



WORLD OF RECLAMATION



THE DAMNATION OF LILITU

A 5TH EDITION

CREATURE  CASTER
ONE SHOT

The lands that make up the World of Reclamation are no stranger to the eldritch horrors that call this unholy place their home. It is a vast expanse that seems to expand each time it is travelled, and those who travel it bring with them strange tales - if they return at all. It is here that a rift has formed and become a dumping ground for the debris of other worlds. It is a place where one can find great riches, but sometimes at the expense of their own sanity.

THE ENCOUNTER

The PCs in this encounter have been given lousy directions to a coaching inn on the way to a major city. Taking the long way, they travel well past dark. With the moon high in the sky, they finally come upon the inn they were seeking. It appears to be abandoned, however, the PCs discover that a rite is being practiced near the stables behind the inn. It is here that the PCs are witnessing the attempted summoning of a greater demon of Ecstasy.

RECOMMENDED MODELS

For this adventure, it is recommended that you have the following models. A selection of these are officially provided by **Creature Caster**.

- 10x Children of Ecstasy
- 1x Siren of Ecstasy
- 1x Priestess of Ecstasy
- A model for each Player Character in the Party

CHALLENGE RATING

This adventure is designed for a party consisting of 4-6 players at levels 6-9. The recommended level for the encounters in this module is Level 9.

INTRODUCTION

The PCs have been travelling for hours, under the light of the moon, in search of a coaching inn that a farmer promised would be waiting for them by the end of the day. The day ended hours ago, and the PCs have nearly given up hope. Now on the main road, they have seen no one for hours and clearings are few and far between, as dense forest lines either side of the road. **Read the following:**

“A few hours over the hill, and you’ll be there,” was the last thing you remember the farmer saying as he and his family passed you on the road. A few hours have passed. In fact, a few hours had passed a few hours ago. You and your party are now long into the night, with a sky full of stars shining down upon your weary party, as you make your way down the wide road. You would have made camp, but a dense network of conifers lines the road on either side, offering no room for even the smallest of parties. With that in mind, you push onward, into the inky darkness of night.

The PCs will travel for another half hour or so, and as the GM, you should keep the suspense high, and tell them how they are getting more and more tired as the night wears on. If they ask what time it is, you can simply tell them that it isn't quite midnight yet, but it's closer than it is further away. Once you've had enough plodding the PCs down the road with nothing but the light of their torches or lanterns, **read the following:**

On the horizon, you see the roof of some sort of building against the black sky. There is some light, but it is dim - a bonfire perhaps? You feel hope swell in your chests as you believe this is the coaching inn that the farmer had spoken about, but with your hope comes trepidation for there are no lit windows nor the tell-tale smell of fresh bread and meat. There is only the chirping of crickets and the crunch of your feet on fallen leaves as you trudge forward.

THE ENCOUNTER

As they advance, the silhouette of a building comes into view, and the road continues off to the right. There is a large clearing, with the dilapidated and half-burned remains of the coaching inn before them. It is completely deserted, though the PCs can hear voices coming from behind the inn, where the stables would normally be kept.

As the PCs advance down the path, you can **read the following:**

Moving through the overgrown paths that lead to the rear of the abandoned coaching inn, you wonder how long it has been since the farmer and his family last visited this place. Judging from the wild undergrowth that snatches at your weary legs, you'd estimate that this place has been abandoned for quite some time. The sounds of chanting grow louder as you round the corner, and you can see the light — from what appears to be a vast fire — blooming against the walls of the stables.

If any of the PCs can understand Abyssal, they will be able to identify the chanting as such. Any PC that understands the language may attempt an Arcana check (DC 14), and they will be able to recognize it as a spell. If they roll Arcana (DC 20), they will recognize it as a summoning for a greater demon of some sort. If they roll Arcana (DC 25+), they will know this is an attempt to summon a Queen of Ecstasy.

The PCs can attempt to sneak up behind a fallen tree to get a better view of what is happening. A Stealth check (DC 15) will ensure that they aren't seen. **Read the following:**

Staying low, you move behind a fallen tree to get a better view of the chanters. There is a massive fire that glows with an

unholy light, directly in the middle of a summoning circle of runes and glyphs that glow a mysterious magenta. This eerie light is cast over a strange figure who presides over the ritual. She is scantily clad, and her skin is a pale gold. Her alien face is a thing of almost unrivaled beauty, and a crown of black horns protrudes from the top of her head amidst a tide of stark white hair. Three of her four arms are wicked claws — something akin to an arachnid or crustacean — and in her one humanoid hand, she holds forth a censer that dispenses an exotic-smelling mist. To her left is another creature, all too similar and yet mounted atop a strange toothy serpent, which seems to be growing from her lower back. While the rider is calm and commanding, this creature bristles with energy and excitement, its mouth quivering with anticipation.

