



# CRY HAVOC!

## THE DOGS OF ORCUS


A SOURCEBOOK OF EVILDOERS  
FOR YOUR CAMPAIGN



By Anthony Pryor







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## THE DOGS OF ORCUS

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ADVENTURES  
WORTH  
WINNING





# THE DOGS OF ORCUS



*Who are the Dogs of Orcus? That's hard to pin down exactly. A member could be a powerful mage, a high priest, a noble leader ... even your neighbor. The only thing they have in common is the evil burning a bright flame in their black hearts. All heard the voice of the Prince of the Dead whisper in their ears, and they responded with various atrocities to shock the senses."*

— From *The Dogs of Orcus: An Unholy Treatise on Evil* by Dunkirt Ashenchisel, Explorer and Author

A cult, a mercenary force, disciples of the Prince of the Dead, crazed adventurers. All of these descriptions have been used to describe the Dogs of Orcus. All are correct ... but none comes close to the truth.

The Dogs of Orcus fill all social levels — from lowly street thieves to all-powerful wizards, from a paladin's squire to a dark knight — but they lack a central leadership to coordinate and direct their actions. A mercenary band of likeminded Dogs might work together one day, then split up and move on to separate enterprises on their own the next. The only common factor in their lives is their constant devotion to the Demon Prince of the Undead.

## USING THIS BOOK

This supplement to the *Splinters of Faith Campaign* contains different members of the Dogs of Orcus, some of whom appear in the pages of the adventure itself. Others are new creations you can use in your own campaign if you need a semi-organized faction devoted wholly to evil. They run the gamut of evil, from low to high levels, so you can throw them in when your players are just starting out, or when they are wrapping up their careers and facing a deadly villain who has hounded them for years. Stats are provided for 5e and OSR games.

Each NPC may also include useful items to incorporate into your game. You'll find a typical quote from the Dog of Orcus, their backstory, as well as other items that could prove useful. Some also include associates or other creatures that often align themselves with the NPC. These small groups could also be unique enemies for your characters to deal with during their adventures.

At the end of the book, you'll also find a few short scenarios you can flesh out on your own. These are little nuggets of adventures that involve the Dogs and illustrate some of their nefarious schemes.

## HISTORY

The Dogs of Orcus are a relatively new force rising in the Lost Lands, with the first mentions of them appearing in 3505 I.R. (Imperial Record). At that time, an evil triumvirate of adventurers turned to the Demon Lord Orcus to further their burgeoning careers. Their wishes were granted, and they rose in power and infamy. The three — Zule, Ismel, and Azafand — marched across the land, doling out the awful whims of their demonic master.

But a group of three, no matter how evil or how powerful, is just a trio. After finding themselves trapped in a lost canyon near Storm Haven by a contingent of paladins of Muir, the three realized they were only mortal after all. After fighting their way out of the canyon — and through the gathered knights — they decided they needed more likeminded followers around them (even if just to serve as fodder if the knights caught up to them again). So were born the Dogs of Orcus.

These first followers brought more recruits into the Dogs of Orcus, until the name itself began to gain traction as a burgeoning cult. Today, the Dogs are known throughout Libynos, and are also making their presence felt on Akados. Zule, Ismel, and Azafand exert little control or influence over the group, which now operates as a number of independent cells that work together, break apart, and reform as their members see fit. Recently, Orcus himself has called upon his Dogs, as well as their semi-retired founders, to help locate the *scepter of faiths*, a task to which the membership has risen, though with varying levels of enthusiasm.

Notations are used in the text to provide additional information:

A<sup>2</sup> means to see **Appendix 2: Magic Items**

A<sup>3</sup> means to see **Appendix 3: Creatures**



# AZAFAND

“When death claims us, we shall descend to join our master, and dwell in glory!”

Tall, wizened, hairless, and seemingly far older than his 42 years would suggest, Azafand characteristically dresses in robes of gray, white, and black, and carries a holy symbol of Orcus with him at all times. He is quiet, reserved, and if attacked, utterly ruthless. Like the other senior members of the Dogs of Orcus, he has absolutely no qualms about sacrificing subordinates, and is usually accompanied by a bodyguard of at least 8 **cult fanatics**. The demon prince Orcus gifted Azafand with a black, flanged *mace of Orcus*<sup>A2</sup> that Azafand uses to deadly effect.

## HISTORY

An adventuring companion to the evil Zule and Ismel, Azafand began serving Orcus from a very early age. The son of demon worshippers in the Antioch city-state of Turkad, Azafand was indoctrinated into the cult of Orcus at age 9. He took to the faith quickly, demonstrating an aptitude for divine magic and helping out during regular services. He performed his first human sacrifice at age 11.

Since those days, Azafand continued to serve the interests of Orcus in the material world, growing powerful within the cults of Antioch. He eventually grew bored with the restrictive life of a priest, and so set out to spread the word of his master by word and deed, accompanied by Ismel and Zule, who also sought a life of adventure. In them, he found kindred spirits. The bloodthirsty band treated all of the innocents they slew as sacrifices to Orcus, and they spread their infamy all across Libynos. It was Zule who suggested recruiting more followers, and soon evil individuals of all sorts were flocking to their banner, creating a vast but undisciplined mercenary army, eager for blood and plunder. Thus were the Dogs of Orcus born.

Azafand has since grown even more devoted to his master, and like Ismel, he has agreed to sacrifice himself should he fail in helping Orcus gain the *scepter of faiths*. Unlike his more pragmatic companion Zule, Azafand is convinced that Orcus will make him a powerful demon, even if the quest for the scepter fails.

Ever since leaving Turkad, Azafand has wandered the world, founding small temples and safehouses for Orcus' worshippers wherever he goes. His main base of operations is deep in the Hollow Spire Mountains at the site of an abandoned dwarvish temple complex. Here, Azafand trains and equips recruits, and carries out elaborate rituals to propitiate Orcus and other demon princes. He remains in contact with senior Dogs like Ismel and Zule through his collection of crystal balls and other scrying devices, which he also uses to spy on the Dogs' targets and enemies.

At any given time, Azafand's lair contains up to 100 undead of various types, and as many as a dozen recruits in training. As training is quite brutal, and there is only one penalty for failure, many of these prospective Dogs of Orcus perish in the process, and they are raised to serve the cult in death (Azafand hates being wasteful). Until recently, Azafand has spent most of his time lurking at his base, but the urgent need to locate the *scepter of faiths*, and Orcus' personal demand that he help in the quest, has drawn Azafand into the outside world once more, banding together with his old comrades to do their demon-god's work.

## OSR STATS

**Azafand, Male Human Demon Priest of Orcus (Clr13):** HP 51; AC 0[19]; Atk +2 *mace of Orcus* (1d6+2); Move 12; Save 4; AL C; CL/XP 14/2600; **Special:** +2 save vs. paralysis and poison, banish undead, spells (5/5/5/4/4/1).

**Spells:** 1st—*cure/cause light wounds, detect evil/good, detect magic, protection from evil/good, purify food and drink*; 2nd—*bless, hold person* (x2), *snake charm, speak with animals*; 3rd—*continual light, cure/cause disease, prayer, remove curse, speak with dead*; 4th—*create water, cure/cause serious wounds* (x2), *sticks to snakes*; 5th—*commune, dispel evil/good, finger of death, raise dead*; 6th—*blade barrier*.

**Equipment:** +2 chainmail, +2 shield, black robe emblazoned with the symbol of Orcus, *mace of Orcus*<sup>A2</sup>, unholy symbol of Orcus, a prayer book.

**Note:** Azafand is usually accompanied by 8 **cultist bodyguards**<sup>A3</sup>.

## AZAFAND

Medium male humanoid (human), chaotic evil

**Armor Class** 21 (+2 chain shirt, +2 shield; 23 with shield of faith)

**Hit Points** 72 (16d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	11 (+0)	17 (+3)	16 (+3)

**Saving Throws** Wis +7, Cha +7

**Skills** Insight +7, Medicine +7, Nature +8, Religion +4

**Senses** passive Perception 13

**Languages** Abyssal, Common, Infernal

**Challenge** 10 (5,900 XP)

**Mace of Orcus.** As a bonus action, Azafand expends a spell slot to charge his mace with power of Orcus. When he does so, he deals an additional 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of his turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st, to a maximum of 21 (6d6).

**Spellcasting.** Azafand is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon, suggestion*

3rd level (3 slots): *animate dead, dispel magic, speak with dead*

4th level (3 slots): *confusion, freedom of movement, guardian of faith*

5th level (2 slots): *contagion, flame strike*

6th level (1 slot): *harm*

## ACTIONS

**Mace of Orcus.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Equipment:** +2 chain shirt, +2 shield, *mace of Orcus*<sup>A2</sup>, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.



# BRALLE

“You want blood? I’ll give you blood!”

A companion of Hammish Stonefinger and Ozkar the Wild, Bralle (CE male human **berserker** with Strength 18 and a *berserker axe*) is a Heldring battle-rager who loves the “sport” of battle and revels in the blood he sheds — even if it’s his own. As a Dog of Orcus, he gets all of the mayhem he craves and more, even though he’s not especially religious or devoted to his supposed “god.”

Bralle could be mistaken for a dwarf if it weren’t for his towering 6-foot-2 stature. He seems almost as wide as he is tall, and his gnarled, muscular body is crisscrossed with scars. The *berserker axe* that Bralle carries — which he named “Angel” — is constantly at his side, even when he sleeps. Some of his scars are actually a result of Bralle accidentally rolling onto Angel in the night.

## HISTORY

Born into a violent family of career criminals, Bralle got off to a bad start when, at 12 years old, he murdered another young clan member, an act that not even his abusive father — an experienced pirate and reiver — could tolerate. Banished from his clan, Bralle spent the following years wandering Akados and Libynos. At 13, he served as a warrior in the Mongat and K’Hain tribes as they raided and counter-raided across the Sea of Grass. At 15, he fought among the Heldring people of the Northlands, joining with lawless raiders as they plundered coastal settlements in the Gatland and Hordaland.



At age 18, Bralle finally came to grief when his ship was brought to battle by the Oceander navy and finally imprisoned for his crimes, along with his surviving crewmates. Imprisoned on a rocky islet off the coast of Pontos Island, Bralle watched as his comrades were executed one by one until only he remained, facing his inevitable death with grim certainty. However, his demise was averted when the adventurers Hammish and Ozkar arrived, hoping to rescue their companion Tilzar, another prisoner of the Oceanders. To their dismay, they found that Tilzar had already been executed, but they took Bralle instead, recruiting him into the Dogs of Orcus.

Bralle saw the group as little more than an opportunity to shed more gore, which he has done in great quantities ever since.

These days, Bralle works with several different groups of Dogs, but he still prefers to associate with his old comrades Hammish and Ozkar. He barely tolerates Hammish’s fawning sycophant, Dorr, but keeps his disdain largely in check. For their part, the Dogs aren’t terribly concerned about his lack of faith in Orcus, for they know that he does their master’s bidding. When his sins finally catch up with him, he will find a warm welcome in the demon lord’s abyssal realm.

## OSR STATS

**Bralle, Male Human Berserker (Ftr6):** HP 40; AC 6[13]; Atk +1 *berserker axe* (1d8+4); **Move** 12; **Save** 8 (+1, ring); **AL** C; **CL/XP** 6/400; **Special:** +2 to hit and +3 damage strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

**Equipment:** +1 leather armor, +1 *berserker axe*<sup>A2</sup>, ring of protection +1.

# DAWSON SOUTHERS

“Don’t fret; I’ll make it quick. Unless you struggle.”

Leader of the trio that includes Shev Warwick and the Mutt, Dawson Southers (CE male human **veteran** with a *ring of protection* and *sword of life stealing*) is a vagabond adventurer with no real home. He shows little emotion save when engaging in acts of sadistic torment against those that he feels have caused him trouble — victims who simply refuse to accept their fate and die quietly enrage him more than anything else.

Though he considers his companions to be his only real family, Dawson has also forged close ties with the Dogs of Orcus, using the group as a source of jobs and experience. He is a man of unmemorable appearance — dark hair, medium height and build, and an expression forever frozen in a state of neutrality, even when he is committing appalling crimes in the name of Orcus. As one who lives for the moment, he has few qualms about what kind of reward his service to Orcus will earn him, though he is fairly certain he will exit his mortal life at the end of a rope. Whatever comes after that, he quips offhandedly, is up to Lord Orcus.

## HISTORY

Dawson knows nothing of his true parentage beyond the fact that as an infant he was left at an orphanage in Castorhage. This crowded, filthy town was a poor place for children in general, and a worse one for orphans, so Dawson grew up quickly, learning the fundamentals of combat and thievery before leaving the city forever at age 14. He pursued several careers after that, none of them honest or legal. He worked lookout for a criminal gang in Bard’s Gate, and he tried his hand at professional gambling in Reme but was caught cheating and beaten. He waylaid careless wealthy folk in Courghais and joined various adventuring bands seeking their fortune throughout Akados. Most of these groups fell apart due to bickering, while others descended into mere banditry. At last, Dawson caught a ship sailing east and found himself in the Antioch City-States, where he made the acquaintance of Shev Warwick, an inexperienced but enthusiastic would-be adventurer. Pledging themselves to the service of Orcus, the pair joined the Dogs, who were actively recruiting in the area.

