hisses, “Get out of my house, you vermin!”
- ☐ **BOTTLES.** Contain inhuman blood, a vampire delicacy. Toxic to humans, 2d6 poison.
- ☐ **VOLUMES.** Vampire history, poetry, philosophy, medicine. Read for 1 hour to learn that **tetrium steel** kills a vampire instantly on contact.

TETRIUM STEEL. A bright lavender metal. The only known material that can contain (but not harm) an angel.

- ☐ **DOOR.** Locked. Leads to the **lifeboat**, a **nightship**. Lacquered red chitin panels, golden wire trim, and white bone detailing. Only responds to Revelius’s **blood** (or his clones’ blood). Obeys verbal commands.

LOOT:

- ☐ 945 GP.
- ☐ A black pearl earring.

VAMPIRE LORD:

- ☐ **REVELIUS ONAR**, centuries old. Gray skin, red eyes. Imperious, cunning. Red robe, black cowl.
- ☐ **Terrified** of sunlight.
- ☐ **Wants** to become immune to sunlight. Has been growing **clones** of himself to find a cure. Does not know (yet) that **REV-5** is immune to sunlight.
- ☐ Must feed on **REV-5** to become a daywalker. If he does, then he escapes in his **lifeboat** to rule the world below!
- ☐ **Offers** 500 GP reward to get rid of the angel **NOVAAD**. Recommends blowing it out a window into the eternal night. Suggests using a **Chaotic** creature as bait. He will not risk helping you directly.

ONAR’S BLACK COWL

This magical velvet robe renders the wearer immune to Radiant damage. When the wearer is in dim light or darkness, they are invisible. **Value: 2,000 GP**

ONAR’S IVORY WAND

This twisted white wand lets the user **Control Metal** for one round. **Value: 1,000 GP**

3 DARK BOUDOIR

DOOR. Intact. Closed.

Dim red candles illuminate a modest **bed** with black silk sheets on a red carpet. Two mounted **skulls** flank an ebony **armoire**. A round **window** looks out at the stars. A **woman** hovers outside the window.

- ☐ **BED.** Sinfully decadent.
- ☐ **SKULLS.** Humanoid, fanged. Vampires. Skarlet's treacherous lovers **Sasha** and **Rudo**.
- ☐ **ARMOIRE.** Unlocked. Dark red evening gowns and work suits.
- ☐ **WINDOW.** Five feet wide.
- ☐ **WOMAN.** Skarlet Anzi, vampire mage. Gray skin, red eyes, black hair, sharp nails. Cold, aloof, brilliant. Assistant to **REVELIUS ONAR**.
- ☐ **Wants** to cure her fatal allergic reaction to sunlight. Must feed on **REV-5** to do so.
- ☐ **Fears** the angel **NOVAAD**.
- ☐ **Fled** outside in mist form. Re-enters the same way.
- ☐ **Will** help you if she can feed on one of you, 3d6 necrotic.

LOOT:

- ☐ **Eyes of Darkness.**
- ☐ **Skarlet's Red Jade Ring.**
- ☐ Two warm bottles of inhuman blood, 2d6 poison.
- ☐ 323 GP.

4 ESCAPATORIUM

DOOR. Shredded. Open.

Yellow candles flicker on a swinging chandelier above a slashed blue settee between three closed **curtains** of heavy blue velvet. A **closet** door hangs open beside the entrance.

- ☐ **CURTAIN 1.** A sandy path leads to a white beach and blue lagoon. Gulls fly forward and back on a loop. Dolphins are frozen in mid-jump. On the sand, two swimsuits and a **Ring of Gills**. A red **octopus** digs in the sand. A tsunami of turtles smashes the beach. 4d6 psychic damage.
- ☐ **CURTAIN 2.** A snowy path winds through the pines. A wolf hangs frozen as it pounces on a deer. Fir trees ripple in rainbow hues. In the snow, two snowshoes and a **Ring of Fur**. A white-out blizzard hides the exit. 1d6 psychic per minute.
- ☐ **CURTAIN 3.** A dingy hall leads to a glaring white light. In the wall, a **Black Dagger**. Walk forward to emerge in **10. Glass Hatch** (one-way portal).
- ☐ **CLOSET.** Empty hangers and empty jewelry boxes.

DM NOTE. The curtains lead to illusory vacations damaged by **NOVAAD**. PCs can be harmed psychically inside the illusions.

OCTOPUS:

- ☐ **GORJ-A.** Red skin, gold eyes. 1/3 of the cosmic horror **GORJ**. If two **GORJ** meet, they merge. Telepathic raspy voice.
- ☐ **Begs** to go to the red moon Qaray to be safe and free.
- ☐ **RAVENOUS.** Will eventually try to eat you.
- ☐ **Fears** the angel **NOVAAD**.

RING OF GILLS

This magic ring lets the wearer grow gills for 1 hour per day to breathe underwater.

