



quintet

An Adventure for Expert Characters

The small town of Flenfeld was a prosperous farm settlement, blessed with good weather and harvests bountiful enough to keep its folk fed most years. But when the characters discover the settlement deserted, with no obvious signs of strife or skullduggery, they find themselves caught up in the dark aftermath of an unspeakable horror.

Flenfeld's shrine to the New God was built upon the broken ruins of an ancient monastery, beneath which are secret catacombs and caverns long lost to memory. Deep within these forgotten chambers a diabolical evil has bided its time, and is now set to rise once more.

Written for expert characters, the group completes the adventure when they defeat the evil that dwells beneath the shrine. *Quintet* makes use of creatures originally described in *Exquisite Agony* and *Tombs of the Desolation*. The statistics boxes for these creatures appear at the end of the adventure, but you can refer to the publications referenced above for more information about them.

~CREDITS~

WRITING AND DESIGN:

SCOTT FITZGERALD GRAY

DEVELOPMENT: ROBERT J. SCHWALB

EDITING: TOM CADORETTE

PROOFREADING: JAY SPIGHT

ART DIRECTION: KARA HAMILTON
AND ROBERT J. SCHWALB

GRAPHIC DESIGN AND LAYOUT: KARA HAMILTON

ILLUSTRATIONS: JACK KAISER

CARTOGRAPHY: ANDY LAW

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PO Box #12548, Murfreesboro, TN 37129
info@schwalbentertainment.com www.schwalbentertainment.com

BACKGROUND

Three days before the characters arrive in Flenfeld, the town's priest of the New God, Nasthasi Armand, conducted a mass sacrifice of nearly every member of the town inside the shrine dedicated to the cult. A devout servant of the faith, he was led down a dark and twisted path, both literally and figuratively, when he stumbled across an ancient journal in the shrine's library. This journal, written by the monks who once lived in the ruined monastery upon which the shrine is built, hinted at the existence of spirits of great light and power who dwelt in the catacombs beneath the shrine. Based on what he read, Nasthasi believed these entities to be those described in the scriptures of the holy visions of Astrid, the Prophet from whom the faith of the New God sprang.

Priests of previous generations knew about the catacombs, but when their cursory investigations revealed nothing of significance, they sealed off the chambers. After breaking through the sealed entrance, Nasthasi was far more thorough in his exploration, eventually discovering a small serpent talisman formed of five pieces of interlocking onyx. Mistaking the piece to be a token of the New God and a sign of the deity's favor, the talisman was instead a horribly corrupted relic containing the spirits of five angels known as the Quintet. In their luminous physical incarnations, these devils had long ago corrupted the masters of the old monastery. Their access to the mortal world ended, however, after their own internal bickering and intrigues drove the monks to literally tear each other apart, resulting in the angels' containment within the talisman, and the monastery's abandonment and eventual demolition by the nearby townsfolk.

Nasthasi used the vile relic in his prayers and, in doing so, released the diabolic Quintet into the world once more. Their combined power and luminosity overwhelmed and enslaved the priest, in addition to driving him insane. Unready to reveal themselves fully until they regained their strength, the Quintet used Nasthasi as a channel for their false grace in order to draw Flenfeld's townsfolk under their subtle control.

Over the course of a couple of months, their prolonged exposure to the angels' powers slowly corrupted the townsfolk, initially manifesting as lurid dreams of sin and iniquity and eventually becoming horrifying nightmares. These dreams drove the townsfolk to the shrine for succor, where they were further exposed to an even more corrupting influence via the debased rituals conducted by Nasthasi in the now-defiled shrine. In a constant state of mental and physical torment, the townsfolk were all too ready to accept the mad priest's promises that the New God had shown him a way to bring them all blessed relief and an end to their suffering.

THE QUINTET

For eons, the five angels maintained an uneasy alliance of strength and common purpose—but the desire of each to rule over the others has always undermined their plots in the mortal realm.

Over the centuries since they last walked on Urth, the angels have kept their bond strong and have even contemplated new schemes for imposing their dominion upon the world. Diabolus's creation and control of the Cult of the New God (as detailed in *Exquisite Agony*) during their long interment holds the promise of limitless power for devils. Having little patience for the long-term nature of their master's plans, the Quintet resolved to use the cult to their own ends.