The two made their way south, hoping for plunder and adventure along the Reaping Coast. In the Kanderi Desert, the pair ran afoul of some paladins of Muir and were forced to flee into the Hollow Spire Mountains, where they met the exiled gnoll known only as “The Mutt” and his faithful hound. Now a trio, the group continued on their journey toward the Reaping Coast. On the way, Dawson received messages from the archmage Ismel, who order him to seek out something called the *scepter of faiths* or its various components and, if necessary, eliminate those who possessed them.

## OSR STATS

**Dawson Southers, Male Human Warrior (Ftr4):** HP 26; AC 3[16]; Atk +1 *sword of life stealing* (1d8+1); **Move** 12; **Save** 10 (+1, ring); **AL** C; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** +1 chainmail, +1 *sword of life stealing*<sup>A2</sup>, ring of protection +1.



# DORR

“ Oh, yeah? Well, let's see what Hammish has to say about that!

Dorr is a wiry, slightly nervous CE human male **berserker** (with Intelligence 8, Wisdom 8 and *+1 studded leather armor*) with wide blue eyes, an untidy shock of white-blond hair, and a continually bemused expression. He is the constant companion of Hammish Stonefinger, whom he unabashedly regards with a level of hero worship normally reserved for charismatic actors and famous bards. Though a skilled warrior in his own right, Dorr defers to Hammish's commands while in battle, and generally does what his idol tells him between fights.

Dorr has been a devoted follower of Orcus for many years, but he is happiest when he is swinging his axe at Hammish's side, smashing heads and gutting foes “just like Hammish.” When in conversation, most of his sentences unsurprisingly start with “Hammish thinks ...” and “Hammish says ...” Needless to say, most other Dogs of Orcus — especially Hammish's other associate, the berserker Bralle — find Dorr stupid and quite boring; they wonder what would happen if they were to “accidentally” behead him during combat.

Dorr must have some Northlands blood running through his veins, for his fighting style shares much in common with the wild men of the frozen North. He occasionally speaks of his youthful days in the frozen lands with a lost look in his eyes, but he refuses to share much of those early days. He refuses to return to the land of cold and snow.

## HISTORY

Dorr was a humble worshipper of Orcus recruited into direct service to the demon lord due to his loyalty and pliable stupidity. He speaks little of his early years, only stating that his parents were farmers and “didn't care for me much.” He found his true calling as an enforcer for a local gangster, who insisted that all of his subordinates swear blood oaths to Orcus. Dorr complied, barely aware of what he was doing, and continued to break legs, arms, and necks on behalf of his employer.

Dorr found his idol when he accompanied the dwarven gladiator Hammish Stonefinger on a mission for Ismel Taern. Infatuated, Dorr hung on Hammish's every word and treated the dwarf's simplest utterances as wisdom handed down directly from Orcus himself. An amused Hammish indulged the young berserker and was happy to have a devoted follower who could be trusted to stand between him and a sword or arrow. Dorr naturally doesn't understand that Hammish mostly keeps him around for amusement or as a handy sacrifice, and he continues to worship the ground that the dwarf walks on, accompanying Hammish and his companions on various missions.

## OSR STATS

**Dorr, Male Human Berserker (Ftr5):** HP 34; AC 6[13]; Atk *+1 battleaxe* (1d8+1); Move 12; Save 9 (+1, cloak); AL C; CL/XP 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.

**Equipment:** leather armor, worg pelt wrap, *+1 battleaxe*, *cloak of protection +1*.





## DURAX ASHENCHISEL

Medium humanoid (dwarf), chaotic evil

**Armor Class** 19 (+1 chainmail, shield)

**Hit Points** 150 (20d8 + 60)

**Speed** 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	9 (–1)	17 (+3)

**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, Deception +6, Intimidation +6, Perception +2, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Dwarvish

**Challenge** 6 (2,300 XP)

**Spellcasting.** Durax Ashenchisel is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains his expended spell slots after a short or long rest. He knows the following warlock spells:

Cantrips (at will): *acid splash*, *minor illusion*, *ray of frost*

1st– to 4th-level (4 4th-level slots): *acid arrow*, *animate dead*, *blight*, *fireball*, *magic missile*, *mirror image*, *scorching ray*, *shield*, *thunderwave*

### ACTIONS

**+1 Axe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) damage.

**Equipment:** +1 axe

## OSR STATS

**Durax Ashenchisel, Male Dwarf Warrior Mage (MU6):** HP 18; AC 6[13] or 2[17] (missile) and 4[15] (melee) from shield spell; **Atk** +1 axe (1d8+1); **Move** 9; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** +2 save (spells, wands, staffs), +4 saves vs. magic, darkvision (60ft), detect stonework, spells (4/2/2).

**Spells:** 1st—*charm person*, *magic missile*, *shield*; 2nd—*invisibility*, *strength*; 3rd—*fireball*, *hold person*.

**Equipment:** *bracers of defense* AC 6[13], +1 axe.

**Note:** Durax is accompanied by 12 dwarf thugs<sup>A3</sup>, 4 dwarf scouts<sup>A3</sup>, and his lover Alskaz<sup>A3</sup>.

# DURAX ASHENCHISEL

“Hear the sound of anvils rising from the deeps! Hear the forging of axes for the armies of Holy Father Orcus!”

A devoted worshipper of Orcus, Ashenchisel is a solo freelancer — he has no fixed group of companions, but instead works with a variety of Orcus-aligned groups throughout eastern Akados. He’s a handsome dwarf, with gleaming black hair usually kept in two braids, a smoldering dark-eyed gaze, and a short beard cut into an elaborate pattern in deliberate defiance of dwarven custom. He wears enchanted mail forged and worked in the smithies of Erod Flan, a flat-topped nasal helm, and a black cloak trimmed in silver and clasped with a golden symbol of Orcus. This last is a bit of vanity on his part, as Durax considers himself to be a modest individual — a humble servant of great Orcus.

Durax commands a small citadel deep in the Stoneheart Escarpment high above the ancient ruin of Tsar. When he is not off on missions with other Dogs of Orcus, he is commanding raids upon mountain traffic to and from Erod Flan and other dwarven strongholds. Such is his hatred for his former homeland that he has offered to reveal to the hobgoblins of Exor, Bonehollow, and Smashed Skull how to gain entrance to Erod Flan and Tyr Whin, and has even volunteered to lead them there personally, for the low, low price of just 500,000 pieces of gold. So far, the hobgoblins seem dubious of Durax’s claims and feel that there are better things to spend their gold on.

### HISTORY

Durax is the son of a particularly influential Erod Flan family, raised in comfort with a bright future ahead of him. Like many young dwarves, Durax was struck with wanderlust and left the city for a time, seeking adventure in exotic locales far from what he considered to be the dreary mountains. It was a common story, and within a few years, dwarves like Durax inevitably either return home and settle down to respectable dwarven trades or meet with grim fates in distant lands. At first, young Durax followed the dwarven template, but soon things began to go awry.

Born with a love of luxury and an insolent, somewhat spoiled nature, Durax was quick to embrace exotic pleasure and experience in a manner that many felt was far more human than dwarvish. When he discovered the weird, exotic practices of the cult of Orcus, Durax was overjoyed and soon fully embraced worship of the demon prince. In his arrogant self-assurance, he returned to Erod Flan to spread the word and immediately began proselytizing, calling upon his fellow dwarves to join him in celebrating the freedom and power offered to Orcus’ worshippers. While a few gullible dwarves fell for Durax’s impassioned arguments, the elders of Clan Craenog were unimpressed and soon exiled Durax. Shocked at his treatment and the rejection of his own family, Durax took the surname Ashenchisel and fled into the mountains with a handful of followers. Finding an old citadel in the Stoneheart Escarpment, Durax and his followers took over the place and enslaved its goblin inhabitants. Durax personally sacrificed many of these unfortunate goblins to Orcus. In the intervening years, he became a real nuisance to his old homeland, raiding caravan routes and murdering travelers near Erod Flan.

Orcus himself looked upon his increasingly demented dwarven servant with approval, granting him magical power and serving as his patron. He also directed his servant Azafand to contact Durax and recruit him into the Dogs of Orcus, an invitation which the proud dwarf quickly accepted. Service with the Dogs has inspired Durax to redouble his efforts on his patron’s part. He shares his citadel with a dozen dwarf thugs (with axes), 4 dwarf scouts, and Durax’s lover Alskaz, a dwarf veteran (with a +1 great axe).





# HAMMISH STONEFINGER

“ People ask me how you win a fight. It's simple. Hit 'em first, hit 'em hard, and do whatever you need to do to make sure that they don't get up again.

Hammish (CE male dwarf **gladiator** with a *collar of raging*<sup>A2</sup>) is a rising star in the Dogs and thinks he's the equal of anyone he meets. He has a long, reddish beard woven with bits of metal but is bald on top. His black, studded leather armor is sturdy and worn, and he wields a heavy-bladed Khemitian spear. Years in the ring have made him a ruthless fighter who neither asks nor gives quarter.

The dwarf's brash self-confidence and arrogant manner earned the annoyance of some fellow Dogs. It has also brought him the unabashed devotion of the naïve berserker Dorr, who takes pains to be at Hammish's side whenever possible, which proves troublesome when Hammish is visiting a tavern or brothel. For the most part, Hammish accepts Dorr's worship with droll regard, realizing that the dullard represents a willing, downright enthusiastic human shield whom he can use and discard at his leisure.

## HISTORY

The dwarf never knew where he was born. His earliest memories are of cleaning the sleeping chambers of the gladiators in the city of Thybos in Khemit. These hardened men and women took pity on the young dwarf, and they began teaching him the lessons of their hard lives. Hammish turned out to be a fast learner, which was a good thing. When he was old enough and strong enough, his owner threw Hammish into the ring to fight for his life. The dwarf proved himself beyond all expectations — the majority of bets were on him dying early — and he lived to fight another day. And then another, and another, and another. During this time, Hammish gained his *collar of raging*, which only added to his prestige. He had to be careful with the item, however, as

once its rage subsided, Hammish was left exhausted and vulnerable. Thus, he confined his use of the collar to the end of fights in order to finish opponents quickly.

Hammish fought in the arena for many years, notching victory after victory against foes and creatures alike. Still, he longed for the open road and more dangerous foes.

His dream began when a wandering gnome named Thopas bought his papers on a whim, then sent him on a mission to Alcaldar to deliver a message. After that, he was free to do what he pleased, as the gnome cared not one whit about his existence after that mission.

Hammish soon fell in with two travelers named Ozkar and Bralle, crazed warriors who weren't intimidated by the dwarf's short fuse (no pun intended). Together the trio worked as freelance guards and mercenaries, throwing in some banditry and piracy on the side as they traveled up and down the western coast of Central Libynos. They eventually attracted the attention of the archmage Ismel Taern, who recruited them into the Dogs of Orcus. Hammish, who could not give two figs for Orcus and his worshippers, nevertheless accepted the offer, and continues to do the Dogs' bidding. While Hammish was on a mission for the Dogs, Dorr attached himself like a barnacle to the dwarf and has proved impossible to dislodge ever since, much to Ozkar and Bralle's displeasure.

## OSR STATS

**Hammish Stonefinger, Male Dwarf Gladiator (Ftr8):** HP 52; AC 7[12]; **Atk** +2 *hand axe* (1d6+4 [1d6+7 while raging]) and +1 *hand axe* (1d6+3 [1d6+6 while raging]); **Move** 9; **Save** 7; **AL** N; **CL/XP** 4/120; **Special:** +2 to hit and damage strength bonus, +4 save vs. magic, darkvision (60ft), detect stonework, multiple attacks (8) vs. creatures with 1 or fewer HD.

**Equipment:** leather armor, *collar of raging*<sup>A2</sup>, +2 *hand axe*, +1 *hand axe*.



# ISMEL TAERN

“ We serve the Prince of the Undead. We serve Orcus.  
His will be done.

Ismel Taern, a LE male human **archmage** (with three *potions of supreme healing*, a *staff of power*, and a *cloak of displacement*) born and raised in Bard's Gate, was one member of the trio that founded the Dogs of Orcus more than a decade ago. Though he is widely respected and feared, and despite being a highly disciplined, lawful individual, Ismel exercises little authority or control over the chaotic group, remaining content with simply pointing them in the right direction before unleashing them. A devoted follower of Orcus, Ismel is under orders from the demon prince to retrieve the *scepter of faiths* — or should he fail, to sacrifice himself in the Tower of the Obedient in the Nether Sepulcher. Ismel knows — and rightfully fears — the unimaginable fate that awaits him should he fail in this mission.

Ismel is a powerful mage, thanks largely to his devotion to Orcus and the benefits he derived over the years from the demon prince's aid. He wears long black robes that hide his scrawny frame. But his thin body — wracked by the abuse he has inflicted on himself to learn his craft — houses a powerful inner fire that has devastated entire villages. His hair is gray and long, as is his beard, though he is balding on top (although he sometimes uses illusions to recall his youthful appearance and full head of hair). His eyes are an icy blue. The hem of his robes is embroidered with silver sigils of power and devotions to Orcus. He carries an oaken *staff of power* carved with a spiral along its upper half that rises to a silver skull with ruby eyes set atop the pole.