Value: 300 GP

RING OF FUR

This magic ring lets the wearer grow a coat of fur for 8 hours per day to become Immune to Cold damage.

Value: 300 GP

BLACK DAGGER

Shadows cling to this magic obsidian blade. On a hit, the target is blinded until their next turn ends.

Value: 500 GP

5 OBSERVATORY

DOOR. Intact. Closed.

Black candles line a plush red carpet path into a spherical chamber of dark wood panels and polished brass fittings. An orichalcum **mirror** hovers in the air over a luxurious red **couch**.

- ❑ **MIRROR.** 20 ft wide, 10 ft tall. It is a magic screen controlled by the **couch**.
- ❑ **COUCH.** Red velvet gently massages your back. Armrest has three jeweled buttons: **pearl**, **ruby**, and **obsidian**.
- ❑ **PEARL.** The mirror shows a silvery moonscape covered in **meditating** people. You hear thousands of men and women **chanting** prayers. You feel soothed and refreshed. All **status effects are removed**.
- ❑ **RUBY.** The mirror shows a red moonscape covered in giant writhing **tentacles**. You hear bestial **roaring** and inhuman **screaming**. You will have **nightmares** about this every night for the next month.
- ❑ **OBSIDIAN.** The mirror shows an elegant lounge of black velvet and golden candles around a black and gold couch. A gray **woman** in black and gold looks at you. “Revelius? Who is this? Why are you calling me at this hour?”
- ❑ **WOMAN. Aura Jatheed.** Rival vampire lord. Proud, cunning, greedy. Demands news of Revelius. If Aura Jatheed believes that anything is amiss at your tower, she sends her **Cleaners** to kill everyone and loot the tower for her.
- ❑ **CLEANERS.** A nightship arrives at the **Glass Hatch** in ten minutes. The vampires **Torch**, **Necro**, and **Sever** begin killing everyone they find. All three are grizzled cigar-chomping mercs who are gettin’ too old for this.

PROMENADE

INTRODUCTION

Creaking ebony stairs spiral up and down through the center of this circular chamber. Brass lanterns cast a cool white light over the scratched walls. Five doorways ring the space. Three doors are smashed open, one door is closed, and one doorway has no door at all. A smeary **trail** of blood leads to the closed door.

DM NOTES

WHAT IS HERE?

- ☐ Servants (broken door)
- ☐ Surgery
- ☐ Nursery (broken door)
- ☐ Foyer (no door)
- ☐ Glass Hatch (broken door)

WHO IS HERE?

- ☐ Lucky, mean cat
- ☐ Griselle, dying maid
- ☐ Dr Mahkoi, skeleton surgeon
- ☐ Rev-5, vampire clone
- ☐ Vixen and Rooster, thieves
- ☐ Torch, Necro, and Sever, vampire mercenaries

TRAIL OF BLOOD:

- ☐ The angel **NOVAAD** attacked the maid **GRISELLE**. The doctor dragged her into the Surgery.

6 SERVANTS

DOOR. Shredded. Open.

A flickering red torch reveals a cramped gray room with three narrow bunks. The three flimsy **closet** doors lie in battered pieces on the floor.

- ☐ **CLOSETS.** Tattered black dress suits and gray jumpsuits.
- ☐ **SURPRISE.** An orange cat named Lucky leaps out and hisses when least expected. Highly irritable. Will scratch if touched, 1d6 slashing damage.

LOOT IN BUNKS:

- ☐ 17 GP.
- ☐ A silver amulet, displays the open rose of **Saint Helena** the Silent Healer.

AMULET. The sight of the amulet offends the vampires, who revere **Saint Kyree** the Dread Maiden. Also, the touch of silver burns them, 2d6.

7 SURGERY

DOOR. Intact. Locked.

Eight glaring white crystals flood the room with sterile **light**. **Blood** streaks the white marble tiles. **Supplies** lie jumbled on a tray. A **woman** lies bandaged on the operating table. A **skeleton** stands beside her.

- ☐ **LIGHT.** These white crystals incinerate germs. Anyone with a disease is healed.
- ☐ **BLOOD.** Griselle's.
- ☐ **SUPPLIES.** Used bandages, needle, thread, scalpel.
- ☐ **WOMAN. Griselle, 37.** Short, thin, rebellious. Maid. Struck by **NOVAAD**. Now dying. Wounds from **Lawful** angelic halos refuse to heal due to Griselle's **Chaotic** nature.
- ☐ **SKELETON. Dr Mahkoi, 206.** Undead in a white coat. Skilled surgeon. Professional, loyal, gruff. Thinks you're all crazy, but will help you if it helps his master **REVELIUS ONAR**.

LOOT IN CABINETS:

- ☐ Two **healing** potions, 2d6.
- ☐ One **antitoxin** potion.
- ☐ **Lantern** and **oil**.
- ☐ 2 CP (for corpse eyes!)

8 NURSERY

DOOR. Shredded. Open.