The Quintet now plans to methodically take over shrines to the New God in isolated communities, those too small to be noticed by the cult's crusaders. Each of the five infernal beings plans to establish their own power base while maintaining the connection to each other, thereby keeping their safety in numbers while avoiding the internecine conflicts that had undone their efforts in the past.

The sacrifice in Flenfeld was merely the first part of their plans, which delivered up a rich harvest of souls to enable the summoning of even more devilish servants. With the empty town established as their foothold in the mortal realm, the angels are building up their diabolical forces in preparation for spreading their evil. While their power grows more mighty and terrifying with each passing day, they are still consolidating their gains while they recover from their long containment, thus providing a narrow window of opportunity in which the characters might be able to stop them.

GETTING STARTED

Before you start the adventure, you should come up with hooks to involve the characters. They might happen by the town en route to somewhere else, discovering the place strangely devoid of people. The characters might also stumble across a refugee from the town, someone who did not fall for the mad priest's dark enticements.

Another possibility is that one of the characters might have come from this town or know someone there, only to find the town in its present empty state. People from nearby towns might report seeing unattended children wandering through the fields and other outlying areas, or, worse, that a farmer was killed by a pack of murderous children. In any event, building up the sense of dread and mystery surrounding the abandoned town should draw the group into the plot.

THE ABANDONED TOWN

Flenfeld resembles any other small farm town: a tight cluster of buildings surrounded by stone-walled fields and farmsteads. But, when dusk approaches, no lights burn in any of the outlying farmhouses or within the town itself. Sheep and cows wander in and out of open paddocks, pigs root through gardens and root cellars, and draught horses wander the road.

The characters find the town deserted except for hungry farm dogs (**small animal** with pack fighting) that might or might not be aggressive. The shops, houses, stables, and other buildings all appear normal, as if their residents simply stepped out for a moment. No sign of combat or struggle can be seen, nor any hint of the carnage and destruction that usually accompanies the attacks of beastmen or similar predatory monsters.

As the characters move through the town and search various buildings, they notice one detail: footprints captured in dried mud from a light rain a few days before indicate the townsfolk made their way toward a single destination—the shrine of the New God, which stands along the northwest edge of town.

THE RUN OF THE TOWN

Depending on how much of Flenfeld the characters wish to explore, fill in the details of the small farming community as you see fit. Characters looking to grab a meal or a night's rest at The Black Cockerel, Flenfeld's only inn, are free to do so—provided they don't mind cooking for themselves. They are also free to loot the town, though the farm folk and laborers who lived here possessed little of monetary value.

THE CHILDREN OF THE DAMNED

Finding them to be easily influenced and corrupted, the vile angels spared the children of Flenfeld, with a special purpose in mind for them. Rather than confine them to the depths of the catacombs, the angels set them loose on the town above and into the surrounding countryside in the hopes of spreading evil and corruption into neighboring towns and villages. These children (**small monster** with the frightening trait) numbered a dozen, though all but four have wandered off to find new families and people to corrupt.

While the characters explore the town, they might encounter the remaining four at your discretion. The children play their parts well, weeping and begging the characters to find their parents, all the

while steering them toward the shrine. The children continue to pretend to be hapless innocents and might even go so far as to accompany the characters if they leave the town.

No matter how sweet and tragic they appear, the children are thoroughly corrupted, lost to the darkness of Hell, and will invariably betray and harm their rescuers at the nearest opportunity. The children attack with clubs, hammers, knives, cleavers, and the like. They might kill the characters' animals if left in their care, or even gang up on a lone character, murdering them because they can.

THE SHRINE OF VIRTUE

Flenfeld's shrine is a single-story stone building. A closer look reveals that though its construction is utilitarian, the shrine's weathered stones show signs of having been expertly cut long ago—the stones may be old, but their use in the construction of the shrine is relatively new. The remnants of a low wall and a number of paving stones peeking through dry grass around the shrine likewise hint that the building was raised using the stones of an earlier ruin on the same site. Doors of black oak stand closed at the front of the shrine, with the word "VIRTUE" carved on the lintel stone. All the windows are shuttered. Any characters listening at the doors or windows hear the loud buzzing of flies within.