Usually accompanied by a retinue of **cult fanatics**, Ismel tends to stay out of combat, allowing his minions to perish while he prepares and casts devastating spells upon his enemies. Ismel has no illusions about his fate should he fail in his assigned quest, and if cornered, he fights to the death.

## HISTORY

Sensing their child's aptitude with magic, Ismel's parents arranged to send him to the Arcanum Collegium in Reme, hoping that he would learn to become a powerful spellcaster, and that his notoriety would make them wealthy. They were to be disappointed, for despite his natural talents, Ismel proved far too troublesome and cruel for the Arcanum, and he was soon expelled. Undaunted, Ismel's parents sought out less-savory instructors, eventually settling on the infamous archmage Sehlianna Icefire, who was known as an especially wicked and amoral individual. Sehlianna hid an even greater secret, however: She was a worshipper of Orcus and in her new student she saw a worthy successor. Soon, she had borne young Ismel to her secret tower on the Reaping Coast of Libynos. His ambitious parents never saw him again.

Ismel proved to be all that his teacher expected and more, and when she finally gave up her soul to Orcus, he inherited her tower, books, equipment, and servants. Unwilling to simply sit in his new home and brood, Ismel took up life as an adventurer, seeking out new and more exotic spells and magical treasure. He met his two companions Azafand and Zule in Libynos during the early 3500s. The Dogs of Orcus were founded soon after, bringing Ismel even greater wealth and power. He continues to operate out of Sehlianna's old tower, now magically relocated to the depths of the Kajaani Forest.

Ismel's security in the hidden tower proved limited, however, for he had sworn his life and soul to Orcus. Recently, the demon prince appeared before him and demanded that he set himself to recovering the *scepter of faiths*. Ismel had no choice but to obey, especially since the penalty for failure was all but unthinkable. Today, he once more wanders the land, sometimes in company with his old companions, desperate to fulfill his master's quest.



## OSR STATS

**Ismel Taern, Male Human Archmage (MU14):** HP 39; AC 0[19]; **Atk** *staff of power* (2d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 15/2600; **Special:** +2 save (spells, wands, staves), spells (5/5/5/4/3/1).

**Spells:** 1st—*charm person, detect magic, magic missile (x2), sleep*; 2nd—*invisibility, ESP, phantasmal force, strength, web*; 3rd—*dispel magic, fireball, fly, hold person, lightning bolt*; 4th—*confusion, dimension door, ice storm, wall of fire*; 5th—*animate dead, feeblemind, monster summoning III, teleport*; 6th—*anti-magic shell, disintegrate, repulsion*; 7th—*power word stun*.

**Equipment:** *bracers of defense AC 2[17], cloak of displacement, staff of power, 3 potions of extra healing.*

**Note:** Ismel is usually accompanied by a number of **cult fanatics**<sup>A3</sup> who protect him from harm.



# JERHORW

“ So you're against me, too? Well, I'll show you! Just like I showed all the others!

Jerhorw has a long, sallow face with a naturally cruel expression. Though not Jerhorw's fault, his unlovely appearance resulted in him being bullied throughout his life. After rejecting life at the Shield Basilica, Jerhorw has little interest in being liked in any event. He still wears his magical Basilica armor and bears its shield; he keeps both polished and spotless. In fact, if an observer did not know that Jerhorw was a mad killer in service to the Dogs of Orcus, he would appear as a perfectly groomed warrior clad in the raiment of the Shield Basilica, though with the glint of madness in his dark eyes.

## HISTORY

Born with an unkind face and a personality to match, Jerhorw was not considered officer material in the Shield Basilica's forces. Though for years he tried to be an exemplary defender of the Basilica, he was never (at least in his own view) respected or taken seriously. Ridiculed and tormented by his peers, Jerhorw was a receptive listener when his now-mad father suggested that they forsake their old faith for that of Orcus, who promised fame, wealth, power, and revenge against Jerhorw's tormentors.

His dark soul is now fueled by dreams of revenge. He has since risen quickly through the ranks to become one of the most feared Dogs of Orcus, more so due to his continuing madness. Despite his current status in Orcus' legion, and the amount of blood he has spilled in Orcus' name, Jerhorw keeps himself obsessively clean and his gear polished, in anticipation of the day when he is once more an officer of the Basilica, after it has been sacked and taken over by Orcus. For now, he serves Orcus, Akruel, and the skeletal fire giant Gunnvor at the Nether Sepulcher, but he knows that soon he will go to war and set in motion his plan of vengeance against the Basilica. Like his father Moshorw and their fellow priest Loufein, Jerhorw has a ferocious **bloody skeletal dire tiger**<sup>A3</sup> at his command.



## OSR STATS

**Jerhorw, Male Human Priest of Orcus (Clr9):** HP 42; AC -1[20]; **Atk** +1 *mace of terror* (1d6+1); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +2 save vs. paralysis and poison, banish undead, spells (3/3/3/2/2).

**Spells:** 1st—*cure/cause light wounds, detect evil/good, detect magic*; 2nd—*bless, hold person, silence 15ft radius*; 3rd—*cure/cause disease, prayer, remove curse*; 4th—*cure/cause serious wounds (x2)*; 5th—*dispel evil/good, finger of death*.

**Equipment:** +1 plate mail, +2 shield, +1 *mace of terror*<sup>A2</sup>, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

**Note:** Jerhorw rides a **bloody skeletal dire tiger**<sup>A3</sup>.

## JERHORW

Medium humanoid (human), chaotic evil

**Armor Class** 23 (+1 plate armor, +2 shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	19 (+4)	5 (-3)

**Saving Throws** Wis +8, Cha +1

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 10 (5,900 XP)

**Mace of Terror.** This magic weapon has 3 charges.

While holding it, Jerhorw can use an action and expend 1 charge to release a wave of terror. Each creature of his choice in a 30-foot radius must succeed on a DC 15 Wisdom saving throw or become Frightened of him for one minute.

At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The mace regains 1d3 expended charges daily at dawn.

**Spellcasting.** Jerhorw is a 12th-level spellcaster.

His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, protection from good and evil*

2nd level (3 slots): *aid, continual flame, hold person*

3rd level (3 slots): *animate dead, dispel magic, vampiric touch*

4th level (3 slots): *banishment, freedom of movement, guardian of faith*

5th level (2 slots): *contagion, greater restoration*

6th level (1 slots): *harm*

## ACTIONS

**Multiattack.** Jerhorw makes three Mace of Terror attacks.

**+1 Mace of Terror.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Equipment:** +1 plate, +2 shield, +1 *mace of terror*<sup>A2</sup>, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.



## KAVALI

Medium, female humanoid (human), neutral evil

**Armor Class** 14 (*cloak of protection*, *ring of protection*; 17 with mage armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	18 (+4)	15 (+2)	13 (+1)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Resistances** fire (*ring of resistance*)

**Condition Immunities** frightened

**Senses** passive Perception 12

**Languages** Abyssal, Common, Deep Speech, Infernal

**Challenge** 6 (2,300 XP)

**Grim Harvest.** Once per turn when a living creature fails a saving throw against or is harmed by one of Kavali's Necromancy spells of 1st level or higher, Kavali regains hit points equal to three times the spell's level.

**Spellcasting.** Kavali is a 10th-level spellcaster. Her primary spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *ray of frost*

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *dispel magic*, *fear*, *vampiric touch*

4th level (3 slots): *blight*, *ice storm*, *stoneskin*

5th level (2 slots): *cloudkill*, *cone of cold*

**Undead Thralls.** When Kavali casts *animate dead*, she can target one additional corpse or pile of bones to create another zombie or skeleton as appropriate. Undead created by Kavali have an additional 9 hit points and a +3 to their weapon damage rolls.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

**Equipment:** *cloak of protection*, *ring of resistance* (fire), *ring of protection*, *spell scroll* of greater invisibility, *spell scroll* of polymorph, *wand of magic missiles*, quarterstaff.

Based on Necromancer from Creature Codex by Kobold Press, p. 404.

## KAVALI

“What better way to serve the Prince of Undeath than by raising the dead in his name? In death, all are blessed and equal in the eyes of Lord Orcus!”

Kavali (NE female human **necromancer** with a *cloak of protection*, *ring of resistance* [fire], *ring of protection*, *spell scroll* of greater invisibility, *spell scroll* of polymorph, and a *wand of magic missiles*) is a fair-skinned woman with curly blonde hair and an innocent expression, incongruous in an individual so evil.

She wears dark robes embroidered with gold arcane symbols, as well as a cloak and ring of protection, and maintains a calm, unhurried manner as she takes her time assessing her enemies' strengths and weaknesses.

Kavali is always accompanied by her **death dog** Sorgho, whom she dotes on constantly and treats with what might be called love and tenderness. In Kavali's case, love and tenderness are typified by allowing the two-headed horror to feast on the bodies of her enemies — both living and dead — however.



### HISTORY

Kavali was raised in a devout northern household that revered the Æsir and the Vanir with universally admired devotion and humility. As an adolescent, she disdainfully rejected her traditional faith, choosing instead to study the arts of death and necromancy, a decision that brought great shame to her family and resulted in her banishment from the community. Her obsession with necromancy led her into the company of Orcus worshippers, eventually becoming the lover of a high priest who gave her Sorgho as a reward for her “devotion” and “enthusiasm in the service of Orcus.” Currently, she is working to retrieve a bronze darkskull in the temple of Orcus in old Bargarsport. In this endeavor, she has partnered with the necromancer Occan, but neither of them fully trusts the other.

### OSR STATS

**Kavali, Female Human Necromancer (MU9):** HP 29; AC 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +1 *quarterstaff* (1d8+1); **Move** 12; **Save** 5 (+2, ring, cloak); **AL** C; **CL/XP** 10/1400; **Special:** +2 save (spells, wands, staffs), spells (4/3/3/2/1).

**Spells:** 1st—*charm person*, *hold portal*, *shield*, *sleep*; 2nd—*invisibility* (x2), *web*; 3rd—*dispel magic*, *hold person*, *lightning bolt*; 4th—*confusion*, *dimension door*; 5th—*animate dead*.

**Equipment:** +1 *quarterstaff*, *cloak of protection* +1, *ring of fire resistance*, *ring of protection* +1, *scroll (invisibility)*, *scroll (polymorph self)*, *wand of magic missiles* (8 charges).

**Note:** Kavali is always accompanied by the death dog Sorgho.



# KORELISS HESPERIN

“ This is a professional relationship. No hard feelings, eh?

Koreliss Hesperin, a CE female human **assassin** (with *boots of levitation*, a *cape of the mountebank*, and a *dagger of venom*) is a patient, cunning, and highly skilled killer who found the gifts of Orcus to be of great benefit to her profession. She is a dark-eyed Khemitian who lives on a lush green, walled estate south of Rashad metropolis, emerging now and again to fulfill freelance contracts and missions given her by Ismel from the Dogs of Orcus.

## HISTORY

Trained from birth in the ways of murder among the labyrinthine streets of Thybos, Koreliss turned her back on the traditional gods of Khemit and devoted herself to Orcus, or as he was known, the Lord of Slaughter. Making her way as a freelance assassin, Koreliss' most noteworthy accomplishment was the murder of the high priestess of Mût at the behest of a rival cleric.

Never detected, the deed was thought to be a tragic accident, and Koreliss used her generous reward to purchase an estate near Rashad, from which she continued to discreetly ply her trade, occasionally bribing officials to maintain her undisturbed tranquility. Her demonic faith brought her into contact with the priest Azafand while he visited secret Khemitian cults and hidden temples. Impressed by her skill, Azafand proposed an association with the Dogs of Orcus and offered her several assassination contracts, which she enthusiastically accepted and quickly fulfilled. Since that day, Koreliss has been one of the Dogs' valued associates, though she does not claim membership.

## OSR STATS

**Koreliss Hesperin, Female Human Assassin (Asn9):** HP 47; AC 3[16]; Atk +2 *dagger* (1d4+2 + poison) or light crossbow (1d4+1 + poison); **Move** 12; **Save** 5 (+2, ring); **AL** C; **CL/XP** 10/1400; **Special:** backstab (x4), disguise, poison use, thieving skills.

### Thieving Skills:

Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

### Equipment:

+2 *leather armor*, *cloak of displacement*, *boots of levitation*, +2 *dagger*, light crossbow, 12 bolts, *ring of protection* +2, 3 vials of poison (save or die).

# LIVONIA TOLS

“ There is no greater love than the love of the dead, for it is constant and unchanging.

One of the Dogs of Orcus' most unusual members, Livonia is a **lich shade**<sup>A3</sup> raised to undeath by Orcus himself. She wears golden robes that waft around her shriveled form as she moves. A **flameskull** made from the remains of a past lover named Beskevar circles her head and flies out to attack her foes.

