

WILDERLANDS OF HIGH ADVENTURE™

SORCERERS OF THE WILDERLANDS™

Wilderlands Cool Rules of the week March 3, 2008

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OFFICIAL GAMING AID APPROVED FOR USE WITH CASTLES & CRUSADES®

This is the first in what is hoped to be a weekly series of cool new rules to use with your **Wilderlands of High Adventure** campaign. These rules are also general enough that they can be used with any **Castles & Crusades** campaign, not merely with the Wilderlands, and with some work, can be adapted to any other compatible game system.

The material in this series covers everything from classes and races to spells and skills, monsters and treasures, and more esoteric rules, such as social classes, movement rates, coinage systems, and others. In the first few months we plan on releasing rules for Amazons, Social Castes and Levels, Mutants, Poisons, Gems, Sages, and Psychic powers.

The first offering consists of a system to devise pacts with dark forces, and includes several sorcerous spells and demons that will be familiar to those who delve into demonic knowledge. The thing in common with all these spells is that the caster must have a pact with a Demon Lord in order to cast the spell. Sorcerous spells found on scrolls or in spell books (*grimoires*) can be learned and even cast, but without a Dark Pact will invariably fail in spectacular and often deadly ways.

Sorcery is a power granted by Demons; the equivalent but distinctly different power granted by Devils is diabolism. That will be the subject of another day. Suffice to say that while demons and devils can often get along just fine with one another, the relationships between Demon Lords and Archdevils are another matter altogether.

Sorcerers take all sorts of forms and come from all walks of life. Black witches are generally sorcerers, dabbling in sorcery as well as the Dark Arts. Evil high priests are often sorcerers, using the additional power gained thereby to increase their power at their temple. Necromancers and shamans dabble in sorcery to supplement their powers dealing with the undead and with spirits. Wizards seek out sorcery in order to delve further into the mysteries of magic, while sages seek sorcerous knowledge for its own sake. Illusionists rarely seek the power of demons, as even their twisted reality is too firm for the illusionist's tastes. Druids never seek out demons, when sane, as they represent not merely a complete imbalance of nature, but the very opposite of reality. Of other classes, only anti-paladins are noted for dabbling in sorcery, often turning to the Demon Lord after falling from grace in service to a god of Good.

DARK PACTS

A Dark Pact is an agreement, verbal or written, between a spell caster and a Demon Lord. It provides that in return for certain specific consideration, usually regular rituals, sacrifices, and evil deeds, or in the case of the most terrible pacts, the pact-maker's soul, the Demon Lord provides the pact maker with sorcerous knowledge and power. The specifics of the agreement are up to the judge and the player. Spell casting classes gain the most from such pacts, as sorcery adds greatly to their spell-casting power in addition to whatever other benefits are gained from the pact. Characters from non-spell casting classes may sometimes make pacts in order to gain access to spell-like abilities, wealth, or political power.

Clerics of evil deities, especially those who work with demons such as Harmakhis, allow their priests to make such pacts, though they are not allowed to trade their soul for power, as such is the property of their dark god. Clerics of the Demon Gods often make pacts with the servitor Demon Lords of their gods; this is considered normal, and in fact a cleric of a Demon God who does not pact with his superiors in the hierarchy is considered dangerously strange. Clerics of other deities are also favored for pacts, as the power of the Demon Lord can keep the cleric's apostasy secret even from their patron god, allowing the apostate to corrupt the temple hierarchy from within.

Demon Lords usually require the pact maker to complete the pact by make great and terrible vows whilst performing blasphemous rituals and the sacrifice of a sentient being. If the pact maker ever breaks the deal and turns from the service of her Demon Lord, her life is forfeit at the very least, as her dark master will send demons and worse things after her in revenge for her apostasy.