THE MAD PRIEST'S OFFERING

The shrine holds rows of wooden benches, an altar stone set at a strange angle—and nearly five hundred bodies piled haphazardly along the walls. The corpses are all adults and teenagers, stacked as high as the windows, reeking and shrouded by clouds of flies after three days of decay. A giant red-black patina of dried blood spreads out from them onto the shrine floor.

Characters must climb over the bodies to enter the shrine. Once inside, each character must get a success on a Will challenge roll or gain 1 Insanity. Furthermore, the stench of the bodies and the clouds of flies force any breathing character to make a Strength challenge roll. On a failure, they become impaired for as long as they remain in the room and for 1 minute thereafter.

Characters who examine any of the bodies find a puncture wound on the back of their heads, caked with blood, splintered bone, and brain matter. The corpses are otherwise unharmed, with no signs of struggle or defensive wounds. Many of the victims are well dressed, as if they were attending an important event. Whatever caused their grisly fate, it is obvious the folk of Flenfeld willingly embraced it.

Searching a single body has a 1 in 6 chance of turning up an odd token—a well-polished brass disc etched with five pairs of spread wings, their joints connected in the middle of the circle. This is the sign of the Quintet, carried by many in the town as a token of faith. If the characters search multiple bodies, about a quarter of the townsfolk carry the tokens. None of the bodies holds anything else of value.

THE DISPLACED ALTAR

Covered in a thick layer of dried blood, the altar stone has been pushed out of its usual position, as revealed by scratch marks on the floor. Any character with stoneworking or building experience can tell at a glance that the altar stone is of the same age as the stones used to construct the shrine.

From where the altar stone has been moved is a hole in the floor, with a vertical shaft leading down into the earth. Peering in, the characters can see that its walls are lined with dressed stone and set with handholds for easy climbing. Blood streaks leading to the hole suggest that bodies might have been dragged from the shrine into the darkness below. A character who gets a success on a Perception challenge roll can tell that the altar stone has been moved more than once.

Moving the slab further requires a success on a Strength challenge roll with 1 bane. Its sides are scribed with the faded sign of the Quintet, which was the symbol of the old monastery—the five sets of spread wings set into a circle, as seen on the tokens carried by some of the townsfolk.

The bottom of the shaft opens to a plain stone corridor with empty alcoves that lead to the mortuary.

MORTUARY

For centuries, the monks of the old monastery interred their own dead and those of the surrounding villages in great vaults dug out beneath their refuge.

HITHER AND YON

Unless otherwise indicated, the guardian creatures in service to the Quintet pursue characters out of their home areas and into any part of the complex. The one exception is area 13, the angels' refuge, which no other creatures except the Quintet and Nasthasi enter.

1. BONEWORKS

Bodies were once prepared on the stone-slab tables still standing in this area. Rusted tools, dusty bones, and fragile skulls are littered across the tables, amidst a scattered pile of torn, bloodstained papers.

Hellish magic has created a pair of deadly guardians, 2 **boneguards**, from corpses abandoned here when the monastery fell. Hidden behind the tables' solid slab supports, they leap out to attack when any character moves alongside a table of your choice. A character who gets a failure on a Perception challenge roll is surprised. These boneguards have no ranged attack, using corroded funerary knives rather than scimitars (no change to damage).

The papers are notes and sermons abandoned by Nasthasi after the sacrifice. Characters who read over them can glean that he had recently been leading mass rites praying for divine intervention against the “dreams of unspeakable perversity and utter darkness” afflicting many of the townsfolk. A note from one of the faithful confirms the priest's name.

2. PYRE PIT

This circular chamber was once used to cremate viscera and unusable remains, and features a 3-yard-deep pit half-filled with ash. A ledge along the outside walls is wide enough to be walked, but fell magic has animated the ash, causing it to lash out at any creatures who pass through this area (except for any devils and Nasthasi). Treat the animated ash as a **huge monster** whose natural weapons are ash tentacles, pulling targets into the pit on an attack roll of 20 or higher.

The animated ash can attack creatures within 1 yard of the entrances to this area but cannot move from the pit. The pit is difficult terrain and creatures dragged inside are grabbed. A creature attempting to escape the pit makes the roll with 1 bane.

If any creature lingers in this area for more than 2 rounds, the crematory magic of the pit is activated. On round 3, a warning pulse of fiery light flares within the ash (animated or not). On round 4, a blast of flame scours the chamber, dealing 4d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll. Creatures on the ledge make this roll with 1 bane.