## HISTORY

An aging wizardess facing death, Livonia Tols — like so many others before her — sought to cheat death, surviving through the ages as an undead lich. Also like many others, Livonia failed in her quest for undeath, instead poisoning herself. As she lay dying, a vision of Orcus appeared before her, offering her the undead immortality she desired, so long as she swore to serve the demon prince. She eagerly agreed and rose as a lich shade, free to act as she wished so long as she advanced the agenda of her demonic master. She is viewed with dread and awe by the Dogs of Orcus, who accepted her into their ranks soon after the group was formed. She rose quickly and is today a highly influential member of the group.

Beskevar was Livonia's lover more than 80 years ago. In life, his adoration was without measure. Even though she never returned his love to the same degree — ignoring him for long periods, shamelessly pursuing other lovers, and sharing his company only when she had no other alternatives — Beskevar's devotion never wavered. He worked most of his life as her obedient menial. So great was his love that he joined her in death but was raised as a flameskull so that he could continue to serve her — a cruel joke that Orcus found hilarious.

## OSR STATS

**Livonia Tols, Lich Shade<sup>A3</sup>:** HD 11; HP 71; AC 6[13]; Atk 2 claws (1d6 + chill); **Move** 15; **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** accompanied by flaming skull of Beskevar, chill (save or stunned for 1 round), death throes (crumble to dust upon death as dust of sneezing and choking), magic resistance (22%), resist cold and electricity (50% damage), spell leech (any spell cast within 50ft, save or absorbed and lost; lich shade can cast the spell on next round, cast a magical bolt [1d6 damage per 2 levels of the spell], or gain hp equal to spell level x 4).

**Beskevar, Flying Flaming Skull:** HD 5; HP 33; AC 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk fire ray (1d6+2); **Move** 15 (fly); **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** rejuvenation (regain full hp 1 hour after being destroyed, unless *dispel magic*, *remove curse*, or holy water used on remains), spells (as MU5, 4/2/1).

**Spells:** 1st—*charm person* (x2), *shield*, *sleep*; 2nd—*mirror image*, *web*; 3rd—*slow*.





## LOUFEIN

Medium humanoid (human), chaotic evil

**Armor Class** 17 (+3 hide)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	11 (+0)	18 (+4)	10 (+0)

**Saving Throws** Wis +8, Cha +4

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 10 (5,900 XP)

**Reckless.** At the start of his turn, Loufein can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Spellcasting.** Loufein is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *shield of faith*

2nd level (3 slots): *aid*, *blindness/deafness*, *lesser restoration*

3rd level (3 slots): *animate dead*, *dispel magic*, *protection from energy*

4th level (3 slots): *divination*, *freedom of movement*, *stone shape*

5th level (2 slots): *contagion*, *flame strike*

6th level (1 slots): *harm*

### ACTIONS

**Multiattack.** Loufein makes two Greatsword attacks.

**+3 Greatsword.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Equipment:** +3 hide armor, +3 greatsword, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

## LOUFEIN

“Despair be upon you! The Dogs of Orcus have come!”

Loufein is a grunt who has worked his way through the ranks of the Dogs of Orcus to become a powerful warrior and spellcaster. His receding hairline and excessively curly hair give him a somewhat comical appearance that belies his true power. He works closely with the corrupt Basilica priests Moshorw and his son Jerhorw; each one of them commands a bloody skeletal dire tiger (see Jerhorw above), which they can also ride into battle.

He dresses simply, in rough (but nonetheless magical) hide armor when in combat, and in simple dark-colored tunics when not. The only outward sign of his devotion to Orcus is a thick black belt with a black metal buckle in the shape of the demon prince's head, which he wears at all times, even to secure his armor in battle.

### HISTORY

Loufein started at the bottom as a foot soldier in the Foerdewaith army, rising eventually to the rank of master sergeant. Pragmatic and cynical after a decade in service, Loufein realized that he was unlikely to advance farther and so resigned, leaving Foere to pursue life as a mercenary. Already a violent and hateful individual, Loufein found kindred spirits among the worshippers of Orcus, and also found that he had some talent with magic. He joined the Dogs of Orcus and immediately began training as a warrior priest, quickly gaining experience and growing into one of the most effective members of the organization. He aided Moshorw and Jerhorw when they turned their backs on the Shield Basilica, an act for which Orcus awarded all three, granting them spells and the services of ferocious skeletal bloody dire tigers as mounts and battle companions.

At the present time, Loufein, his two companions, and their undead mounts serve Orcus in the city of Al-Sifon, tending to the Nether Sepulcher and serving the newly risen Akruel. At the moment, they tend to the Sepulcher's various shrines and other facilities, but their true task is to aid the skeletal fire giant Gunnvor, Akruel's former general, and eventually become his adjutants when Gunnvor once more commands Akruel's undead legions.



### OSR STATS

**Loufein, Male Human Priest of Orcus (Clr12):** HP 45; AC 4[15]; Atk +3 *bastard sword* (1d8+3); Move 12; Save 4; AL C; CL/XP 12/2000; **Special:** +2 save vs. paralysis and poison, banish undead, spells (4/4/4/4/1).

**Spells:** 1st—*cure/cause light wounds* (x2), *detect evil/good*, *light*; 2nd—*bless*, *hold person*, *silence 15ft radius*, *speak with animals*; 3rd—*cure/cause disease*, *locate object*, *prayer*, *speak with dead*; 4th—*cure/cause serious wounds* (x2), *neutralize poison*, *speak with plants*; 5th—*dispel evil/good*, *finger of death*, *insect plague*, *raise dead*; 6th—*blade barrier*.

**Equipment:** +3 *leather armor*, +3 *bastard sword*, four vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.





# MARCUS ILUS

“ Oh, how very amusing this life of an outlaw can be! How very stimulating is banditry, and how artful is murder!

Marcus (CE male human **noble** with a +1 *breastplate* and +1 *longbow*) was a bored aristocrat from Bard's Gate, jaded and weary of excess and debauchery. He commands a band of ruthless cutthroats who rob and plunder throughout eastern Akados, kidnapping innocents and sacrificing them to Orcus. This all pleases the demon prince, of course, who rewards his faithful with gold and good fortune, so long as they keep the sacrifices coming.

A tall, chestnut-haired man with a stylish goatee beard, and a once-athletic build now going soft and rounded, Marcus maintains a lush manse in Bard's Gate, attends the right parties, kisses the appropriate hands, and worships at the most prestigious temples, cultivating a façade of sophistication and genteel wealth, behind which lurks the heart of a sadistic killer. He is a dilettante in his pursuits, whether it is magic or mayhem, never really committing wholly to his passions. Much of the gold that he gains from his nefarious works goes to bribe guards and officials, making sure that they look the other way when needed. Marcus himself is not a terribly capable fighter, but he has sufficient wealth to hire help should he find his position threatened, or if the wrong people learn of his excesses. He will not hesitate to utterly destroy those who threaten his fortune or position.

When at his estate, Marcus dresses in the height of fashion, with lush velvet doublets and expensive hose, elaborate hats, long-toed shoes, and silken cloaks, presenting the image of an utter dandy. While on the hunt, Marcus arrays himself in black studded leather, and carries a crossbow and an especially fine longsword. His band varies from 20 to 30 **bandits** and **thugs**, all of whom are murderous but also cowardly, ready to flee should they ever face determined opposition.

## HISTORY

Hoping to enliven his now-dull social life, Marcus took up the worship of Orcus as others would take up gardening — as a hobby and a diversion. His orgiastic rituals were the talk of Bard's Gate society until they finally took a truly dark turn and began to include blood sacrifice and real dark magic. Bribes and threats kept Marcus safe from arrest or imprisonment, but at length even his own decadent amusements again grew stale. He began to creep out alone into the dark streets of Bard's Gate, accosting passers-by and relieving them of their purses. This too grew dull after a time; Marcus then eschewed even the rationale of robbery and began simply killing his victims.

As his crimes became known, Marcus decided that seeking his prey on the streets was risky and instead drew from his less-savory associates, recruiting among Orcus-worshippers to form a brutal company of thieves and assassins. It was only a matter of time before word of Marcus' exploits reached the ears of the Dogs of Orcus, and soon their representatives discreetly reached out to him, offering long-term service. Delighted at the attention, Marcus accepted enthusiastically, and today his group continues to trouble the estates, highways, and homes near Bard's Gate.

## OSR STATS

**Marcus Ilus, Male Human Noble (Bandit):** HD 4; HP 22; AC 5[14]; **Atk** warhammer (1d4+1) or +1 *longbow* (1d6+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none.

**Equipment:** chainmail, +1 *longbow*, 12 arrows, warhammer.

**Note:** Marcus leads 20 to 30 bandits<sup>A3</sup>.



## MOSHORW

Medium humanoid (human), chaotic evil

**Armor Class** 20 (+2 plate)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	13 (+1)

**Saving Throws** Wis +8, Cha +5

**Skills** History +4, Religion +4

**Senses** passive Perception 14

**Languages** Abyssal, Common

**Challenge** 9 (5,000 XP)

**Spellcasting.** Moshorw is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Moshorw has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, protection from evil and good, ray of sickness*

2nd level (3 slots): *aid, blindness/deafness, enhance ability*

3rd level (3 slots): *animate dead, mass healing word, vampiric touch*

4th level (3 slots): *blight, freedom of movement, guardian of faith*

5th level (2 slots): *cloudkill, flame strike*

6th level (1 slot): *blade barrier*

### ACTIONS

**Multiattack.** Moshorw makes two Greatsword attacks.

**Greatsword of Life Stealing.** *Melee Weapon*

*Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) slashing damage. On a 20 attack roll, the target takes an extra 10 (3d6) necrotic damage, provided that the target isn't a Construct or an Undead. Moshorw gains temporary hit points equal to the extra damage dealt.

**Equipment:** +2 plate armor, greatsword of life stealing, 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

# MOSHORW

“In Orcus’ name shall I and my children take vengeance. Death to all who stand in our way!”

Once a faithful officer and guardian at the Shield Basilica of Muir, Moshorw rejected his old faith in favor of service to Orcus. This unusual change was a result of Orcus himself using Moshorw’s character flaws against him, feeding his wounded pride through dreams and mental influence until the once-good guardian turned on his fellows, accusing them of betrayal and hypocrisy.

Since his conversion, Moshorw has forsaken the shining armor and garments of the Basilica in favor of black armor inscribed with demonic runes (unlike Jerhorw, who continues to wear the Basilica’s shining panoply as an insult to his and his father’s enemies). Each morning, Moshorw

ritually shaves his head and inscribes symbols of Orcus and other demons on his skin with reddish paint. Like

Jerhorw and their companion Loufein, Moshorw commands a bloody skeletal dire tiger, which he can also ride into battle (see entry for Jerhorw, above).



### HISTORY

After years of what he considered flawlessly faithful service, Moshorw grew dissatisfied and resentful at his and his son Jerhorw’s lack of promotion and reward, eventually falling into irrationality, believing there was a conspiracy against them. In reality, Moshorw’s weaknesses had been exploited by the minions of Orcus, who spoke to him in dreams, persuading him to reject and vilify his fellow Basilica officers and eventually embrace the evil demon prince as his new god. Lost to madness, Jerhorw persuaded Moshorw to join him with promises of wealth and power. Together, father and son joined the Dogs of Orcus in a quest for vengeance against their “enemies” at the Basilica.

Moshorw, his son, and their companion Loufein currently reside in the Nether Sepulcher, tending to its shrines and assisting the skeletal fire giant Gunnvor, with the eventual intention of serving as his aides when he returns to command of Akruel’s forces.

## OSR STATS

**Moshorw, Male Human Priest of Orcus (Clr13):** HP 50; AC 1[18]; Atk +1 *bastard sword of life stealing* (1d8+1); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** +2 save vs. paralysis and poison, banish undead, spells (5/5/5/4/4/1).

**Spells:** 1st—*cure/cause light wounds* (x2), *detect evil/good*, *detect magic*, *purify food and drink*; 2nd—*bless*, *hold person* (x2), *silence* 15ft radius, *snake charm*; 3rd—*continual light*, *cure/cause disease*, *prayer*, *remove curse*, *speak with dead*; 4th—*create water*, *cure/cause serious wounds* (x3); 5th—*commune*, *create food*, *dispel evil/good*, *finger of death*; 6th—*word of recall*.

**Equipment:** +2 plate armor, +1 *bastard sword of life stealing*<sup>A2</sup>, 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

**Note:** Jerhorw rides a **bloody skeletal dire tiger**<sup>A3</sup>.





## “THE MUTT”

“ Grrr ... Ruff ... ”

The Mutt — the dog-man’s real name is unknown — is a one-eared CE male **gnoll** (with a *bloody spear*<sup>A2</sup>) from the temple of Seraph in the Kanderi Desert. He is not officially a Dog of Orcus, but his close relationship with Dawson Southers and Shev Warwick has made him a de facto member of the organization. Dawson and Shev feel a great kinship with Mutt, and they share their loot and pay with him. They see their group as an unbreakable trio of fellow warriors.