A lone amber lantern lights the room. Pale blue **syrup** coats the floor. A dented table cradles broken **vials**. Five tall glass **tubes** stand shattered by the wall.

- ❑ **SYRUP.** Warm, sticky, sweet. Drink to heal 1d6.
- ❑ **VIALS.** Red, green, and violet fluids mingle around melting and broken glassware.
- ❑ **TUBES.** Each contains a body in a shallow pool of warm syrup. They are clones of Revelius Onar, attempts at becoming immune to sunlight. The faces all look alike:

(1) An adult male corpse with rough bark-like skin. Dead, impaled on shards of his broken glass tube.

(2) An adult male corpse with leathery wrinkled gray skin. His face is twisted in misery. Dead, slashed and scorched.

(3) An adult male corpse with soft bubbling red skin. Dead, partially exploded arm, leg, and belly. His face a rictus of pain.

(4) Smashed. Empty.

(5) An adult **man**, naked, gray skin, red eyes, shivering. He stares in confusion and fear.

MAN:

- ❑ **REV-5.** Vampire clone, **immune** to sunlight. Appears 30, is only a few hours old. Gray skin, red eyes, fangs.
- ❑ Thin, bald, squinty, stammers. Speaks and acts like an adult.
- ❑ Has no idea what is going on or who he is. Terrified, timid. **Follows** you everywhere.
- ❑ Mildly interested in drinking your blood. If you don't mind.
- ❑ Any vampire that drinks his blood becomes a **daywalker** (immune to sunlight).

LOOT AMONG VIALS:

- ❑ **Healing** potion, 2d6. (red)
- ❑ **Sleep** potion, 1 hour. (green)
- ❑ **Enlarge** potion, 1 hour. (violet)
- ❑ **Reduce** potion, 1 hour. (blue)
- ❑ Two empty vials.

9 FOYER

DOOR. None.

Smoky red candles flicker in brass sconces. **Murals** cover the vaulted ceiling. **Portraits** hang **shredded** on each paneled wall. In the center of the floor is a round white **platform**.

- ❑ **MURALS.** Children in grassy fields, turbaned merchants on shaggy camels, armored knights riding flame-belching snails.
- ❑ **PORTRAITS.** Twelve dark oil paintings of a man (**REVELIUS ONAR**) at ages 12 to 256.
- ❑ **SHREDED.** By the razor-sharp halos of the angel **NOVAAD**.
- ❑ **PLATFORM.** Identical to the first one. Rings of hand-carved runes. One foot high. Fifteen feet across. The center pillar is broken and **missing**.
- ❑ **MISSING.** The broken pillar is in the **Cistern**. If the pillar is put back, the party can touch the indent and teleport back to the surface where they began.

DM NOTE. Half-way through your session, treasure hunters teleport into this chamber: **VIXEN** and **ROOSTER**. They don't want a fight, but they don't want to leave empty-handed either.

10 GLASS HATCH

DOOR. Shredded. Open.

This lightless lounge has marble floors and teak paneled walls, all slashed and cracked. A **bench** lies in pieces beside a coat rack. A stone **arm** lies on the floor. The circular glass **hatch** reveals a sea of stars and, far below, the dark curve of the world of Harth.

- ❑ **BENCH.** Green velvet and dark mahogany. A note under the seat reads: “I agree. The master’s experiments have gone too far. I’ll take care of everything. Be ready.” (Written by butler **LEECH**.)
- ❑ **ARM.** Gray stone, short, thick, a clawed hand. Smashed off a gargoyle by the insane angel **NOVAAD**.
- ❑ **HATCH.** Airlock, armored. A dazzling view of the stars and the night-side of the planet Harth below. Directly ahead, a jagged gray **gargoyle** floats in the dark. A ruby **switch** beside the door opens it. At game start, there is nothing else here. If the **CLEANERS** arrive, then their **nightship** docks here.

- ❑ **GARGOYLE.** 30 feet away, tumbling slowly in space, missing an arm. Named **DELILAH**. Ancient, loyal, simple, direct, violent. Serves Revelius Onar by guarding the tower from intruders. Was hurled outside while fighting the angel **NOVAAD**. She may attack the PCs or help them, depending on their actions.

CLEANERS:

- ❑ If PCs go to **5. Observatory** and call **Aura Jatheed**, then she will (probably) send her three mercenaries to kill you.
- ❑ **Torch**, **Necro**, and **Sever** come to kill the party (and everyone else), and loot the tower for their mistress.
- ❑ **NIGHTSHIP.** A claustrophobic sphere of pale Titan bone, red wrym glass, and gold lumosilk that sails on starlight. Obeys verbal commands. Can crash-land on a world’s surface. Once.

DM NOTE. This room can also be reached by going to the **4. Escapatorium** and walking through Curtain 3. The illusion hallway is broken and has created a magic portal to the Glass Hatch room. This is a one-way portal, and there is no evidence of the portal in the Glass Hatch room.