3. PILLARED STAIRS

Four onyx pillars stand within this gray stone chamber, with the floor around each opening to an identical set of spiral stairs leading downward. While the characters have a choice of which stairs to take, you decide which stairway connects to which encounter area, allowing you to choose the order in which the characters explore the chambers: the Catacombs, the Torture Halls, and the Halls of Fire. The final section—the Sanctuary of Light—should be the last set of stairs they take, reached only after the characters have made at least an initial exploration of the other sections.



CATACOMBS

THE LIST OF UNSPEAKABLE PLACES

- 1 BONEWORKS
- 2 PYRE PIT
- 3 PILLARED STAIRS
- 4 CORPSE FLOOR
- 5 SHATTERED SEPULCHERS
- 6 BLOODY GALLERY
- 7 CAGEMATCH
- 8 IRON RACK
- 9 SUMMONING HALL
- 10 UNHOLY LIBRARY
- 11 TRAINING GROUND
- 12 SHARP SHAFT
- 13 ANGELS' REFUGE



SHRINE OF VIRTUE

SANCTUARY OF LIGHT

CATACOMBS

Dusty corridors are set with funerary niches heaped with moldy bones and skulls. Larger vaults open up at regular intervals, but all of those stand empty.

4. CORPSE FLOOR

Many of the monastery's residents were killed here during the final battles between their leaders. Mummified corpses and corroded swords make the floor difficult terrain. A search reveals that all the bodies wear the sign of spread wings seen in the shrine.

Corrupted by diabolic energy, two of the fallen linger as 2 revenants (see Appendix). With the last vestiges of their past lives binding them to their angelic masters, they grab at passing characters as they shoot to their feet from among the corpses, ignoring the difficult terrain here. Each revenant uses its Eyes of the Underworld special attack at the start of combat, hoping to hinder one or more of the characters.

5. SHATTERED SEPULCHERS

This area was once a series of rich vaults, now reduced to charred and cracked stone by magic unleashed during the original monastery's fall. Rubble fills the area and is difficult terrain. The crumbling walls also hide 3 gargoyles (see Appendix), newly summoned to serve the angels. They can be spotted with a success on a Perception challenge roll.

The stone here is dangerously unstable. A character who casts any spell that deals damage to an area must also make an Agility challenge roll. On a failure, a tremor shakes the sepulchers, and all creatures in the area must get a success on an Agility challenge roll or take 3d6 damage from falling rubble.

6. BLOODY GALLERY

Cracked statues of monks and priests in gray marble stand on pedestals throughout this broad gallery, along with a number of more macabre figures. Nulomos the angel (see Appendix) adds to the art here, setting three of the bodies from the sacrifice onto empty pedestals, then carefully carving off and swapping body parts between them. Upon entering this area and seeing the angelic figure spattered with blood and hard at work, each character must get a success on a Will challenge roll or gain 1 Insanity.

Nulomos greets the characters with giddy excitement. "Ah, fresh clay to mold! Come to Nulomos and become a masterpiece!"

NULOMOS

- Female in form; gray robes and leather armor, spattered with blood.
- Manic and insane.
- Shrieks ceaselessly during combat.
- "You shall die and become my finest creation!"

THE BETTER PART OF VALOR

The angels of the Quintet are cunning foes, and they do not enter into fights foolishly against superior forces. In any of the initial encounters, the second time an angel takes damage (or if any attack causes it to become injured), it uses its next action to become invisible and fly away from the fight, heading up the stairs and retreating to area 13. Characters unfamiliar with the abilities of angels might assume they've teleported away or returned to some other planar realm.

Angels who retreat to area 13 stay there with any others who do likewise, waiting cautiously to see how their fellows fare against the characters' incursion. If the characters are able to destroy any angel before it has a chance to escape, let them have that victory, earning them an easier encounter in the finale.

TORTURE HALLS

This area was created and outfitted as the old monastery was corrupted by the evil of the Quintet.

7. CAGE MATCH

Five blood-stained bronze cages are scattered throughout this chamber of black stone, each 3 yards in diameter, set with narrow-spaced bars, and with its door open. As the characters enter, pulses of light from alcoves at the edges of the room reveal 3 **butchers** (see Appendix) stepping out of summoning circles. Each carries a large sack that overflows with twitching severed limbs, creating a grisly sight as the devils move in to attack.