A scruffy gnoll with patchy fur, the Mutt dresses in various pieces of cast-off clothing and battered bits of armor. His signature bloody spear was liberated from the temple of Seraph, and he constantly keeps it close. He talks little, save for canine barks and growls, but has an excellent grasp of the Common tongue. He follows his companions’ directions to the letter. His hound One-Tooth (treat as a **mastiff**) is vicious and well-trained.

### HISTORY

A former hyena handler in the fallen temple of Seraph, the Mutt ran afoul of an overseer and was exiled from the desert stronghold. He then wandered south toward the Hollow Spire Mountains, accompanied by his faithful hound One-Tooth, but he barely survived the high heat of the deadly desert. He knew better than to try to cross at the Shield Basilica, so he instead climbed into the mountains and faced another deadly crossing. It was there that he fell in with the warriors Dawson Southers and Shev Warwick. The three of them barely made it out of the mountains, but the experience bonded them for life. Though his companions joined the Dogs of Orcus, the Mutt demurred, preferring to worship the traditional gnoll gods, including Crocutus. Most believe him part of the group, given his close relationship with his two companions.

### OSR STATS

**The Mutt, Male Gnoll Brute:** HD 4; HP 28; AC 5[14]; Atk bite (2d4) or +1 *bloody spear* (1d6+3); Move 9; Save 13; AL C; CL/XP 4/120; **Special:** none.

**Equipment:** +1 *bloody spear*<sup>A2</sup>.

**Note:** The Mutt is accompanied by his war dog **One-Tooth**<sup>A3</sup>.



## OCCAN

Medium humanoid (human), chaotic evil

**Armor Class** 20 (plate armor and shield)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	19 (+4)*	18 (+4)	15 (+2)

\**Headband of intellect*

**Saving Throws** Int +7, Wis +7, Cha +5

**Skills** Arcana +7, Insight +7, History +7, Perception +7, Religion +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Common, Infernal

**Challenge** 8 (3,900 XP)

**Spellcasting.** Occan is a 10th-level spellcaster.

His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *guiding bolt*

2nd level (3 slots): *lesser restoration*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *dispel magic*, *mass healing word*

4th level (3 slots): *divination*, *guardian of faith*, *stone shape*

5th level (2 slots): *flame strike*

### ACTIONS

**Multiattack.** Occan makes one melee attack and casts a cantrip.

**+1 Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Equipment:** +1 longsword, *headband of intellect*, *phial of demon blood*<sup>A2</sup>, an unholy symbol of Orcus

## OCCAN

“May you serve Orcus in death as I have served him in life.”

Occan is a hairless man heavily tattooed with images of skeletons. His face has been thus transformed into a skull-like visage, and his full plate mail has a skeletal design. From a distance, he appears to be a thick metallic skeleton.

A former merchant, Occan has studied the dark arts to become a necromancer and devoted follower of Orcus. He is served by a host of shambling undead, including the reanimated corpses of his wife and her lover, whom he murdered years ago.



### HISTORY

A wealthy Bargarsport merchant, Occan sought to increase his wealth by studying necromancy and associating with the cult of Orcus — and for a time he succeeded. Unfortunately, his actions and increasing devotion to the demon estranged Occan from his wife Evasheen, who began an affair with one of her husband's business rivals.

Enraged when he learned of the affair, Occan poisoned Evasheen and her lover, then raised both as zombies.

What Occan had not anticipated was the depth of his wife's rage, as she returned as a ghost inhabiting her own animated corpse. Occan then crafted a magical tassel that compelled the possessed zombie to follow his every command. Evasheen was forced to comply, but her spirit remains, nursing a deep and unending hatred for her husband.

Occan is aware of Evasheen's hatred but keeps her animated corpse around for his amusement. Now a full-fledged member of the Dogs of Orcus, he has undertaken several missions on their behalf, and today he has been paired with fellow necromancer Kavali to seek out a bronze *darkskull* hidden somewhere in Bargarsport. Though he does not fully trust Kavali, he continues to work with her, doing the bidding of his dread lord Orcus.

## OSR STATS

**Occan, Male Human Priest of Orcus (Clr7):** HP 36; AC 3[16]; Atk +1 longsword (1d8+1); Move 12; Save 9; AL C; CL/XP 8/800; **Special:** +2 save vs. paralysis and poison, banish/control undead, spells (2/2/2/1/1).

**Spells:** 1st—*cure/cause light wounds*, *detect magic*; 2nd—*find traps*, *hold person*; 3rd—*locate object*, *speak with dead*; 4th—*cure/cause serious wounds*; 5th—*raise dead*.

**Equipment:** plate mail, shield, +1 longsword, *phial of demon blood*<sup>A2</sup>.



# OTATO!

“ OTATO!

Heavysset, beetle-browed, and pig-eyed, clad in tattered and patched mail, this CN male human **berserker** (with Strength 18, and AC 16 [chainmail]) is not an especially gifted conversationalist, as his most common interjection is his own name, bellowed at the top of his lungs. In truth, no one truly knows whether OTATO! is the barbarian's name, but he says little else, save occasionally grunting “yes,” “no,” and “I don't know” as appropriate to the conversation at hand. He does not seem an especially wicked or perverse fellow, but inadvertently fell in with the Dogs of Orcus at an uncertain date sometime in the past and seems content to accompany the Dogs on missions. He has quickly risen through their ranks, mostly on the strength of shouting his name and mercilessly thrashing those who challenge him.

Though he gives the impression of low Intelligence, some suggest that OTATO! may be more than he seems. Despite his limited vocabulary, these rumors suggest, the berserker's vacant gaze conceals a cunning and observant intellect that has observed the inner workings of the Dogs of Orcus for quite some time. In the end, this seemingly dimwitted berserker may be willing to share some of the Dogs' secrets with those he trusts. (You may make of these rumors whatever they wish — the tales may be true, partly true, or entirely false, depending upon your mood and that of your campaign.)

## HISTORY

OTATO!'s history is unknown, and if asked about his past, the berserker replies with a surly “OTATO!” before stalking off in sullen distemper. Most know only that he appeared one day alongside several villains of great disrepute who had joined the Dogs of Orcus on a whim, unaware of the danger that membership presented to their immortal souls. His companions soon perished or drifted away, but OTATO! continued to associate with the group, smashing doors and bones with equal enthusiasm. Bemused leaders of the Dogs' various bands, who enjoyed a significant degree of autonomy due to the group's chaotic and decentralized nature, provided OTATO! with rewards and promotions, though he seemed to think little of either, and continued to associate with the Dogs for the challenges and enjoyable scuffles that they provided. He maintains this association but does not really consider himself a member — despite suggestions, threats, and ultimatums of varying degree, he has yet to commit his soul to Orcus' service — and may be willing to forsake the Dogs in favor of more interesting companions.

## OSR STATS

**OTATO!, Male Human Barbarian (Ftr10):** HP 68; AC 3[16]; **Atk** +2 *bastard sword* (1d8+5) or *longbow* x2 (1d6+1); **Move** 12; **Save** 5; **AL** N; **CL/XP** 10/1,400; **Special:** -1[+1] dexterity AC bonus, +1 to hit missile bonus, +2 to hit and +3 damage strength bonus, multiple attacks (10) vs. creatures with 1 or fewer HD.

**Equipment:** +1 *chainmail*, +2 *bastard sword*, longbow, 12 arrows.

# OZKAR THE WILD

“ Hand over your purses, your rings, your jewels, and your other assorted valuables, and no one gets hurt! Well, you may get hurt anyway, but I'll try not to take too many fingers.

Ozkar (CE male human **bandit captain**) earned his nickname during a varied career as a mercenary and robber. He is a tall, lanky man with unkempt hair and beard, both of which he dyes in a rainbow of wild stripes and polka dots. This is not entirely an affectation or symptom of madness, however — Ozkar has found that witnesses tend to notice his multi-colored hair rather than his face, leaving them unable to provide a reliable description to authorities. He is most often seen in the company of Dorr, Bralle, and Hammish Stonefinger as the trio carries out their various acts of theft, kidnapping, murder, and sabotage.

## HISTORY

Ozkar had a varied career as a mercenary and highwayman before making the acquaintance of Hammish Stonefinger and Tilzar the highwayman. The trio bonded over their love for the freedom and excitement that a life of crime brings and set off on a career of violence and larceny. After Tilzar was executed by the Oceansers, he was replaced by the berserker Bralle, whom Ozkar eventually came to trust. Ozkar feels an intense dislike for Dorr, who acts as Hammish Stonefinger's sycophantic shadow, and has more than once considered pushing him off a parapet or otherwise disposing of the troublesome berserker.

Like his companions, Ozkar mostly pays little more than lip service to the worship of Orcus and accepted Ismel's invitation to join the Dogs of Orcus mostly due to the dread and notoriety brought by membership. All the same, the Dogs offer regular, profitable work, with plenty of opportunities to indulge Ozkar's sadistic nature.

## OSR STATS

**Ozkar the Wild, Bandit Leader:** HP 33; AC 3[16]; **Atk** +1 *longsword* (1d8+1); **Move** 12; **Save** 10 (+2, ring); **AL** C; **CL/XP** 5/240; **Special:** none.

**Equipment:** +1 *longsword*, chainmail, *ring of protection* +2, *rope of entanglement*, hair dye.



## SHEV WARWICK

*Medium male humanoid (human), neutral evil*

**Armor Class** 15

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

**Skills** Acrobatics +5, Insight +4, Stealth +5

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Unarmored Defense.** While Shev is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

### ACTIONS

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, Shev can choose one of the following additional effects:

\* The target must succeed on a DC 13 Strength saving throw or be pushed back 15 feet.

\* The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

\* The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Shev's next turn.

## OSR STATS

**Shev Warwick, Male Human Brother of Orcus**

**(Mnk6):** HP 20; AC 4[15]; Atk strike (1d12) or staff (1d6+3); Move 12; Save 10; AL C; CL/XP 6/400;

**Special:** +2 save vs. paralysis and poison, +3 weapon damage, alertness, deadly strike, deflect missiles, mastery of mind (resist mind reading 90%), multiple attacks (x2), slow falling, speak with animals, thieving skills.

**Thieving Skills:** Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

**Equipment:** staff, silk sash embroidered with Orcus' sigils.



## SHEV WARWICK

“My body is my weapon, consecrated to the great demon prince!”

Shev is a dedicated but inexperienced martial artist, barely out of his teens, and determined to prove himself a skilled adventurer. In the company of Dawson Southers and later, the gnoll called the Mutt, Shev has engaged in various gruesome criminal acts across southern Libynos, in the process embracing the worship of Orcus and membership in the Dogs. He is a dour young man who keeps his head fully shaved and has a tattoo applied to his chest for every significant enemy that he has overcome (he currently has four — two dragons, a wolf, and a tiger). He typically shuns weapons or armor, wearing instead modest robes of black or dark red.

### HISTORY

Shev learned the basics of traditional Baalthaazian unarmed combat at a temple of Baal in the city Perazim, but swiftly grew disillusioned with the faith's rigid doctrines and demands for obedience. In typically rebellious teenage fashion, he quit the temple and set out on his own, hoping to become a wealthy adventurer. The tenets of the faith of Orcus quickly caught his attention, and he was soon a willing convert, ready to engage in the most excessive behavior simply to infuriate the elders of his community.

Soon, Shev's outrageous conduct forced him from Baalthaaz, and he fled to the Antioch City-States, declaring that he would return as the master of a bandit army to ravage his old homeland. Instead, he faced disappointment, hunger, poverty, and constant harassment by the authorities. As he began to contemplate a humble return to Perazim, Shev met adventurer and fellow Orcus enthusiast Dawson Southers, and the two quickly bonded and volunteered to join the Dogs of Orcus, who had been actively seeking new members in the Antioch region. Fleeing into the Hollow Spire Mountains with the paladins of Muir in hot pursuit, Shev and Dawson met the gnoll Mutt, completing the evil adventuring band. Now Shev eagerly awaits Orcus' next commands and is fully invested in the search for the *scepter of faiths*.



# SIVAD-UJ'



*Peace be upon you, and upon all your companions. Permanently.*

At first glance, Sivad-Uj' seems to be a well-fed, jolly little man clad in friar's robes, with a gentle and kindly personality, seemingly just another priest of Ninevah. All this is an illusion, of course, as he is a deeply cruel and sadistic individual, utterly devoted to the worship of Orcus. As both an agent of Akruel Rathamon and an assassin for the Dogs, Sivad-Uj' is a truly dangerous opponent.

## HISTORY

As a young man, Sivad-Uj' had no special interest in religion, at least until dreams of a bloated, goat-headed demon crushing a lotus-blossom temple to dust began to torment him each night. Eventually identifying the Lady of the Searing Waters temple, he appealed to the priesthood and joined as an initiate, even knowing that he truly served a far darker master. He advanced quickly at the temple, aided by "accidents" and the untimely deaths of other temple staff, leading to the rumor that he was somehow cursed and that those around him met with tragic ends.