Note that it is remarkably easy to make a pact; one simply needs a scroll with the proper formulae, a drop of one's own blood, some bat wings or eyes of newt or other minor components, a summoning pentagram, and a dark, secret location for the summoning. After the 10-minute ritual, the Demon Lord appears, ready to make a deal. No spell casting ability is needed for the simple ritual, and anyone, from prince to pauper, wizard to barbarian, can

use the formula, as part of the magic is that anyone can read it. However, when summoned using this formula, the Demon Lord can only negotiate and make a pact and fulfill its requirements; it cannot itself be harmed, harm anyone directly, or perform any other actions. Its hold on the mortal world is so tenuous, a Good cleric need merely wave his hand toward the creature, tell it to be gone, and it must disappear, though usually leaving the stench of sulfur in its wake.

The Demon Lords have made these scrolls readily available in order to further their power; one of the minor requirements of every pact is that the pact maker must manufacture scrolls that allow for the summoning of their Demon Lord, in order to form more pacts! These scrolls are then released into the general public by various nefarious means, many seeking to place them in the hands of powerful wizards, great and petty nobles, and wealthy and greedy merchants with more greed than intellect. The sorcerer gains some gift or reward from her dark master for every new pact that is made using one of her scrolls.

Of course, clerics from goodly faiths, especially those of Mitra, are always on the watch for such scrolls in order to destroy them. Use of the scroll and reciting the ritual is a minor evil; the user must make a charisma save against CL 5 or her alignment shifts one more degree toward Chaotic Evil (along the moral line first, then ethical). If a pact is actually made, an additional shift toward Chaotic Evil is *automatic*. If not Chaotic Evil by the time the pact is finalized, the sorcerer will eventually become Chaotic Evil through fulfilling the terms of the pact; this must be played out in-game as events and actions warrant.

TYPICAL PACT REQUIREMENTS

Several of these actions will be required of the sorcerer, depending on the nature of the pact and the amount of power the Demon Lord grants the sorcerer. Those who perform more than the needful amount of evil usually gain additional gifts from their Demon Lord.

- **Required:** Scribe no less than one Pact Scroll per month and distribute it to where it can do the most harm (scroll requires one day labor and 10 gp in materials)
- **Required:** On the annual anniversary of the pact, meet with the Demon Lord, provide for him a sentient sacrifice and special ritual, report any notable new knowledge to him, and negotiate new pact-based abilities.
- Build a shrine to the Demon Lord and worship there at least once per week
- Sacrifice an animal or other beast to the Demon Lord at least once per week
- Sacrifice a sentient being to the Demon Lord at least once per month
- Perform a Petty Evil no less than once per day
- Perform a Lesser Evil no less than once per week
- Perform a Greater Evil no less than once per month
- Convert a new follower to the Demon Lord at least once per month
- Support the activities of your Demon Lord's cult with no less than 10% of your income
- Assist the Demon Lord's cult on missions to perform great evils
- Oppose the enemies of the Demon Lord at every turn
- Form and maintain a new cult dedicated to the Demon Lord

- Learn witchcraft
- Learn witchcraft and join a witches' coven dedicated to the Demon Lord
- If not a member of a witches' coven dedicated to the Demon Lord, attend the mass-meeting of the covens on All Hallows' Eve
- Perform extra deeds as required by the Demon Lord from time to time; many of these may seem incomprehensible to the pact maker, such as building statue in an empty wilderness or destroying all lilies in a specific swamp, but regardless of the seeming unimportance of the deed, the Demon Lord considers every one equally important

PETTY EVILS

- Inspire lust, gluttony, greed, sloth, wrath, envy, or pride in another person
- Steal or cheat someone of something minor
- Curse the name of a goodly god
- Waste food, water, or wine
- Beat someone for no reason
- Minor gossip
- Minor Arson
- Inspire or dupe innocents into starting a brawl
- Consume drinks or drugs that cause you to lose control of your body and/or mind
- Engage in minor sexual perversions
- Summon a least demon and let him loose to do what he wishes