Dancing around the flames are several similar creatures, as well, albeit much smaller and more lithe. In various stages of undress, they are dancing in a counterclockwise circle around the flames.

Standing behind the priestess are a dozen smaller shapes - men, women, and children. They are clad in rags and have burlap sacks over their heads, tied at the neck. They seem to be in some sort of trance, swaying in time with the strange, undulating pipes that have taken up with the chanting, emanating from the bizarre instrument held in the hands of the mounted demon.

The Priestess shouts "Ak tu mat ak mel Pannisis!"

The revellers — creatures and humans, alike — shout back with crystal-clear voices "Tu ak mel ak Pannisis!"

The fire momentarily sparks and pops, startling you.

The priestess gingerly grabs one of the figures behind her, a young girl by the look of her. She lifts a claw to the girl's neck, who is still swaying in rhythm with the piping.

"Ak tu mat ak mel ak Jahnvair ak Pannisis!"

The frenetic chanting rises in pitch, you can feel it in your bones. Something is going to happen. They stop and shout "AK JAHNVAIR AK MAT AK PANNISIS!!"

The Priestess raises back her claw, poised to plunge it into the throat of the child.

It is here that the PCs can make a choice. They can act, disrupting the ceremony and saving the life of the girl who

is about to be sacrificed, or they can wait. If they decide to wait, read the following aloud:

The creature plunges her claw into the young girl's neck, nearly severing her head from her body. The young girl makes a barking sound as blood shoots from her mouth before turning into a crimson geyser from her neck. The crowd cheers as the priestess raises a foot and kicks the girl's still-twitching body into the flames. The fire flashes with a strange magenta light, as the Priestess grabs another victim.

The PCs now have a choice on how they wish to proceed, as this process will continue until all of the humans have been sacrificed, and then they will have a much larger problem on their hands (in the form of a fully summoned Queen of Ecstasy). It can be assumed, at this point (if not before), that the PCs will interrupt the ritual. When that happens, **read the following:**

You have made your presence known. The chanting stops, and the priestess scratches the throat of her victim, lovingly, with her raised claw. She smiles sweetly in your direction, and then shouts.

"Ak amat mel ak Jahnviir! KILL THE INTERLOPERS!!"

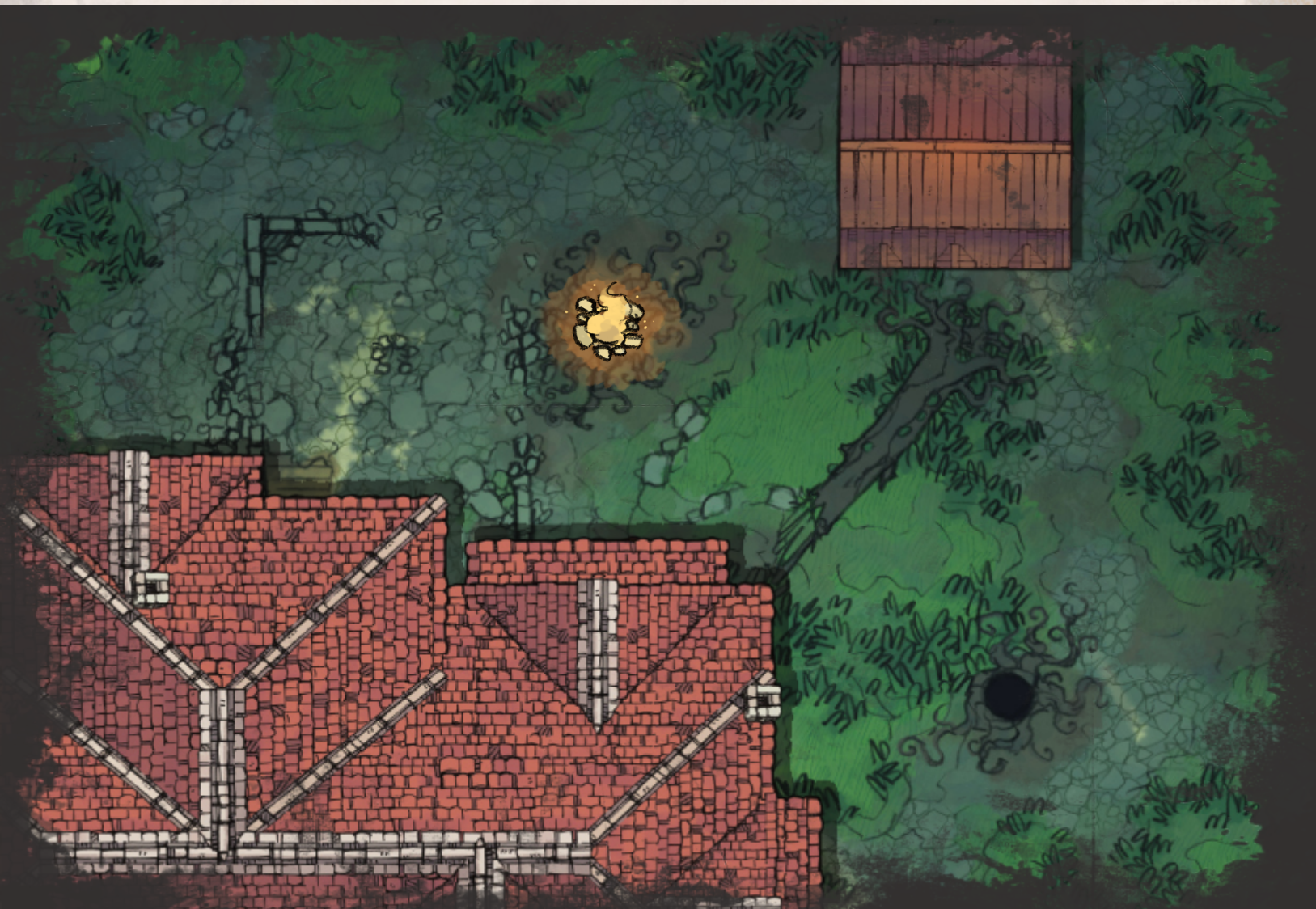
Laughter rings out from the throng, and the unseen piping builds to a more rapid tempo. You ready your weapons and brace for their assault.