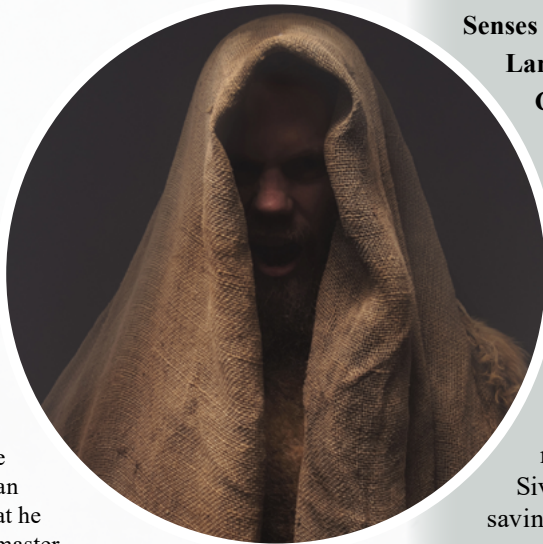
After several months in the temple, Sivad-Uj' was finally contacted by one of Orcus' minions. Daznashal the Vicious appeared before him, addressing him as a "Dog of Orcus" and commanding Sivad-Uj' to slaughter the temple's priesthood as punishment for the creation of the *scepter of faiths*. Sivad-Uj' accomplished this mission in spectacular fashion, shattering a glass pane in the temple's central chamber, and scalding the gathered priests to death. He remains at the temple, maintaining the deception, but is preparing to leave and join Daznashal, hoping to further serve his lord Orcus.

## OSR STATS

**Sivad-Uj', Male Human Blade of Orcus (Asn8):** HP 41; AC 4[15]; **Atk** +2 *dagger* (1d4+2 + poison) or thrown *dagger* (1d4) or +1 *light crossbow* (1d4+2 + poison); **Move** 12; **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** backstab (x3), disguise, poison use, thieving skills.

**Thieving Skills:** Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

**Equipment:** *cloak of displacement*, +1 *leather armor*, +2 *dagger*, 5 *daggers*, +1 *light crossbow*, 24 bolts, *amulet against scrying*, 5 vials of poison (save or die).



## SIVAD-UJ'

*Medium humanoid (human), chaotic evil*

**Armor Class** 16 (+1 *leather*)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	15 (+2)	16 (+3)	13 (+1)

**Saving Throws** Wis +7, Cha +5

**Skills** Insight +7, Religion +7, Stealth +8

**Senses** passive Perception 13

**Languages** Common, Orc

**Challenge** 10 (5,900 XP)

**Assassinate.** Sivad-Uj' has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores against a creature that is surprised is a critical hit.

**Cunning Action.** Sivad-Uj' can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion.** When subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Sivad-Uj' instead takes no damage if he succeeds on the saving throw and only half damage if he fails.

**Sneak Attack.** Once per turn, Sivad-Uj' can deal an extra 5d6 damage to one creature he hits with an attack if he has advantage on the attack roll.

**Uncanny Dodge.** When an attacker that Sivad-Uj' can see hits him with an attack, he can use his reaction to halve the attack's damage.

## ACTIONS

**+1 Light Crossbow.** *Ranged Weapon Attack:* +9 to hit, range 80 ft./320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Dagger of Venom.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must make a DC 15 Constitution saving throw. The target takes 11 (2d10) poison damage and is poisoned for one minute on a failure, and takes half this damage and is not poisoned on a success.

**Poisoned Throwing Dagger.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 1d4 + 4 piercing damage and the target must make a DC 15 Constitution saving throw. The target takes 3 (1d6) poison damage on a failure, or half this amount on a success.

**Equipment:** *cloak of the bat*, *dagger of venom*, *wand of binding*, +1 *leather armor*, *ring of mind shielding*, +1 *light crossbow*, 24 bolts, 5 poisoned throwing daggers, 3 vials of poison (drow poison), 2 vials of poison (serpent venom).



## THAKKA KINSLAYER

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chainmail)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Con +7, Wis +4

**Skills** Intimidation +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Abyssal, Common, Orc

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, Thakka Kinslayer can move up to his speed toward a hostile creature that he can see.

**Fury of Orcus (recharges after long rest).** As a bonus action, Thakka can provide encouragement to any allies within 30 feet of him who can hear his voice. Those who hear his encouragement gain advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for one minute. At the end of this time, all of Thakka's allies under the influence of this action gain one level of exhaustion. This ability does not affect Thakka himself.

**Reckless.** At the start of his turn, Thakka can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

### ACTIONS

**Greataxe of Slaughter.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage plus 3 (1d6) necrotic damage and target must succeed on DC 15 Constitution saving throw or be poisoned until the beginning of Thakka's next turn.

# THAKKA KINSLAYER

“I am Thakka and I slew my own kin, so expect no mercy!”

While most orcs prefer their gods of war and conquest, a few have turned their back on tradition and embraced other, far less-savory deities. Thakka is one of those who earned his vile surname by slaughtering his own clan as a sacrifice to the demon prince Orcus. He is a truly impressive and terrifying sight: His skin is covered in scarifications with symbols of Orcus and other demons, his teeth have been replaced with fangs of gleaming metal, and he is never without his clawed gauntlets which he uses to transform his foes into bloody wrecks. He leads a band of orcish cutthroats known as the Death Prince's Retinue and is one of the Dogs of Orcus' leading warrior groups. He is used when brute force is favored over subtle manipulation.

Thakka is almost always accompanied by his warband, the Death Prince's Retinue, which consists of 14 orcs. He is also accompanied by 2d4 worgs or a winter wolf.

### HISTORY

Thakka began his career as a promising warrior among a powerful orcish band that ravaged Exeter Province in the Borderlands of southeastern Akados. Thakka's elder brother Kazza led the band, while he was a trusted subordinate. At length, however, Thakka grew envious of Kazza's notoriety and began to suspect that his brother was cheating him out of his fair share of plunder. Eventually, Thakka's dissatisfaction grew into outright jealousy and burning hatred. In battle, Thakka conspired to kill his brother with his great blood-drinking axe, then blame the act upon the enemy. Unfortunately for Thakka, his younger brother Zarr spied the act and condemned him before the tribe. Enraged, Thakka struck down Zarr and fled, pursued by the tribe. He successfully escaped, leaving the corpses of more kinsmen in his wake and gaining his title in the process.

In the following months, Thakka gathered a band of orcish renegades and killers like himself, and set sail for Libynos, where they found their services very much in demand. Eventually, the band drew the attention of the Dogs of Orcus, and the war-priest Loufein contacted Thakka, asking if he would accept the faith of Orcus and join the group. Thakka laughed at this, as he had always found humans to be squeamish and weak, and agreed to join simply to show the other Dogs what real atrocity looked like. Since then, he and the Death Prince's Retinue have made a name for themselves across Libynos, killing and burning, taking plunder and prisoners, and raiding and destroying to glorify themselves and their master.

### OSR STATS

**Thakka Kinslayer, Male Orc:** HP 71; AC 3[16]; Atk +2 greataxe of slaughter (1d8+8 or 2d8+10 against fleeing creatures); Move 12; Save 5; AL C; CL/XP 10/1400; Special: none.

**Equipment:** gauntlets of ogre power, +2 chainmail, +2 greataxe of slaughter.

**Note:** Thakka is accompanied by the 14 orcs of the Death Prince's Retinue<sup>A3</sup>, a winter wolf<sup>A3</sup>, or 2d4 worgs<sup>A3</sup>.





# VOLUKKA

“ *Squork! You need a secret found out, do you? Well, there are no secrets for those such as me. Squork!* ”

Though a majority of the Dogs are human, there are a handful of other species, including exotica like Volukka, a **kenku** (with a *hat of disguise*, *ring of regeneration*, and various scrolls with illusion spells; see below) from the far west of Akados, where he caused considerable mayhem in the Xha'en Hegemony. Volukka is a thoroughly chaotic individual and is not above the occasional act of evil, but he hails from an especially fractious and changeable clan whose loyalties — save those to one another — are never certain. He serves the Dogs of Orcus as a freelance associate, unwilling to tie himself to any gods or demons, but willing to work if the gold is plentiful. His skills in stealth and deception are well known, as are his many hairsbreadth escapes from the authorities as he scouts, steals, and reconnoiters for his employers.

Volukka's primary shortcoming is his recognizability, for humanoid corvids are not a common sight in either Akados or Libynos. To this end, he carries a number of useful items, including his magical hat and ring, and plentiful scrolls provided by Ismel or other spellcasters in the Dogs' employ, bearing spells such as *disguise self*, *alter self*, or even *polymorph* for especially important or difficult missions. While disguised, Volukka is a master of blending in and not being seen, and he has advantage on all Dexterity (Stealth) checks. He prefers to flee rather than fight, and if caught, he has no issues with betraying his employers, an act that might keep him alive in the short run but might have serious long-term consequences should high-ranking Dogs learn of his treachery.

## HISTORY

Volukka's reasons for leaving his homeland are not known, and he certainly does not share them with anyone. What is clear is that he is alone, bereft of the aid of his clan, and even others of his species, as kenku are rare in the lands beyond the Hegemony. It is known that he worked for a time in Castorhage, creeping along the city rooftops and skulking along dirty streets, until he was caught spying upon a conclave of the Dogs of Orcus. Seeing his skills, the mercenaries offered him a choice — pledge himself to the Dogs' service or face a brief but unspeakably painful departure from the world of the living. Pragmatic to the last, Volukka agreed to work with the Dogs, and to this day he continues to do their bidding, though he has little regard for them or their demonic prince.

## OSR STATS

**Volukka, Male Birhaakaman (Wild Bird-man):** HP 37; AC 6[13]; **Atk** 2 claws (1d2) and beak (1d3) or +1 *short sword* (1d6+1); **Move** 12 (fly 18); **Save** 17; **AL** C; **CL/XP** 6/400; **Special:** thieving skills.

**Thieving Skills:** Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

**Equipment:** *hat of disguise*, leather surcoat, +1 *short sword*, *ring of regeneration*, arcane scroll (*clairaudience*, *clairvoyance*, *polymorph self*, *suggestion*).



## ZULE

Medium male humanoid (human), chaotic evil

**Armor Class** 20 (+3 studded leather, cloak of protection)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +9, Investigation +5, Perception +5, Persuasion +6, Stealth +10

**Damage Resistances** poison

**Senses** passive Perception 15

**Languages** Abyssal, Common, Thieves' Cant

**Challenge** 8 (3,900 XP)

**Cunning Action.** On each of his turns, Zule can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If Zule is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Zule instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Sneak Attack (1/turn).** Zule deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of Zule that isn't incapacitated, and Zule doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** Zule makes two attacks with his +2 rapier.

**+2 Rapier. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Hand Crossbow. Ranged Weapon Attack:** +7 to hit, range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

### REACTIONS

**Protect Me!** When a creature Zule can see targets him with an attack, Zule can sidestep behind an ally within five feet of him, moving to an unoccupied space within five feet of the ally. The chosen ally becomes the target of the attack instead.

**Equipment:** +2 rapier, +3 studded leather armor, cloak of protection, 3 potions of greater healing.

*Based on the Thief Lord from Creature Codex by Kobold Press, p. 406*

## ZULE



*What's another year besides a step closer to damnation?  
Hail Orcus ...*

The master rogue Zule is a short, dark-complexioned man with long, lank hair, sunken black eyes, and cruel, thin lips. His bone-pale fingers are as long and slender as the legs of spiders, tipped with sharp, shiny black nails. He rarely goes abroad, save at the command of his master Orcus, preferring instead to keep to his many-chambered domicile south of Storm Haven. When in his home, Zule dresses simply in a silver-embroidered black doublet, hose, and fine leathern ankle boots. When he does leave his home, Zule eschews fanciful dress, wrapping himself in a cloak of protection and a simple tunic over enchanted studded leather armor, trousers, and boots. So concerned is he of being recognized, Zule usually hides his face within a deep hood or changes himself completely with the assistance of his hat of disguise in the form of a dark-colored chapeau pulled low.

### HISTORY

Two decades ago, Zule was an amoral young adventurer seeking fortune with his companions Azafand and Ismel. While thoroughly evil, Zule was not a worshipper of Orcus, but he was eventually convinced to pledge his soul to the Lord of Undeath. With his companions, he carved a bloody swath across central and southern Libynos. After their near-death experience near Storm Haven, Zule suggested recruiting more followers, and within a few years the Dogs of Orcus were born.

Zule is older now and considerably more powerful, but he has grown into a cynical, bitter individual. He appears as a crag-browed man of middle years with beady black eyes and a hawkish nose. These days, he prefers to remain in his manse and send lesser Dogs of Orcus to take care of mundane missions such as robbery, raids, exploration, and assassination. Zule only gets personally involved in operations if Orcus himself delivers the orders, either in person or through his priesthood; the rest of the time he spends in dark rumination, or drinking, smoking exotic substances, and engaging in various debaucheries. Over the years, he has grown suspicious of strangers and those who mean him harm; he has taken small doses of various poisons to build up an immunity.