LESSER EVILS

- Help another person indulge in lust, gluttony, greed, sloth, wrath, envy, or pride
- Steal or cheat someone of something they need for their livelihood
- Engage in major sexual perversions, including adultery
- Major arson
- Greater slander
- Inspire or dupe innocents into starting a street riot
- Summon a lesser demon and let him loose to do what he wishes
- Inspire someone to learn more about the Demon Lord, or place doubts in their mind about their own god

GREATER EVILS

- Use magical coercion to force another person to perform lustful, gluttonous, greedy, slothful, or wrathful actions
- Rape, torture, or murder
- Treason
- Inspire or dupe innocents into starting a small battle
- Summon a greater demon and let him loose to do what he wishes

TYPICAL PACT BENEFITS

- The basic benefit of a pact is access to and ability to use **sorcery**, a special set of spells powered by the strange radiations of the Demonic Realms. The caster is given a grimoire, a tome of sorcerous spells, containing several spells that the caster can use immediately. These spells are prepared as per normal, using the spell caster's normal spell slots, when spells are normally prepared. The grimoire is written in Demonic, a tongue that the pact grants

the caster the ability to speak and read if she did not already possess it. New spells will be entered into the grimoire as given by the Demon Lord for services completed, as per the pact, and the sorcerer may find additional sorcery spells in other, old grimoires or scrolls and add them to her own grimoire. Finally, spells normally exclusive to other classes that the sorcerer wishes to gain the use of can be granted by the Demon Lord as sorcery spells.

- **A demonic familiar** may be granted to the sorcerer; if the sorcerer already possesses a more mundane familiar, the new familiar (a quasit or other least demon) will consume the old one (with no harm to the sorcerer) and take its place. As an added benefit, the new familiar will be able to polymorph into the form of the old familiar at will. Non-spell casters may be granted familiars.
- **Spell-like abilities;** this includes any spell, useable a number of times per day or even at will, depending on the nature of the pact. These spell-like abilities are even available to non-spell casters who make a pact. Spell-like abilities are always used at the sorcerer's level or the minimal level to cast the spell, whichever is greater.
- **Wealth;** either in one lump sum or in annual or monthly payments. The problem with these ill-gotten gains is it is invariably stolen from others by the Demon Lord's servants, and depending on its nature might be recognized by the authorities, which might cause some embarrassment or even trouble...
- **Lands and Titles;** through nefarious means, the Demon Lord can see to it that his servant gains (at least seemingly) legal title to lands and/or noble titles. Again, like wealth, there is often more to the acquisition than there seems, and these kinds of grants are usually more trouble than they're worth... usually.
- **Strength, Dexterity, Constitution, or Beauty;** the Demon Lord grants the sorcerer higher physical attributes, even potentially super-human attributes. The Demon Lord cannot grant either intelligence or wisdom, though...
- **Love;** or at least, the semblance of it. The Demon Lord can usually provide his servant with the apparent love of any the pact maker desires, however, the more powerful and protected the prospective amour is, the more difficult the task, and the greater the terms of the pact must be...
- **Revenge;** this is often an easy gift for the Demon Lord to grant, either vicariously or through the granting of the ability to gain revenge oneself. Again, the more powerful the opponent, the more the Demon Lord will require of his servant in the pact.

SORCEROUS SPELLS

Though demons are native to the Wilderlands, all demons summoned using sorcerous spells are considered extraplanar, as the demons summoned by followers of the Demon Lords are from the extraplanar Demonic realms as opposed to the Prime Plane.

SORCEROUS SUMMONING

Most sorcerous summoning spells have a special casting time and duration. Unless otherwise noted, this means that the duration is dependent upon the time taken to cast the spell, which is usually performed as a ritual, usually requiring

a sacrifice for the longer duration castings. A sorcerer may have no more total hit dice of demons currently summoned and under her control than she has levels.