Except for devils and Nasthasi, any creature that moves within 1 yard of a cage must get a success on a Will challenge roll with 1 bane or be compelled to move inside the cage, whose door magically slams shut. Once inside, a creature is not compelled to remain within a cage, but it takes a success on a Strength challenge roll with 3 banes to force the door open; a cage has Defense 5 and Health 20, so it can be destroyed. As soon as any character enters a cage, the nearest butcher dumps its sack of limbs into the cage to attack the trapped character.

8. IRON RACK

The only iron to be found in the chambers below the shrine is a large torture rack set with adjustable spikes, which stands at the center of this chamber walled in gray marble. Devils in service to the Quintet were once punished here if their dedication flagged. Drosiphon and Veziel—2 angels (see Appendix) of the Quintet—are here, engaging in their longstanding sadomasochistic relationship. Veziel screams for mercy where he is presently spread-eagled on the rack, while Drosiphon laughs while slamming the rack's iron spikes into her partner's flesh.

It takes a success on a Perception challenge roll with 1 bane to note that the cuffs that would normally hold a creature fast to the rack are open at Veziel's wrists and ankles. If the characters focus their initial attacks on Drosiphon, Veziel pretends to be bound, feigns gratitude at being rescued, and then attacks with his Blinding Radiance. Already wounded from his partner's "torture," Veziel then immediately turns invisible and flees the area, leaving Drosiphon to fight alone.

DROSIPHON

- Female in form; golden robes and brass chainmail.
- Bloodthirsty and sadistic.
- Targets wounded creatures to watch them suffer.
- Licks blood from her blade after each successful strike.
- "You will bleed for me, and you will like it."

VEZIEL

- Male in form; red robes and verdigris-streaked copper breastplate.
- Masochistic and spiteful.
- Cries out in pleasure each time he takes damage.
- "Strike me again! Harder!"

HALLS OF FIRE

This area was designed by and for the devils, for that "home-away-from-Hell" feel.

9. SUMMONING HALL

Nine magical candelabra hang from the ceiling of this rough-walled chamber, their candles of black pitch eternally dripping to spit and flare as molten pools on the charred floor. Any creature that enters a pitch pool or begins its turn there takes 2d6 damage. When any creature, except devils or Nasthasi, moves within 1 yard of a pitch pool, that pool flares and explodes in a 1-yard-radius around it, dealing 5d6 damage to everything in the area. Each creature in the area takes half damage with a success on an Agility challenge roll. Devils are immune to damage from these pools.

The magic of this chamber allows the Quintet to summon devilish servants, and also helps to defend the angels' sanctum. When a creature other than a devil or Nasthasi enters this chamber, 2 devilkin (see Appendix) per creature emerge from pools of pitch at a time of your choice and attack. For each minute a character remains in the chamber, this summoning effect will repeat. By attacking and retreating, the chittering devilkin try to draw characters close to the pitch pools and their explosive effects.

As with the Forbidden spells that summon devils, the magic of the candelabra has a powerful corrupting influence. With each appearance of devilkin, the character who triggered their summoning must get a success on a Will challenge roll or gain 1 Corruption.

Additional devilkin are summoned each time the characters pass through the hall.

10. UNHOLY LIBRARY

A rough-walled chamber of white stone has hundreds of bookshelves cut into it, holding thousands of scrolls and bound tomes. Radiant white flames dance across the shelves, not harming the books but dealing 1 damage at the end of each round to any creature in this area that is not a devil or Nasthasi.

The angel (see Appendix) Gidril stands at a central lectern, paging through a leather-bound book while loudly whispering a benediction: "In the name of the light, I will persevere..." She looks up in surprise when the characters appear, dropping to one knee and bowing as she says, "Some still live. Praise our God and all those who serve the Light."



If the characters engage with her, Gidrill describes herself as a supernatural servant of the New God, trapped beneath the shrine by dark magic and unable to intervene when the sacrifice took place above. She explains how the townsfolk died, but blames it on “a dark figure, possessing the power to cloud minds and draw good folk to their doom. I have prepared myself to face him. Will you join with me to seek vengeance for those slain?”