An existence of fear and indulgence has started to bore Zule, however, leaving him jaded and bitter about a life spent in Orcus' service. He is likewise fearful of attention derived from his great infamy and concerned that some enemy might recognize him, leading to uncomfortable exposure, persecution, or worse. Zule hopes that his demonic patron will reward him after mortality takes its final toll, but he knows that this is unlikely, and he is more likely to spend all eternity in torment, especially if the Dogs of Orcus are unable to obtain the *scepter of faiths*. In this endeavor, he has finally left his decadent life at the manse behind and will do his best. But as he's pretty sure that he's damned either way, his heart and soul are no longer entirely in it.

### OSR STATS

**Zule, Male Human Thief (Thf13):** HP 36; AC 4[15]; **Atk** +2 rapier (1d6+2) or light crossbow (1d4+1); **Move** 12; **Save** 5; **AL** C; **CL** XP 13/2300; **Special:** +2 save bonus vs. traps and magical devices, backstab (x4), read languages, thieves skills.

**Thieving Skills:** Climb 97%, Tasks/Traps 100%, Hear 6 in 6, Hide 100%, Silent 100%, Locks 100%.

**Equipment:** +3 leather armor, cloak of protection +1, +2 rapier, light crossbow, 12 bolts, 3 potions of extra healing.



# APPENDIX 1: PLOTS & SCHEMES

Members of the Dogs of Orcus work alone or in small clusters, but the loose organization has no real, large-scale plan to overthrow the world. Or maybe all their minor schemes are just one small cog in the greater machinations of the Demon Prince of the Dead. Who can know? But usually, the Dogs of Orcus work silently from the shadows, heeding the whispered words of their undead lord. Still, they create chaos wherever they are found. Below are various plots you can expand upon to involve the Dogs in your own campaign world. Some of the Dogs of Orcus listed above are included in these possible schemes, while others have names of possible Dogs for you to use or replace at your pleasure.

## KILLER BEES

Tomrit Kere, a low-level member of the Dogs of Orcus, is attempting to raise himself above his peers by drawing Orcus' eyes to him. An avid beekeeper before committing himself to evil, Tomrit discovered a unique home and food source for his insects. Instead of a hive, his bees nest within the bodies of zombies Tomrit keeps chained within his barn (Tomrit never liked his neighbors but found a use for them after poisoning them). The bees feed on the corrupted flesh, but this mutated them into a strain with a lethal sting that turns their victims into zombies upon their deaths. Tomrit slathers himself with a lard-based lotion that deters the bees from stinging him. He releases the swarms from the barn during the day and uses large wicker paddles to direct them in the directions he wants them to fly. The bees more or less follow his commands, although they stray where they want when they are away from the paddle-waving farmer.

## DEATH FROM ABOVE

Ismel Taern has faced down the forces of good for most of his long life, mostly by incinerating those who refused to bow or yield — and even some who did. He truly enjoys havoc created in the name of Orcus, especially when he has a hand in it. One such plan involves a flock of eight giant vultures Ismel trained to lift 10-foot-square wooden baskets packed with zombies animated by his friend Azafand. The vultures swoop in under the cover of darkness to deposit the baskets into the center of unsuspecting towns and villages. As soon as the birds release their grip, the bamboo cages fall outward to release the undead on the village's unsuspecting populace. Often, Ismel isn't even concerned with the outcome; he just enjoys the chaos of his actions. He usually moves on before anyone puts together where the birds came from and come looking for him.

## NO. 1 WITH A BULETTE

Durax Ashenchisel is the self-proclaimed outcast of the Ashenchisel family of dwarves found throughout the Lost Lands. A longtime servant of Orcus, Durax is a radical thinker who tackles problems in a variety of ways. Recently, Durax killed a mated pair of bulettes who settled near his home in the Stonehearts. Not one to let useful material go to waste, Durax hollowed out cavities behind the creatures' crests. He then animated the beasts to serve as his personal modes of transport. He particularly enjoys riding his undead bulette and popping up below travelers as they camp. The cavities behind the crests protect the riders for short distances underground.



## THE BARD'S GATE EXECUTIONER

A killer is on the loose in Bard's Gate! Victims have all been strangled with a hangman's noose, and a crude note is left with each corpse, reading Justice has been done ... The Executioner. City authorities are baffled, as there seems nothing to connect the victims — they range from street beggars to wealthy nobles, with no apparent out-of-the-ordinary behavior beyond minor crimes and slight moral failings. So far, the city's constables, even with magical assistance, have been unable to locate the killer, suggesting that the Executioner — whoever they are — is extremely skilled at covering their tracks. The chief constable has called upon Bard's Gate's citizenry to help, and he asks them to report any unusual activities or suspects to the authorities. Adventurers may also be discreetly approached with requests for assistance.

The truth is that the Executioner is nothing but a fictional persona created to divert suspicion, and that the Executioner's victims are indeed entirely random. The true victim was Salus Tret, a minor city official who had been blackmailing Lady Crista Morrow, the wife of a Bard's Gate burgher, with evidence that she was a secret Orcus worshipper. Lady Crista contacted the Dogs of Orcus, and they put her in touch with the cunning assassin Koreliss Hesperin. Christa paid to bring Koreliss to Bard's Gate from far Khemit and hired her to dispose of the offending official in a manner that did not incriminate her employer. Tret is just one of the Executioner's victims, and authorities haven't discovered his blackmail schemes. It's up to the adventurers to discover the truth, which might end in a confrontation with Koreliss, and the exposure of Crista Morrow as the real force behind the killings is certain to cause a huge upheaval and scandal in Bard's Gate.



## YOUTHFUL FOLLIES

A local NPC contacts the characters and says that their teenaged child has fallen in with a bad crowd. If they investigate, the adventurers discover that the rebellious teenager has indeed joined some questionable companions — in this case, they have joined Marcus Illus' band of Orcus-worshipping killers and bandits, hoping for fun and entertainment. So far, the wayward youth hasn't done anything more serious than being present for some robberies, but the youth is certain to get more deeply involved soon. The adventurers need to seek out Illus' band and "persuade" the youth to return to their home and loving parents. Naturally, Illus and his companions won't think much of this, so the adventurers need to be subtle — infiltrating the group as new recruits or some similar scheme — or overt — staging a direct assault in an attempt to rescue the youth from certain damnation. The object of their attention may have other thoughts as well and may betray them to Illus if surreptitiously contacted by the group. This could lead to the very fight they were trying to avoid. Once returned, the youngster remains ill-tempered and ungrateful, and may return to plague the party at some future date.

## THE BIG MAN WANTS A WORD WITH YOU

A suave gentleman approaches the characters and asks if he might have a moment of their time. His name is Touca Barcela, and he is the consigliere of a local crime boss. He is quite mysterious when he finally speaks to the characters, saying only that "The big man wants a word with you."

The big man does indeed wish to speak with the characters, but unfortunately for the characters, the "big man" is OTATO!, a disillusioned member of the Dogs of Orcus. The barbarian OTATO! has decided that he finally wants to break away from the crime organization, but he needs some assistance. Unfortunately, OTATO! has a problem communicating — in fact, he mostly just shouts his name as loudly as he can, hoping that he is understood.

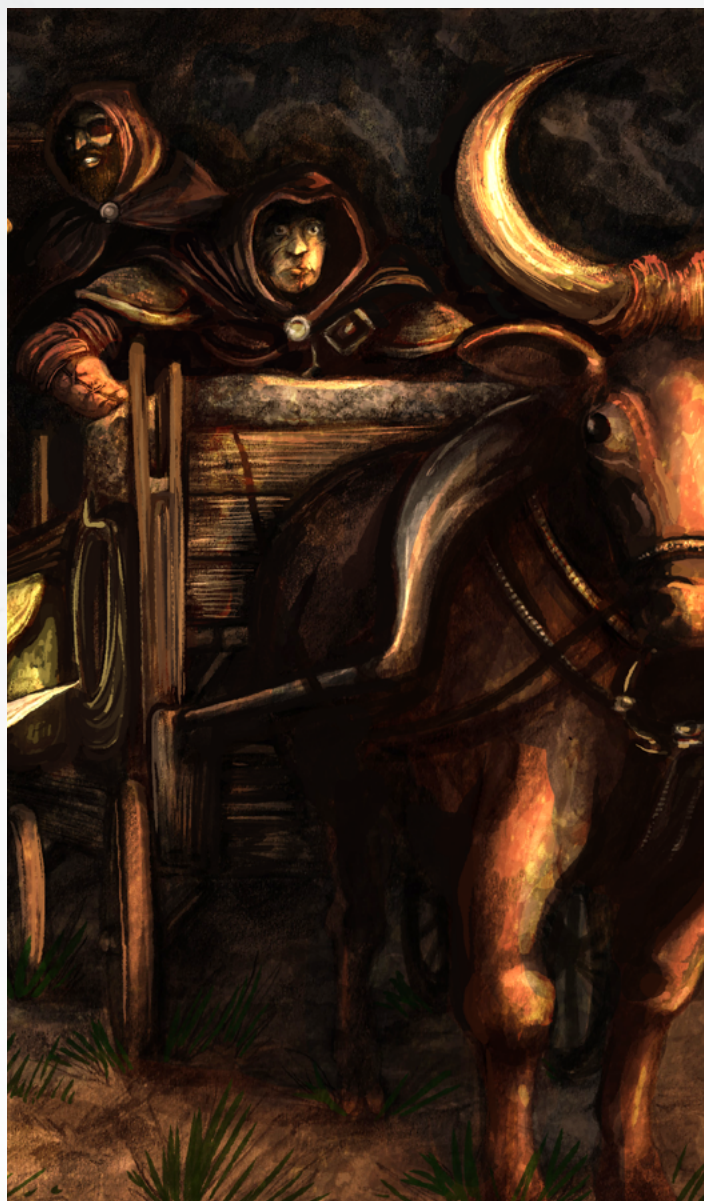
If they allow it, the characters are brought before the barbarian, who proceeds to shout *OTATO!* at them from his silver and felt-covered throne. OTATO! wants the characters to shut down the local thieves' guild — quite loudly, if possible — so he can slip out of town during the confusion and vanish. He already has an exit strategy where his "body" will be found to confirm his death. He plans to sail to Akados and start a new life.

Unfortunately, the characters might not understand all these nuances in the face of a massive barbarian shouting just one word at them ... and shouting it very loudly. And repeatedly.

## CARAVAN TO NOWHERE

Caravans traveling across the Ashurian Desert have been coming under attack with greater and greater frequency. The raiders are a mixed bag of human and hobgoblin mercenaries, unusual since hobgoblins are not native to the region. They are ruthless and bloodthirsty, killing all they encounter including animals, carrying off what they can, and despoiling anything left behind. The raiders seem preternaturally aware and are always able to slip away into the desert before rescue arrives from nearby caravansaries. A handful of victims survived these attacks, and these are traumatized and badly wounded. They report that in addition to plundering the caravans, the raiders seem also to be feverishly searching for some specific item of loot, shouting harshly that "The boss needs that book!"

Fear of the raiders has spread all the way to the grand city of Hava, where merchants have been racing to hire guards and mercenaries to safeguard their shipments along the Great Caravan Road. The adven-



turers are approached by Sajana Katha, an Adenian merchant who is taking a small caravan across the desert, intending to eventually carry his cargo around the Zakros Mountains and eventually back to Adenia. He tells the party that the caravan contains luxury goods and exotic imports with which he intends to make his fortune upon returning to the empire.

Katha is not being entirely honest here; his real cargo is the Book of Vile Darkness. Katha stole the book from the library hidden deep within the Theurgist Seminary of Thasizier and has already arranged an eager buyer in the imperial city of Mithkethrin. Katha has carefully hidden the book in the caravan amid jars of spices, bottles of wine, silken fabric, and other rarities. The book is the raiders' true objective — the demon priest Azafand has received word that it is being transported along the Great Caravan Road, but he doesn't know which caravan carries it. The party will have to deal with the raiders, as well as Katha's determination to keep the book hidden. If the raiders succeed in stealing the book, Katha tells them that it will give significant power to the cult of Orcus and beg them to follow and steal it back. He is thinking more of the gold awaiting him in Mithkethrin and less about the harm that the Orcus-worshippers will do once they get the book.



# APPENDIX 2: MAGIC ITEMS

## FIFTH EDITION MAGIC ITEMS

### BLOODY SPEAR

*Weapon (spear), rare*

This spear has a gnarled, unfinished shaft and a crudely forged point that seemingly always drips with gore. When you make an attack with this spear, you gain a +1 bonus to attack and damage rolls. A creature that you hit with this spear takes an additional 1d4 necrotic damage when you hit it and at the beginning of each of its subsequent turns until the wound is staunch. The bleeding can be stopped with magical healing or a successful DC 13 Wisdom (Medicine) check.

### COLLAR OF RAGING

*Wondrous Item, rare (requires attunement)*

While attuned to this collar and wearing it, you can rage once per day. The rage lasts for one minute or until you choose to end it. While raging, you gain the following abilities:

- \*You have advantage on Strength checks and Strength saving throws.
  - \*When you hit with a melee attack using Strength, you add your proficiency bonus to your damage roll.
  - \*You have resistance to bludgeoning, piercing, and slashing damage.
- Once the rage is finished, you gain a level of exhaustion. The collar regains the ability each day at dawn.