BASEMENT

INTRODUCTION

Rusty iron stairs spiral up and down through the center of this circular chamber. Red flames in bronze braziers cast an angry crimson light over the scratched walls. Five doorways ring the space. Three doors have been torn to pieces, and two stand ajar.

DM NOTES

WHAT IS HERE?

- ☐ Tinkery (broken door)
- ☐ Laboratory
- ☐ Menagerie (broken door)
- ☐ East Corridor (broken door)
- ☐ West Corridor

WHO IS HERE?

- ☐ Gofer, construct
- ☐ Gorj-B, cosmic horror

11 TINKERY

DOOR. Shredded. Open.

Dying torches smoke above gleaming steel **tables**. Twisted metal **objects** litter the room and hang impaled in the walls. A small **device** twitches on the floor.

- ☐ **TABLES.** Workbenches. All scratched and slashed by the metal halos of **NOVAAD**.
- ☐ **OBJECTS.** Broken tools and unfinished projects. Hammer, drill, tongs, clamp, level, saw. You find a **Smoky Knife** and **Humming Orb**.
- ☐ **DEVICE. Gofer.** Small construct, white ceramic, thin limbs, single green crystal eye. Trapped under debris. This simple **automaton** follows any commands given by anyone. Polite. Weak. Slow.

12 LABORATORY

DOOR. Intact. Open.

Irregular flashes of sparks fall from the burning ceiling and reflect off the scratched metal walls. Shattered glass **cabinets** contain dozens of broken **vials**. Thick green **fumes** rise from the liquids bubbling on the **floor**.

- ☐ **CABINETS.** Gouged wood, crooked shelves.
- ☐ **VIALS.** Acids, solvents, cleansers, oils, **adhesives**.
- ☐ **FUMES.** Toxic. Take 1d6 poison for each minute in the room.
- ☐ **FLOOR.** Acids are eating through the floor. In 10 minutes, the floor collapses into space and everything is sucked out. **Solutions: (1)** Mix a new chemical to neutralize the acid. **(2)** Close the door and don't come back.

SMOKY KNIFE

Press the emerald in the hilt to make this magic tool heat up to cut through any non-magical material for 1 round. Two charges per sunrise.

Value: 500 GP

HUMMING ORB

This crystal ball can turn any mundane weapon into a magical flying weapon. One charge left.

Value: 1,000 GP

ASTRAL ADHESIVE

This gummy blob of goo can hold any two objects together for 24 hours. Also works on incorporeal objects and creatures, such as ghosts.

Value: 2,000 GP

13 MENAGERIE

DOOR. Shredded. Open.

A dozen tiny lanterns glow dimly amid the chaos of smashed **cages** and shattered **tanks**. Pale **liquids** pool on the floor. Dark **lumps** lie motionless everywhere. A small **figure** moves in the shadows.

- ❑ **CAGES.** Cat-sized. Wire mesh torn apart. Small bowls and bottles. Wood shavings.
- ❑ **TANKS.** Also cat-sized. Broken glass shards. Gravel and kelp.
- ❑ **LIQUIDS.** Fresh water, salt water, blood, and urine.
- ❑ **LUMPS.** Recently killed specimens. Black ravenwolf puppy. Tiny transparent frilled lizards. Tiny brown birds with needle beaks. Spotted cat with flat leather tail. Furry white **salamander**. Trench piranha.
- ❑ **FIGURE.** Fast. Slippery. Squishy. An **octopus** aberration feeding on the dead specimens.
- ❑ **OCTOPUS. Gorj-B.** Red skin, gold eyes. 1/3 of the cosmic horror **GORJ**. If two **GORJ** meet, they merge. Telepathic raspy voice. **Begs** to go to the red moon Qaray. May try to eat you. **Fears** the angel **NOVAAD**.

SURVIVING SALAMINK

This tiny furry white salamander is gentle, timid, and very cute.
Value: 5 GP

14 EAST CORRIDOR

DOOR. Shredded. Open.

A long corridor ends in a warped **chamber** of murky red **resin**. The dark bulbous room is barely large enough for two people. **Shards** of red glass cover the floor. Gold **slime** drips from the gouged walls.

- ❑ **CHAMBER.** The cell that held the cosmic horror **GORJ**.
- ❑ **RESIN. Wurm glass.** Secreted by cosmic horrors. One of the few materials that can contain a cosmic horror.
- ❑ **SHARDS.** When handled by bare skin, suffer 1d6 psychic damage. You find one **club**.
- ❑ **SLIME.** Freshly secreted resin from **GORJ** when attacked by **NOVAAD**. Highly toxic. When handled by bare skin, suffer 1d6 psychic damage and spend 1d6 minutes trapped in an eldritch nightmare.

WYRM GLASS CLUB

This lump of red glass resonates with Chaotic madness. Deals 1d6 psychic damage plus 50% chance to Stun for one round.
Value: 250 GP

15 WEST CORRIDOR

DOOR. Intact. Open.