The characters are free to judge the truth of Gidrill’s words for themselves, but there are no overt clues that anything sinister lurks beneath her beatific nature. She pretends that the white flames are causing her the same distress as they cause the characters, but claims that the flames are a product of the evil she hopes to vanquish, and that lingering in the library was necessary for her to focus her magic. Any character who gets a glimpse of the book on the lectern recognizes it as one of the holy books of the New God.

If Gidrill has any sense that the characters distrust her, she attacks at once. Otherwise, she weeps with gratitude as she thanks the characters for their pledge to help her destroy “the dark one.”

Treasure: Characters who have a chance to search through the books here discover that all are works of evil. Most are worthless, but a thorough search of the library (conducted over enough time to deal with the damage of the white flames) turns up 2d6 tomes that can fetch 20 gc each from the right sage or collector.

GIDRIL

- Female in form; white robes and gleaming white-lacquered armor.
- Beatific and emotional.
- Regretful when she turns against the characters.
- “With humble grace, I accept your soul.”

11. TRAINING GROUND

This hall is walled in white marble and set with black onyx columns. Gray flames course across the floor and ceiling, dealing 1 damage at the end of each round to any creature in the area that is not a devil.

The angel Sardael (see Appendix) engages in solo combat training here, working through attack routines with his radiant sword. Sardael is not in his Radiant Form, appearing instead as a pale, naked figure with scabby skin covered in sores, eyes oozing black pus, and burning wings.

If the characters fought Gidrill previously, Sardael wordlessly attacks without hesitation at the first sight of them. Otherwise, Gidrill makes a show of stepping up before Sardael, shouting that he is one of the fallen and must pay the price. Getting the gist of her bluff, Sardael enters into mock combat with her. Roll dice and describe the fight as if both are hacking into each other furiously. But any character who gets a success on a Perception challenge roll with 1 bane notes that neither is doing any real damage.

When anyone comes to aid Gidrill in the fight, she uses Blinding Radiance on all the characters, then attacks. If the characters go along with Gidrill’s bluff but are too wary to enter combat, both angels turn against the characters after 3 rounds.

SARDAEL

- Male in form; black robes and blackened bronze plate armor.
- Sullen and brooding.
- Focused in combat, showing no emotion.
- “You fight well. Will you die the same?”
- Takes Radiant Form after fleeing, for the final battle.

THE SANCTUARY OF LIGHT

In the chambers that open up at the deepest level beneath the shrine, the angels of the Quintet regroup and wait to face the characters invading their sanctum. The magic here restores the angels' vigor once per day, so that all are at full health for this final fight.

On the small chance that a stealthy party explores some of the other sections without fighting the angels, you can reward them by having only three of the Quintet initially waiting here. The magic of the sanctuary makes the other two angels aware of the fight when it starts, and they fly in to enter the fray in round 4 and round 6.

12. SHARP SHAFT

The stairs descending to this area lead to a rough-walled tunnel of black stone that drops steeply downward. The walls of the shaft have cracked and crumbled to razor-sharp splinters that can stab through even metal armor. Any character who climbs down must make a successful Agility challenge roll or take 2d6 damage. Characters who rush the climb make the roll with 1 bane. If combat occurs in this area, any creatures that cannot fly make attack rolls with 1 bane.

13. ANGELS' REFUGE

This area is filled with a diffuse glow illuminating reliefs and statues of gray marble, all of them showing angelic forms and beautiful swirling adornments. The priest Nasthasi Armand (as **high cultist**) is here, kneeling before a large stone altar in robes that may have once been white, but are now so thoroughly stained with blood it is hard to tell.

Driven to madness by the corruption of the angels' power, he rises when he sees the characters, and approaches them, saying, "I sense your pain, friends, and your need for release. Put your faith in the New God, and your trust in me, and together we will help you shed your mortal woes." In his hand, Nasthasi holds the large spiked hammer he used to sacrifice the townsfolk, still glistening red-black with dried blood, using this instead of a staff for his melee attacks.

The priest wears the serpent talisman embedded into the flesh of his forehead, where it pulses with a pure white light. But he is merely a distraction, with each of the 5 angels (see Appendix) hovering about invisibly, until they can move into an ideal position among the characters before they attack. One angel per round uses Blinding Radiance against the characters, while the other angels focus their attacks on temporarily blinded foes.