Roll initiative! In this battle, there are the following combatants: **10x Children of Ecstasy, 1x Priestess of Ecstasy, and 1x Siren of Ecstasy.**

The Children of Ecstasy will engage the closest opponents with reckless abandon. Try to spread them out so they aren't all ganging up on one PC, targeting the front line warriors first. The Siren of Ecstasy is far more dangerous than the Children, and will use her charm abilities before moving past the Children and attempting to engage any wizards or clerics in the back ranks who are using spells. The Priestess of Ecstasy will hang back and attempt to bolster the Children of Ecstasy and curse the PCs.

Once the battle is done, **read the following:**

You stand there, your breaths still heaving in your chests and burning in your throats. The fallen bodies lie all about you, sizzling in the grass. The Priestess weakly crawls towards the fire and allows it to engulf her. The frantic piping comes to an abrupt end as she is consumed by purple flames. The fire flares one last time before dying into embers. You look to the



people you've saved - the ready sacrifices. Expecting them to be broken from their trance, you instead see them all lying motionless on the ground. Your breath hitches as you move forward to one of them, a young child by the looks of it. You hesitantly reach down to the hood and slowly pull it back.

A cold feeling settles in your gut. Beneath the burlap sack is nothing but a corpse, long-dead and rotting. Moving through the remaining sacrifices that just moments ago were waiting for the flame, you discover that all of them were beyond saving long before your arrival.

EPILOGUE

The PCs will likely be quite confused on what they have just witnessed. The corpses that they saw were quite lively before the battle commenced, and they would have seen them cowering as the battle continued. A quick search reveals nothing of value, as it would have been taken long ago when the inn was raided by bandits and destroyed. During their search, if they happen to go into the Stables, read the following:

Searching the stables, you find quite a few additional bodies here in various states of decay. Most troubling, of all, is the one that you find in a cart —the fresh corpses of a horse and a family tucked into the back under a blanket... wearing the same clothes as the family that informed you of this place in the first place. Taking in what you've been witness to, you're now thinking it might be best if you gave each and every one of these poor souls a proper burial before being on your way.

This is the end of this combat encounter. The PCs can continue on as they wish, though if they do take the time to bury the corpses, while they are digging, they will find a chest with 3,000 gp in it, and a +3 weapon of the GM's choice in the yard while they are digging.

CONTINUING THE ADVENTURE

There is much more to this encounter, with a cult dedicated to Pannisis gaining popularity among those of the upper class in the larger cities. If you wish to continue on with this plot, also have the PCs discover a book that is left behind by the Priestess of Ecstasy. In it are rites for summoning Demons of Ecstasy to the material plane, which will be sought by others within this cult. It is a very dangerous artefact that could become the subject of a great deal of intrigue.

You are encouraged to keep an eye on www.creaturecaster.com for more adventures that draw in these various elements of our compendium of creatures, and access the Creature Caster Compendium for various bestiary entries of the denizens that make up our nefarious cosmology.



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