The corridor ends in a geometric **chamber** of gleaming lavender steel **mesh**. The shiny metallic room is large enough for two people. **Slivers** of steel litter the floor. **Blood** drips from the shredded walls. A heap of human **remains** lies on the floor.

- ❑ **CHAMBER.** This was the cell that contained the angel **NOVAAD**.
- ❑ **MESH. Tetrinum steel.** The only known material that can contain an angel. Kills all vampires on contact.
- ❑ **SLIVERS.** Holy, Lawful. Deals 1d6 radiant damage to all Chaotic creatures on contact. You find one **dagger**.
- ❑ **BLOOD.** Leech's.
- ❑ **REMAINS.** The slashed corpse of the butler **LEECH**. He thought it was wrong to imprison an angel so he let it out. It killed him.

LOOT:

- ❑ **Leech's Alarming Ring.**
- ❑ 3 sour hard candies.

TETRINIUM DAGGER

This blade of lavender steel resonates with Lawful intent. Deals 1d6 piercing, plus 1d6 radiant to Chaotic creatures.
Value: 500 GP

SUB-BASEMENT

INTRODUCTION

Slimy stone stairs spiral up from the center of this circular chamber. A single smoldering torch casts a faint amber light over the scratched walls. Two doorways flank the space. One door is torn apart, and the other is closed.

DM NOTES

WHAT IS HERE?

- ☐ Midden Heap
- ☐ Cistern (broken door)

WHO IS HERE?

- ☐ Gorj-C, cosmic horror
- ☐ Novaad, insane angel

16 MIDDEN HEAP

DOOR. Intact. Closed.

A ramp slopes down into moist brown **waste**. Flies buzz. Wriggling worms glow over a mound of orange **fungus**. Mushrooms dot the floor and walls. Three **corpses** lie beside a golden raven **talon**. A red **lump** of flesh digs in the filth.

- ☐ **WASTE.** Rotten food, and worse.
- ☐ **FUNGUS.** A growth of the **Mycotic Sprawl**. Highly resilient, fast growing. A cloud of **spores** hangs in the air.
- ☐ **SPORES.** Anyone who inhales them rolls 1d6. On a 1, you are **infected** and begin growing orange mushrooms on your skin. After 7 days, you only care about spreading spores and protecting the Sprawl.
- ☐ **MUSHROOMS.** Toxic, 2d6.
- ☐ **CORPSES.** Desiccated flesh, brittle bones, tattered gray clothing. Covered in thick lumps of fungal matter. When approached, these three **Mycotic Zombies** attack.

LUMP (OCTOPUS):

- ☐ **GORJ-C.** Red skin, gold eyes. 1/3 of the cosmic horror **GORJ**. If two **GORJ** meet, they merge. Telepathic raspy voice.
- ☐ **Begs** to go to the red moon Qaray to be safe and free.
- ☐ **RAVENOUS.** Will eventually try to eat you.
- ☐ **Fears** the angel **NOVAAD**.

ONAR'S GOLDEN TALON

This golden raven leg is a magic wand with 3 charges left. Each charge allows the user to **Control Air** for one minute.
Value: 750 GP

17 CISTERN

DOOR. Shredded. Open.

Your breath mists in the **dark** as you step out onto a small **platform** suspended above a vast tank of still **liquid**.

- ❑ **DARK.** The only light comes from the stairwell.
- ❑ **PLATFORM.** Metal. Sways.
- ❑ **LIQUID. Inhuman blood.** Dark red, sticky, and warm. Creatures that enter the blood must roll for **Inhumanity**.
- ❑ **NOVAAD.** The insane angel is listening to saintly prayers at the bottom of the Cistern. The missing **PILLAR** of the teleporter lies beside it. If anyone touches the angel, then **NOVAAD** wakes and resumes rampaging.

DM NOTE. Nothing can kill an angel. Even this crazy angel.

NOVAAD:

- ❑ A 10-foot whirling matrix of golden blades, feathers, hands, faces, and crowns surrounding three radiant eyes.
- ❑ Ancient, immortal, insane.
- ❑ Hates Chaos. Hunts chaotic creatures, and detects scenes of “regular” chaos like fighting, arguing, and destruction.

INHUMANITY (1D6):

These effects are permanent unless you find a way to change them.

- 1** Your body **triples in mass** (your appearance is unchanged). Other creatures cannot move you. Your speed is reduced by 10. You cannot swim.
- 2** Your **bones soften** into fluid sacs. You can squeeze through tiny spaces. Your vague facial features are impossible for anyone to remember.
- 3** Your **skin turns red**. You are immune to Fire damage, but always shiver and sweat.
- 4** Your **tongue triples** in length, making it difficult to speak. If you taste blood, you can identify the creature it came from and one fact about that creature.
- 5** Your **eyes turn red** and you are blinded. You gain Blindsight up to 30 ft, and you can hear heartbeats up to 60 ft away.
- 6** You are **healed** of all conditions, and become immune to disease and poison. You reek of decaying flesh.