The Talisman: Seizing the talisman from Nasthasi can grant the characters a significant advantage in the fight against the angels. It takes a success on a Strength attack roll against the priest's Agility to tear the talisman from Nasthasi's flesh, which causes him to take 1d6 damage. The item can then be sundered into its five pieces with a successful Strength challenge roll with 2 banes or a successful Intellect challenge roll with 1 bane. If it is, each character who possesses a piece of the talisman makes attack rolls against the angels with 1 boon.

Diabolical Detente: If Nasthasi is killed, any surviving angels temporarily cease hostilities to bargain. They explain their plan and the purpose of the sacrifice, offering their power if the characters agree to take the priest's place. You can conduct the bargaining as you see fit, but if the characters refuse or continue to attack, each angel drops its Radiant Form to regain its horrifying trait. Faced with the knowledge that the characters in possession of the talisman control their fate, the members of the Quintet fight until destroyed.

Treasure: In the aftermath of the fight, searching the bodies of the fallen angels turns up gems and jewelry worth 100 gc. Nasthasi carries one noncombat enchanted object of your choice.



CONCLUSION

If the characters fail to stop the angels, the members of the Quintet will spread outward from Flenfeld in five directions after 1 week—and after sacrificing Nasthasi and splitting the talisman permanently. Each angel establishes itself in a similarly small settlement, seeking a charismatic leader among its inhabitants to corrupt and control. Each such settlement will eventually become the site of its own mass sacrifice, and the power of the angels will spread.

If the characters defeat the angels, the process by which the Quintet's serpent talisman is disposed of is left to you. Leaving the pieces in the chambers beneath the shrine and sealing off the entrance for good will effectively put the talisman beyond reach of any new, unwitting servants. Or you might decide that destroying the pieces is a side quest or even a full adventure for the characters.

Additionally, if your characters know the connection between Diabolus and the Cult of the New God, taking the talisman to operatives of the cult for examination might provide hooks to new adventures and revelations. Likewise, books retrieved from the library could offer hints of this secret that the characters can follow up on.

The exiled children of Flenfeld present another possible epilogue to this adventure. The angels might have seeded the children with diabolic relics or even infected them with dread diseases intended to help spread the horror and corruption of the Quintet.

APPENDIX

Here you can find the statistics boxes for creatures drawn from *Exquisite Agony* and *Tombs of the Desolation*.

ANGEL

DIFFICULTY 50

Size 1 horrifying faerie (devil)

Perception 13 (+3); truesight
Defense 11; **Health** 53 **Insanity** 1d6 + 3; **Corruption** 6
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 13 (+3)
Speed 10; flier (swoop)
Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned
Spell Defense An angel takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an angel with a spell makes the attack roll with 1 bane.
Infernal Gift An angel can bestow infernal gifts on mortals.
Iron Vulnerability An angel is impaired while in contact with iron.

ATTACK OPTIONS

Radiant Sword (melee) +3 with 2 boons (3d6 + 2 plus Flare on attack roll 20+)
Flare A sighted creature must get a success on an Agility challenge roll or become blinded for 1 round.

SPECIAL ATTACKS

Two Attacks The angel uses an action to attack two different targets with its radiant sword. Each attack deals 2d6 + 2 damage.

Blinding Radiance While under the effects of Radiant Form, the angel can use an action to release a blast of light from its body. Each creature within short range of the angel must get a success on a Strength challenge roll with 1 bane or take 2d6 damage and become blinded for 1 minute. Once the angel makes this attack, it cannot do so again for 1 minute.

SPECIAL ACTIONS

Radiant Form An angel can use an action to assume a radiant form with feathery wings that appears pleasing to any mortal who sees it. While in this form, the angel loses the horrifying trait and casts light from its body in a 5-yard radius.

Become Invisible An angel can use an action to become invisible. It remains invisible until it uses an action to attack or it becomes incapacitated. While invisible, the angel makes no sound when it moves unless it so chooses.

MAGIC

Power 2

Enchantment *presence* (3), *charm* (2), *mind bondage* (1)

BUTCHER

DIFFICULTY 25

Size 1 horrifying faerie (devil)

Perception 14 (+4); darksight
Defense 15 (leather apron); **Health** 31 **Insanity** 1d6 + 1;
Corruption 5
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 10 (+0)
Speed 12
Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned
Spell Defense A butcher takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a butcher with a spell makes the attack roll with 1 bane.
Iron Vulnerability A butcher is impaired while in contact with iron.