CT	Sacrifice	Duration
1 round	none	1 round/level
1 minute	1d6 hp blood	1 minute/level
1 hour	Animal	1 week
4 hours	Sentient	1 month

SORCEROUS CURSES

The curse spells listed below all require the victim be in very close range. One of the Dark Arts the Demon Lord might teach his servant is the use of a magic doll, which allows the sorcerer to cast a curse upon a victim at a great distance. Creation of the magic doll requires one day per level of the curse to be cast, 100 gp per level of the caster, and a drop of blood, lock of hair, or other piece of the mortal flesh of the intended victim. Once complete, the sorcerer then casts the spell on the doll, and it should affect the victim. However, to determine whether the doll was correctly created, the target gets two saving throws; if either succeeds, the spell fails, though the caster will not know whether it was because the doll or his spell failed.

Though many of the curses seem to be diseases, they act in all ways to magic as curses, not natural or magical diseases. Dispel magic and cure disease spells have no effect on these spells; only limited wish, remove curse, and wish are efficacious. The death of the sorcerer will also lift a sorcerous curse, an important difference between standard magic and sorcery.

Sorcerous curses are notoriously difficult to dispel. A caster using a remove curse to dispel a sorcerous curse must make a level-based intelligence (wizard) or wisdom (cleric) check against a CL equal to the level of the sorcerer who cast the curse. If the check fails, the attempt to remove the curse fails. Limited wish and wish will dispel any sorcerous curse automatically.

Many cursed scrolls found in dungeons are curses prepared by sorcerers at the bidding of their Demon Lord, in order to spread suffering and chaos on the mortal plane. These curses afflict anyone who reads the scroll. Most of these are prepared at the minimum level needed to cast the spell, in order to determine the saving throw CL.

SORCEROUS SPELL LIST

This list is hardly exhaustive; many Demon Lords have unique spells they grant their followers, in addition to this list of common sorcery spells.

1st Level

Curse of the Evil Eye
Sacrifice
Summon Least Demon

2nd Level

Curse of the Grotesque
Demonfire
Summon Demonic Simulacrum

3rd Level

Curse of Choking Doom
Curse of Rotting Death
Summon Lesser Demon

4th Level

Demonic Eye

Greater Curse
Summon Nightmare Steed

5th Level

Curse of Primal Chaos
Curse of Madness
Summon Greater Demon

6th Level

Soul Rend Curse
Summon Demon Swarm

7th Level

Plague of Doom

8th Level

Demonground

9th Level

Summon Demon Lord

SPELL DESCRIPTIONS

CURSE OF CHOKING DOOM, LEVEL 3 SORCERY

CT 1	R 10 ft	D 1 rnd/lvl
SV charisma negates	SR yes	Comp V, S, M

If the target fails his save, he begins choking on an unusual material that suddenly appears in his lungs, esophagus, and mouth. These can be anything small, even living, from nails or pins to pebbles or acorns to frogs or slugs. For one round per level of the caster the target continues to choke, unable to do anything but spit out the ever-generating obstructions. Each round the target must roll another charisma save. After failing the first, he falls to the ground and takes damage equal to 1/3 his constitution rounded down; after failing the second, he turns blue and passes out, taking damage equal to 1/3 his constitution rounded up; after failing the third, he dies. If, at the end of the duration, the target still survives, he spits out the last of the obstructions, and must spend 1d4 rounds regaining his breath before he can do anything else.

The material component for this spell is a single example of the object upon which the target is supposed to choke.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

CURSE OF MADNESS, LEVEL 5 SORCERY

CT 1	R 10 ft	D special
SV charisma negates	SR yes	Comp V, S

This curse afflicts the target with permanent confusion, as per the 4th level wizard spell. However, the duration for each different behavior is either 1d6 hours if expressed in turns, or 1d6 minutes if expressed in rounds.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