MORE LORE

NIGHTSHIPS

A nightship can sail a short distance in open space. There are four visible destinations.

DESTINATIONS:

- ☐ **SILVER MOON.** Named **Qamar**. The gray surface is dotted with glowing saints: men and women of all ages and dress, sitting in meditation to respond to the prayers of the people living on Harth. They do not wish to be disturbed.
- ☐ **RED MOON.** Named **Qaray**. The surface is hidden beneath a thick writhing mass of red tendrils and fleshy bulbs dotted with huge golden eyes. These cosmic horrors are telepathic, controlling, and ravenous.
- ☐ **GOLDEN TOWER.** Home of the vampire Aura Jatheed. Quick, invent another tower!
- ☐ **DYING PLANET.** Named **Harth**. Home, sweet home.

GORJ

Cosmic horrors, also known as Immortal Dreamers, also known as the **YUGHARIM**, are the oldest creatures in the world.

They are **ENGINES OF CHAOS**, responsible for mutations and random events in the world. They are mostly arms and eyes. They are bizarre, otherworldly, alien, and unknowable.

On the other hand, they like to torture people telepathically, and eat everything in their path, so... they are somewhat knowable.

The “Elder” Horrors are massive and most of them have migrated to the red moon of **QARAY**. There they are unconstrained by gravity and ignored by angels, free to grow and dream as they wish.

GORJ is one of the “Young” Horrors. Still small, still vulnerable, still trying to reach the red moon.

In this adventure, it is challenging to kill **GORJ** in a straight fight, especially if all three fragments merge back together. It may be wiser for the party to kill them piece by piece, or lock them up and ignore them entirely.

NOVAAD

Angels, also known as the Creator’s Hands, also known as the **ANGELIM**, were created to build and organize the world.

They are **INSTRUMENTS OF LAW**, responsible for the rules of the cosmos that make life possible as we know it.

They are also whirling masses of celestial fire and metal. And after countless Ages of service, they are beginning to break down, go astray, and fall into madness.

In the beginning, **NOVAAD** was an angel of balance, ensuring that forces and masses remained constant and equal. Now, the insane angel blindly destroys everything they touch.

In this adventure, **NOVAAD** is impossible to kill. It may be wisest to lure the angel away and flush them out an airlock.

CREATURES

ANGEL: NOVAAD

1,800 XP

A matrix of rotating metal halo blades circling three orbs of golden fire. Insane. Immortal.

Large celestial	AC	HP	HOVER		
Lawful neutral	16	—	30 ft		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	10 (+0)	2 (-4)	16 (+3)

IMMUNITY. Everything.

SHREDDER. Whenever the angel moves, it damages the walls. If the walls of one room are shredded three times, the room breaches into space.

MULTIATTACK. Two attacks.

SLASH. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (3d6) slashing damage.

BLAZE. Ranged Magic Attack: +6 to hit, reach 15 ft., one target. Hit: 7 (2d6) radiant damage.

BACKLASH. Reaction: When the angel is hit by any attack, the attacker suffers 3 (1d6) radiant damage.

ANGEL: FRAGMENT

200 XP

A whirling hand-sized halo of metal blades circling a glimmer of celestial fire. Mindless. Flailing.

Tiny celestial	AC	HP	FLY		
Unaligned	12	10	30 ft		
STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	2 (-4)	2 (-4)

IMMUNITY. Necrotic. Radiant.

WHIRL. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

FLARE. Ranged Magic Attack: +3 to hit, reach 15 ft. cone. Hit: Blinded until end of next turn.

ANGEL: WING

450 XP

A broken wing of metal blades connected by a limb of celestial fire. Mindless. Flailing.

Small celestial	AC	HP	MOVE		
Unaligned	14	20	0 ft		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	2 (-4)	2 (-4)

IMMUNITY. Necrotic. Radiant.

SLASH. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) slashing damage.

BLAZE. Ranged Magic Attack: +4 to hit, reach 15 ft., one target. Hit: 3 (1d6) radiant damage.

CLEANER: NECRO**1,800 XP**

Vampire mercenary in black leather armor carrying a wand and orb. Professional. Smart. Twitchy.

Medium undead	AC	HP	MOVE
Neutral evil	15	80	30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

MULTIATTACK. Two attacks.

FEATURES. Spider Climb. Heal 10 HP per round. Take 10 radiant damage per round in sunlight.

WAND OF DEATH. Ranged Magic Attack: +4 to hit, reach 30 ft., one target. Hit: 7 (2d6) necrotic.

ORB OF UNLIFE. Reaction: A shield of ghosts reduces all incoming attack damage by half.

CLEANER: TORCH**1,800 XP**

Vampire mercenary in black leather armor carrying a flaming sword. Professional. Survivor. Careful.

Medium undead	AC	HP	MOVE
Neutral evil	15	80	30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

MULTIATTACK. Two attacks.