ATTACK OPTIONS

Cleaver (melee) +3 with 3 boons (2d6 plus Sever on attack roll 20+)

Sever A creature with a physical body having appendages must make an Agility challenge roll. On a failure, roll a d6 to determine what happens:

- 1 The creature takes 2d6 extra damage.
- 2 The butcher severs part of the left arm, starting with fingers, hand, arm below the elbow, and finally, the arm below the shoulder.
- 3 As 2, but affecting the right arm.
- 4 The butcher severs part of the left leg, starting with toes, foot, leg below the knee, and finally, the leg below the hip. A creature that loses a foot or more falls prone and cannot stand up.
- 5 As 4, but affecting the right leg.
- 6 The butcher cuts off the creature's head, which kills it instantly.

A living creature that loses more than a hand or leg starts bleeding. At the end of each round, the creature takes damage equal to half its healing rate. It or another creature can use an action to stanch the bleeding.

SPECIAL ATTACKS

Sack of Limbs The butcher uses an action to empty the bloody sack it carries onto the ground. A mess of severed arms, legs, hands, feet, fingers, toes, and heads becomes a swarm (as **animal swarm** with the horrifying trait) that can act immediately.

Quick Slash When a creature moves into the butcher's reach, it can use a triggered action to attack the triggering creature.

DEVILKIN

DIFFICULTY 5

Size 1/2 frightening faerie (devil)

Perception 13 (+3); darksight

Defense 15; **Health** 6 **Insanity** 1d6; **Corruption** 6

Strength 6 (-4), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 12; flier (swoop)

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

Spell Defense A devilkin takes half damage from spells and makes any challenge roll to resist a spell with 1 boon.

A creature attacking a devilkin with a spell makes the attack roll with 1 bane.

Iron Vulnerability A devilkin is impaired while in contact with iron.

Slowed on Land A devilkin is slowed when not flying.

ATTACK OPTIONS

Sting (melee) +5 with 1 boon (1d3 plus Poison)

Poison A living creature must get a success on a Strength challenge roll or take 2d6 extra damage and become poisoned for 1 minute. While poisoned in this way, the creature is slowed and grants creatures attacking it 1 boon on their attack rolls. If the creature is already poisoned, it takes 2d6 extra damage.

GARGOYLE

DIFFICULTY 50

Size 1 frightening faerie (devil)

Perception 11 (+1); darksight

Defense 16; **Health** 40 **Insanity** 1d6 + 1; **Corruption** 5

Strength 14 (+4), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 8

Immune damage from disease or poison; gaining Insanity; charmed, diseased, poisoned

Fire Resistance A gargoyle takes half damage from fire.

Hunger for Corruption A gargoyle makes attack rolls with 1 boon against creatures with 1 Corruption or more.

Spell Defense A gargoyle takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a gargoyle with a spell makes the attack roll with 1 bane.

Iron Vulnerability A gargoyle is impaired while in contact with iron.

ATTACK OPTIONS

Trident (melee) +4 with 1 boon (3d6 + 1)

Natural Weapons (melee) +4 with 1 boon (2d6)

REVENANT

DIFFICULTY 50

Size 1 revenant

Perception 8 (-2); darksight

Defense 16 (mail, large shield); **Health** 44; surprising return

Insanity 1d6; **Corruption** 1d3

Strength 13 (+3), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 10

Immune damage from disease and poison; diseased, fatigued, poisoned

Surprising Return When a revenant would become incapacitated, roll a d6. On a 6, the revenant appears dead; 1 round later, it heals 2d6 damage and stands up.

One Foot in the Grave A revenant heals only half the normal amount of damage from magic and potions.

ATTACK OPTIONS

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

Longbow (long range) +0 with 2 boons (3d6 + 1)

SPECIAL ATTACKS

Eyes of the Underworld The revenant uses an action to make a Will attack roll against the Will of one target creature within short range that can see it. On a success, the target becomes frightened for 1 minute. On a failure, the target becomes immune to that revenant's Eyes of the Underworld until it completes a rest.