CURSE OF THE EVIL EYE, LEVEL 1 SORCERY

CT 1	R 10 ft	D 1 day/lvl
SV charisma negates	SR yes	Comp S

This is a quick and dirty curse, requiring merely a baleful look from the sorcerer to cause its evil. Only a single target may be thus enchanted, but it is a potent strike against the target should the saving throw fail. While under the Evil Eye, the target must roll twice for every attribute check and saving throw, and he must take the lower of the two rolls.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

CURSE OF THE GROTESQUE, LEVEL 2 SORCERY

CT 1	R 10 ft	D special
SV charisma negates	SR yes	Comp V, S

This curse transforms the target into a hideously grotesque hunchbacked parody of itself. If the target fails his save, he is transformed into the grotesque in a full, excruciatingly painful minute during which he can only scream and writhe in pain. His arms and legs become twisted, and his fingers gnarled; his spine bends and he grows a hump upon his shoulders and back; his hair become scraggly and untamable while facial hair breaks out in unusual places; his face becomes misshapen and hideous, and it becomes difficult to pronounce words properly as his lips and tongue become malformed. Altogether the target suffers a -3 penalty on all dexterity and charisma checks and saving throws.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

CURSE OF ROTTING DEATH, LEVEL 3 SORCERY

CT 1	R 10 ft	D special
SV constitution negates	SR yes	Comp V, S

This curse strikes a single target with a horrid rotting plague that causes the skin to turn a bluish black while yellow-green pustules form all over the body, popping and leaking stinking slime and filth all over. Fortunately it is not communicable, as it is not a true disease, nor even a magical disease, but instead a curse.

The target immediately suffers 1d4 charisma damage, and suffers 1 point of charisma damage every day thereafter. Spells and spell-like abilities and items that cure hit point and attribute damage do not function on the target, and natural healing takes 10 times as long as normal. The target dies when charisma is reduced to 0. Usually this means death for the typical target within two weeks.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

CURSE OF PRIMAL CHAOS, LEVEL 5 SORCERY

CT 1	R 10 ft	D special
SV charisma negates	SR yes	Comp V, S

This curse slowly transforms the target into a thing of Primal Chaos... a demon! The target immediately suffers 1d4 charisma damage, and suffers 1 point of charisma damage every day thereafter. Spells and spell-like abilities and items that cure attribute damage do not function on the target. The transformation is slow and painful; every hour the victim must make a constitution save, or during the following hour he will be wracked with pain, suffering a -2 penalty on all attacks, attribute and ability checks, and saving throws.

Every day, the target loses a bit of his mortal nature, and something else takes its place. Strange growths develop in odd places; his skin hardens and takes on an insectile texture; his eyes bulge and take on an inhuman cast. Small horns sprout from his forehead, and perhaps a tail grows. The target completes his transformation to a least demon when his charisma is reduced to 0; the last bits of mortal flesh slough off, his wings sprout from his back, and he gives out a terrible howl, though whether it is in unholy triumph or mortal agony none will ever know. The victim immediately uses its new planewalk ability to shift to the Shadowlands, and begins the journey to the Demoniac Realms.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

DEMONFIRE, LEVEL 2 SORCERY

CT 1	R 100 ft	D 1 rnd/lvl
SV none	SR yes	Comp V, S, M

When the sorcerer casts this spell, the purple-black flames of the Demonic realms engulf on of her hands. The sorcerer is unharmed by the flames, and still has the other hand free for spell casting. Every round she may throw a handful of flame at a target within range. Her Bonus to Hit is based on her level as though a fighter for these purposes, while dexterity modifies the attack and the fires are considered a touch attack, as armor provides no sanctuary. Demonfire is counted as a magical weapon for purposes of striking foes, but without any bonus to hit. Each successful hit deals 1d8 points of damage and has a 5% chance per caster level of catching the target's clothing and equipment aflame. Note that Demonfire is not natural fire, nor even magical fire, but is instead an altogether different kind of energy, and so no magical protections or natural immunities against normal or magical fire apply.