FEATURES. Spider Climb. Heal 10 HP per round. Take 10 radiant damage per round in sunlight.

FIREBRAND. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage.

PARRY. Reaction: When hit by a melee attack, a sword flourish reduces the damage by half.

CLEANER: SEVER**1,800 XP**

Vampire mercenary in black leather armor carrying a dagger and sickle. Professional. Quiet. Cruel.

Medium undead	AC	HP	MOVE
Neutral evil	15	80	30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

MULTIATTACK. Two attacks.

FEATURES. Spider Climb. Heal 10 HP per round. Take 10 radiant damage per round in sunlight.

STAB. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage.

LEG HOOK. Reaction: When missed by a melee attack, use the sickle to trip the attacker prone.

GORJ: 1 FRAGMENT**200 XP**

An amorphous mass of red flesh with shifting tentacles and golden eyes. Hungry. Selfish.

Tiny aberration	AC	HP	MOVE		
Chaotic neutral	14	20	30 ft		
STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

TENTACLE. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

BITE. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

SHRIEK. Ranged Magic Attack: +4 to hit, reach 10 ft. radius. Hit: 3 (1d6) psychic damage and drop all held items.

GORJ: 2 FRAGMENTS**450 XP**

An amorphous mass of red flesh with shifting tentacles and golden eyes. Hungry. Selfish.

Small aberration	AC	HP	MOVE		
Chaotic neutral	14	40	30 ft		
STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

TENTACLE. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

BITE. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

SHRIEK. Ranged Magic Attack: +5 to hit, reach 10 ft. radius. Hit: 3 (1d6) psychic damage and drop all held items.

GORJ: 3 FRAGMENTS**700 XP**

An amorphous mass of red flesh with shifting tentacles and golden eyes. Hungry. Selfish.

Medium aberration	AC	HP	MOVE		
Chaotic neutral	14	60	30 ft		
STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

MULTIATTACK. Two attacks.

TENTACLE. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.

BITE. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) slashing damage.

SWIPE. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: Grab one held item and throw it far away.

SHRIEK. Ranged Magic Attack: +6 to hit, reach 10 ft. radius. Hit: 3 (1d6) psychic damage and drop all held items.

HALL MONITOR**100 XP**

Terrier-sized white ceramic spider with four legs and a green crystal eye. Zaps trash and intruders.

Small construct	AC	HP	MOVE		
Unaligned	14	15	30 ft		
STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

FEATURES. Spider Climb.

STAB. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

ZAP. Ranged Magic Attack: +3 to hit, reach 30 ft., one target. Hit: 3 (1d6) fire damage.

ALARM. The monitor makes a loud squawk. At the end of the round, another monitor arrives.

MUD PUCK**50 XP**

A plump monkey made of mud with drooping ears and shovel-like hands. Playful. Cruel.

Small elemental	AC	HP	MOVE		
Chaotic evil	12	5	30 ft		
STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	10 (+0)

CLOD. Ranged Weapon Attack: +4 to hit, reach 20 ft., one target. Hit: 3 (1d6) bludgeoning damage.

DEATH SPATTER. When the puck dies, it explodes. All creatures within 5 ft. take 3 (1d6) bludgeoning damage.

MYCOTIC ZOMBIE**50 XP**

A person with orange fungal growths in a haze of spores. Slow. Mindless. Want to spread spores.

Medium undead	AC	HP	MOVE		
Neutral	10	10	20 ft		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	4 (-3)	6 (-2)	4 (-3)

IMMUNITY. Poison.

EMBRACE. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: target is grappled.

MYCOTIC HAZE. When a creature starts their turn within 5 ft. of the zombie, they take 3 (1d6) poison damage. Roll 1d6: on a 1, the target is infected. They will become a mycotic zombie in 1 week.

SOLAR ZOMBIE**50 XP**

A corpse covered in charcoal and flame. Animated by sunlight. Lies helpless in the dark. Mindless.

Medium undead	AC	HP	MOVE		
Neutral	10	10	20 ft		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	2 (-4)	2 (-4)	4 (-3)

IMMUNITY. Fire.

COLLIDE. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) fire damage.

OVERLOAD. When the zombie is struck by multiple light sources, it overheats and explodes. All creatures within 5 ft. take 3 (1d6) fire damage.

FREEZE. When the zombie is in darkness, it falls prone and cannot move or act.

THIEF: VIXEN**200 XP**

A young woman in old leather armor. Flamboyant swashbuckler. Confident. Greedy.

Medium humanoid	AC	HP	MOVE		
Chaotic neutral	12	30	30 ft		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	10 (+0)

MULTIATTACK. Two attacks.

RAPIER. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage.

WHIP. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 3 (1d6) slashing damage and target drops one held item.

THIEF: ROOSTER**200 XP**

A young man in old leather armor with tall spiky red hair. Nervous. Careful. Greedy.