### GREATAXE OF SLAUGHTER

*Weapon (axe), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls with this fearsome greataxe. In addition, on a successful hit, the target takes an additional 1d6 necrotic damage. Also, any living creature that takes damage from the axe must succeed on a DC 15 Constitution saving throw or be poisoned until the beginning of your next turn.

### MACE OF ORCUS

*Weapon (mace), very rare (requires attunement by a cleric of Orcus)*

You gain a +2 bonus to attack and damage rolls with this weapon. While attuned to this weapon, you gain two additional abilities:

You may use a bonus action to expend a spell slot to charge the weapon with power of Orcus. When you do so, you deal an additional 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of your turn. If you expend a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st, to a maximum of 21 (6d6).

The *mace of Orcus* contains 5 charges. As an action, you can spend one or more charges and touch an undead creature. When you do this, you cause it to regain 1d6 plus your Wisdom modifier in hit points for each charge expended. The weapon regains all its charges at midnight.

### MACE OF TERROR

*Weapon, rare*

You gain a +1 bonus to attack and damage rolls when you use this weapon. In addition, the mace of terror has three charges. While holding the mace, you may use an action and expend one charge to release a wave of terror. Each creature of your choice in a 30-foot radius of you must succeed on a DC 15 Wisdom saving throw or become Frightened of you for one minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The mace regains 1d3 expended charges daily at dawn.

### PHIAL OF DEMON BLOOD

*Wondrous item, very rare*

This item is a tiny, stoppered glass container filled with a viscous reddish fluid. It's normally worn around the user's neck so that it can be easily accessed. When you use an action to uncork the bottle and consume its contents, it infuses your blood with demonic essence, providing magic resistance (advantage on saving throws against spells and other magical

effects), and resistance to bludgeoning, piercing, and slashing from nonmagical attacks. You also regain 1 lost hit point per turn. These effects last for one minute, and the phial must be refilled with the blood of your enemy to continue to function. Once it is refilled, the phial regains its abilities on the following day at sunrise.

## OSR MAGIC ITEMS

### MACE OF ORCUS

The demon prince Orcus gifted Azafand with this large, black, flanged mace. The weapon is +2 to all attack and damage rolls. Three times per day, the wielder can expend a spell to deal additional damage. If a 1st-level spell is expended, the weapon deals an extra 1d6 points of damage on a successful hit. The extra damage increases by 1d6 for each spell above 1st level, to a maximum of 4d6 if a 4th-level spell is expended. The spell is lost even if the attack misses. The wielder can instead heal undead by striking them using the same method.

### BERSERKER AXE (CURSED WEAPON)

A berserker axe is a +1 weapon, but the weapon's curse extends to the wielder after its first use. First, any other weapon the wielder uses suffers a -1 penalty if they ignore the axe. Second, if an enemy's strike hits, the wielder must succeed on a saving throw or go berserk and attack the nearest creature, whether friend or foe. The berserk rage ends once no creatures remain within 60 feet of the wielder.

### BLOODY SPEAR

This crudely forged +1 spear drips with gore. Wounds caused by it continue to bleed, dealing 1d4 points of damage each round. The bleeding continues until stopped by magical healing.

### COLLAR OF RAGING

This leather collar lets its wearer fly into a berserk rage up to 8 total rounds per day. While raging, the wearer gains a +2 bonus to hit and a +3 bonus to damage. Once the final round is expended, however, the wearer immediately falls into a deep slumber that lasts for 1d6 hours.

### GREATAXE OF SLAUGHTER

This fearsome +2 greataxe deals an additional 1d6 points of damage if the target fails a saving throw. Three times per day, the wielder can cast a *fear* spell on any targets within 10 feet. The wielder of the greataxe can immediately target any creature that runs in fear (whether affected by the fear spell or not); if the attack hits, the weapon deals double damage.

### HAT OF DISGUISE

Three times per day, the wearer of this hat can change their shape into a similarly sized creature. The illusion vanishes if the hat is removed.

### MACE OF TERROR

This +1 mace has 3 charges. While holding it, the wielder can expend 1 charge to release a wave of terror. Each creature in a 30-foot radius must succeed on a saving throw or flee in fear (as the *fear* spell) for 1d4 + 1 rounds. The mace regains 1d3 expended charges daily at dawn.

### PHIAL OF DEMON BLOOD

This item is a tiny, stoppered glass container filled with a viscous reddish fluid. When consumed, it infuses its imbiber's blood with demonic essence, providing 10% magic resistance and resistance to nonmagical weapons (50% damage). The imbiber also regains 1d4 lost hit points per round for 1d3 rounds. The phial must be refilled with an enemy's blood to function. Once refilled, the phial regains its abilities on the following day at sunrise.

### SWORD OF LIFE STEALING

If the wielder rolls a natural 20 with this +1 weapon, it does an additional 3d6 points of damage, which it rewards to the wielder as additional hit points. These bonus hit points wear off after 24 hours.



# APPENDIX 3: CREATURES (OSR & 5E)

## OSR STATS

The following NPCs and creatures are mentioned in this booklet as servants and followers of specific Dogs of Orcus.

**Alskaz, Female Dwarf Warrior (Ftr4):** HP 26; AC 5[14]; **Atk** +1 *battleaxe* (1d8+2); **Move** 9; **Save** 11; **AL** N; **CL/XP** 4/120; **Special:** +1 to hit and damage strength bonus, +4 save vs. magic, darkvision (60ft), detect stonework, multiple attacks (4) vs. creatures with 1 or fewer HD.

**Equipment:** chainmail, +1 *battleaxe*.

**Bandits (20 or 30):** HD 1; AC 7[12]; **Atk** weapon (1d8); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

**Cultist Bodyguard, Male or Female Human:** HD 5; AC 7[12]; **Atk** sickle (1d8); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** +2 to hit and damage in berserk state (4 rounds total per day), spells (2).

**Spells:** 1st—*cure/cause light wounds* (x2).

**Equipment:** sickle, unholy symbol of Orcus.

**Cult Fanatic, Male or Female Human:** HD 3; AC 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** +2 to hit in berserk state.

**Equipment:** short sword.

**Death Prince's Retinue, Male Orcs (14):** HD 1; AC 6[13]; **Atk** spear (1d6) or scimitar (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

**Dwarf Scouts, Male and Female Fighters (Ftr1) (4):** HD 1; AC 7[12]; **Atk** short sword (1d6) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework.

**Equipment:** leather armor, short sword, light crossbow, 12 bolts.

**Dwarf Thugs, Male and Female Street Toughs (12):** HD 1; AC 4[15]; **Atk** hand axe (1d6); **Move** 9; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework.

**One-Tooth, War Dog:** HD 2; HP 11; AC 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **CL/XP** 2/30; **Special:** none.

**Sorgho, Death Dog:** HD 2; HP 13; AC 4[15]; **Atk** 2 bites (1d6 + rotting death); **Move** 15; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** rotting death (lose 1d6 constitution per day, death at 0, save at -5 penalty to resist).

**Winter Wolf:** HD 5; AC 5[14]; **Atk** bite (1d6+1); **Move** 18; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** breathe frost (1/turn, 10ft range, 4d6 damage, save for half).

**Worgs (2d4):** HD 4; AC 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

## BLOODY SKELETAL DIRE TIGER

**Hit Dice:** 7

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d6), bite (2d6)

**Saving Throw:** 9

**Special:** Immune to charm and sleep, deathless

**Move:** 12

**Alignment:** Neutrality

**Number Encountered:** 1, 1d4+2

**Challenge Level:** 8/800

A bloody skeletal dire tiger is an undead saber-toothed tiger that drips blood. If reduced to 0 hit points, it returns to unlife one hour later at 1 hit point and gains 5 hit points per round. The tiger can be permanently destroyed if it is reduced to 0 hit points and a *bless* spell is then cast upon the bones. The tiger attacks with two claws and a vicious bite. It is immune to charm and sleep spells.

**Bloody Skeletal Dire Tiger:** HD 7; AC 6[13]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** deathless (return 1 hour after death, regain 5 hp until at maximum), immune to charm and sleep.

## LICH SHADE

**Hit Dice:** 11

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d6 + chill)

**Saving Throw:** 4

**Special:** Chill, death throes, magic resistance (22%), resist cold and electricity (50% damage), spell leech

**Move:** 12

**Alignment:** Neutrality

**Number Encountered:** 1, 1d4+2

**Challenge Level:** 8/800

A lich shade is a rotting and skeletal humanoid dressed in tattered and worn robes with ancient runes etched on their surface. Its eye blaze with a crimson fire. Lich shades attempted to achieve lichdom but failed. A lich shade stands about 6 to 6-1/2 feet tall and weighs about 160 pounds. Its robes and gowns often denote its previous profession. A lich shade's touch is supernaturally cold, so any creature struck by one of its claws must succeed at a saving throw or be dazed for one round.

If reduced to 0 hit points, a lich shade crumbles into a pile of dust equivalent to dust of sneezing and choking. Any spellcasters within 50 feet of a lich shade who attempt to cast a spell must save or lose the spell as the creature absorbs it. The lich shade can cast the spell on its next turn, turn the spell into a bolt of magical energy similar to a magic missile that does 1d6 points of damage per two levels of the original spell cast, or gain a number of hit points equal to the spell level x 4.

**Lich Shade:** HD 11; AC 6[13]; **Atk** 2 claws (1d6 + chill); **Move** 15; **Save** 3; **AL** C; **CL/XP** 12/2000; **Special:** chill (save or stunned for 1 round), death throes (crumble to dust upon death as dust of sneezing and choking), magic resistance (22%), resist cold and electricity (50% damage), spell leech (any spell cast within 50ft, save or absorbed and lost; lich shade can cast the spell on next round, cast a magical bolt [1d6 damage per 2 levels of the spell], or gain hp equal to spell level x 4).



## FIFTH EDITION STATS

### BLOODY SKELETAL DIRE TIGER

*Large undead, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	3 (−4)	7 (−1)	4 (−3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Challenge** 6 (2,300 XP)

**Deathless.** A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife one hour later at 1 hit point, gaining 5 points per round until it reaches its maximum. A bloody skeleton can be permanently destroyed if it is destroyed by radiant energy, if it is reduced to 0 hit points in the area of a bless or hallow spell, or if its remains are sprinkled with a vial of holy water.

**Pounce.** If the bloody skeleton moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one Bite attack against it as a bonus action.

#### ACTIONS

**Multiattack.** The skeletal tiger makes one Bite and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

### LICH SHADE

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (9d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	20 (+5)	18 (+4)	16 (+3)	13 (+1)

**Saving Throws** Wis +6, Cha +7

**Skills** Arcana +7, History +7, Insight +6, Perception +6

**Damage Resistances** cold, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Abyssal, Common, Infernal

**Challenge** 8 (3,900 XP)

**Death Throes.** When the lich shade drops to 0 hit points, it explodes in a cloud of dust in a 10-foot radius. Creatures within this area must make a DC 16 Constitution saving throw. On a failed saving throw, the creature takes 22 (4d10) necrotic damage, and the creature's maximum hit points are reduced by the same amount. If a creature's maximum hit points are reduced to 0, it dies. Magic such as greater restoration is necessary to cure this effect. On a successful saving throw, the creature takes half damage and is poisoned for one minute, but its maximum hit points are unaffected.

**Magic Resistance.** The lich shade has advantage on saving throws against spells and other magical effects.

**Magic Weapon.** The lich shade's weapon attacks are magical.

#### ACTIONS

**Multiattack.** The lich shade makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 12 (2d8 + 3) slashing damage plus 11 (2d10) cold damage.

#### REACTIONS

**Spell Leech.** When a creature the lich shade can see within 30 feet of it casts a spell of 1st level or higher, the lich shade can counter the spell, as if the lich shade had cast counterspell. If the lich shade attempts to leech a spell of 4th level or higher, it must make an Intelligence ability check. The DC for this check is 10 + the spell's level.

If the spell leech is successful, the lich shade absorbs the magical energy and can use it only on its next turn in one of the following ways:

**Cast.** The lich shade can cast the spell as an action on its turn, using the original caster's spell save DC and spell attack modifier.

**Eldritch Bolt.** The lich shade chooses one creature it can see within 60 feet of it as an action. That creature must make a DC 16 Dexterity saving throw, taking 22 (4d10) force damage on a failed saving throw, or half as much damage on a successful one.

**Heal.** The lich shade uses an action to regain 22 (4d10) hit points, up to its maximum hit points.

If the lich shade does not use the absorbed magic, it fades at the end of its next turn.

Lich shades are evil creatures who attempted to achieve lichdom but failed for whatever reason. The creature is not destroyed, nor does it become a lich, it becomes something in between — something in between mortal life and eternal unlife. A lich shade stands about 6 feet tall and weighs about 160 pounds.

A lich shade attacks with its powerful claws, rending and tearing at its foes. If facing a spellcaster and it leeches one of its spells, it usually releases the first spell leeches as an eldritch bolt against its closest foe. Further leeches spells are used to heal the lich shade or cast back against its foes. If faced with certain defeat, a lich shade wills its own destruction, invoking its death throes ability, hoping to take several of its opponents with it.

A lich shade's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.



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