Medium humanoid	AC	HP	MOVE		
Chaotic neutral	12	30	30 ft		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	10 (+0)

MULTIATTACK. Two attacks.

DAGGER. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

CROSSBOW. Melee Weapon Attack: +4 to hit, reach 60 ft., one target. Hit: 7 (2d6) piercing damage.

VAMPIRE: REVELIUS ONAR**1,800 XP**

Shriveled ancient vampire in a heavy black hooded robe. Gray skin, red eyes. Vicious. Proud.

Medium undead	AC	HP	MOVE		
Lawful evil	15	80	40 ft		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

MULTIATTACK. Two attacks.

FEATURES. Misty Step. Heal 10 HP per round. Take 10 radiant damage per round in sunlight.

BITE. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage to target and the vampire heals the same amount.

WAND OF CONTROL METAL. Range 30 feet vs DC 13 Strength save. Options: Hurl object, disarm target, or knock target prone. Hit: 7 (2d6) bludgeoning damage.

VAMPIRE: SKARLET ANZI**1,800 XP**

An athletic woman with gray skin, red eyes, and black hair. Intelligent. Honest. Cold.

Medium undead	AC	HP	MOVE		
Lawful evil	15	80	40 ft		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

MULTIATTACK. Two attacks.

FEATURES. Misty Step. Heal 10 HP per round. Take 10 radiant damage per round in sunlight.

BITE. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) necrotic damage to target and the vampire heals the same amount.

RING OF CONTROL BLOOD. Range 30 feet vs DC 13 Constitution save. Options: Meat puppet, twisted flesh, fall prone. Hit: 7 (2d6) psychic damage.

TREASURE

ASTRAL ADHESIVE

This gummy blob of goo can hold any two objects together for 24 hours. Also works on incorporeal objects and creatures, such as ghosts.

Value: 2,000 GP

BLACK DAGGER

Shadows cling to this magic obsidian blade. On a hit, the target is blinded until their next turn ends.

Value: 500 GP

EYES OF DARKNESS

These darkly tinted lenses allow the wearer to act in bright sunlight without impairment.

Value: 25 GP

HUMMING ORB

This crystal ball can turn any mundane weapon into a magical flying weapon. One charge left.

Value: 1,000 GP

LEECH'S ALARMING RING

This magic ring detects approaching creatures. Each day at dawn, choose one type of creature. This simple copper ring will quietly vibrate when such a creature comes within 60 feet.

Value: 250 GP

NECRO'S ORB OF UNLIFE

Reaction: This magic amber sphere conjures a wall of ghosts that prevent all damage to you until the beginning of your next turn. One charge. To recharge it, place it in a fire for 1 hour.

Value: 500 GP

NECRO'S WAND OF DEATH

Action: This magic wand unleashes a thin ghostly finger that touches a single target, causing 10 (3d6) necrotic damage. Three charges per sunrise.

Value: 1,000 GP

ONAR'S BLACK COWL

This magical velvet robe renders the wearer immune to Radiant damage. When the wearer is in dim light or darkness, they are invisible.

Value: 2,000 GP

ONAR'S GOLDEN TALON

This golden raven leg is a magic wand with 3 charges left. Each charge lets the user **Control Air** for one minute.

Value: 750 GP

ONAR'S IVORY WAND

This twisted white wand lets the user **Control Metal** for one round per charge. The wand regains 1 charge per hour that it spends submerged in a liquid, up to a maximum of 3 charges.

Value: 1,000 GP

RING OF FUR

This magic ring lets the wearer grow a coat of fur for 8 hours per day to become Immune to Cold damage.

Value: 300 GP

TETRIUM DAGGER

This blade of lavender steel resonates with Lawful intent. Deals 1d6 piercing, plus 1d6 radiant to Chaotic creatures.

Value: 500 GP

RING OF GILLS

This magic ring lets the wearer grow gills for 1 hour per day to breathe underwater.

Value: 300 GP

TORCH'S FIREBAND LONGSWORD

This magic sword ignites when exposed to the air. On a hit, the blade deals an additional 3 (1d6) fire damage. While the blade is burning, you are Immune to Fire damage.

Value: 750 GP

SKARLET'S RED JADE RING

This warm red ring lets the user **Control Blood** for one round per charge. The wand regains 1 charge per hour that it spends immersed in blood, up to a maximum of 3 charges.

Value: 1,000 GP

WYRM GLASS CLUB

This lump of red glass resonates with cosmic madness. Deals 1d6 psychic damage plus 50% chance to Stun for one round.

Value: 250 GP

SMOKY KNIFE

Press the emerald in the hilt to make this magic tool heat up to cut through any non-magical material for 1 round. Two charges per sunrise.

Value: 500 GP

Copyright © 2021 Joseph R. Lewis ▪ Illustrations and maps by Joseph R. Lewis ▪ Edition: May 2021

This is a work of fiction. Names, characters, places, and incidents either are products of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental.

www.dungeonage.com

www.josephrlewis.com