The material components for the spell are the sorcerer's sacrificial dagger and a drop of the sorcerer's own blood, acquired by cutting her hand on the palm, releasing the fires within.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell it will literally backfire on him in an explosive manner, as per a fireball spell, dealing 1d8 points of Demonfire damage to the caster and 1d4 points of Demonfire damage to all others within a 40 foot diameter sphere centered on the caster.

DEMONGROUND, LEVEL 8 SORCERY

CT special	R special	D one year
SV none	SR no	Comp V, S, M

With this spell the caster can transform an area of land into Demonground, that is, a region where the rules of normal existence are subdued by the nature of Primal Chaos. The area affected is 1/5 of a mile per level radius from the point of casting. Thus, a 15th level sorcerer who casts this spell will create an area of Demonground 3 miles in radius.

This spell can only be cast on the night of the New Moon. The sorcerer prepares a cauldron, into which is places 500 gp of rare herbs and materials per level of the caster, 1 hit point of blood per level of the caster, the blood of a virgin sentient sacrifice (the sacrifice is part of the casting and takes place at the Witching Hour), and earth and water from the four points of the compass, at the outer edge of the region that is to be transformed into Demonground. At each of those four points, too, prior to the casting the caster must place a six foot tall idol of his patron Demon Lord, declaring this region to be dedicated to him. Finally, the caster must have a full complement of demons in her service (i.e., a number of hit dice of demons summoned and currently serving her equal to her level) or the casting automatically fails. The casting begins at sundown, and the sacrifice occurs at the Witching Hour. During the entire ritual the demons are cavoring around the sorcerer and sending up a terrible dirge. Upon the successful sacrifice, the earth will quake and the skies will turn red with blood, and the Demonground begins to take over the land, starting from the center on out, until by dawn the whole region is Demonground.

Within an area of Demonground, the sun and moon never seem to shine. The sky is covered in greenish-black clouds that glow red by night. The land is covered with

swirling greenish-grey mists that often turn scarlet red like blood. The land is always effectively cast in twilight, and only unhealthy or alien plants will survive after the first month. Demons and other things that dislike light will feel quite at home at all times. When rain falls, it usually is acidic and stings upon contact, leaving a rash and red welts; it is a pleasant shower for most demons. Weather outside the Demonground has no effect within; a hurricane could be rampaging through adjacent lands and nary will a breeze blow through the Demonground.

The ground sprouts strange, alien plants and fungi, including assassin vines, screechers and other dangerous life forms. No normal grains or vegetables will grow in this soil, though alien plant life, tasty and nutritious to demon-kind, goblinoids, and orcs, will grow in profusion; again, though, some of these plants are all too eager to eat those who would eat of it...

A terrible energy fills the region, such that any non-demonic life not otherwise anointed by the caster suffers greatly. Healing only takes place at a rate half as quickly as normal, while unpleasant scars form on all wounds that heal within the region.

The spell is not powerful enough to affect Goodly divine magic, but clerics and paladins will know that the land is against them and their spells and abilities. For them the all-pervasive sense of wrongness will burn like a red-hot torch.

Finally, the caster can create a number of specific areas equal to half his level rounded down that will have one of the following characteristics. Each area is around 1000 feet in diameter.

- **Black Lake:** This area is filled with a pond of stinking black waters, mildly poisonous to mortal creatures. Within lairs a greater demon in the form of a kraken, ready to attack any creature that comes upon the shores of the pond (save for the sorcerer and his servants, though even the servants must be wary if he has not eaten in some time). The lake has a small island at its center, upon which stands a small black tower, perfect for holding prisoners or treasure.
- **Demon Healing Pits:** These pits are filled with a purplish-green slime. If a demon rests in the pits for a day, he will heal at twice normal rates. If non-demonic life enters the pits, they suffer 1 point of damage per round, no saving throw.
- **Demon Monolith:** A vast monolith of stone, 100 feet in diameter and 20 feet tall per level of the caster, rises at the center of this area. Black mists circle the monolith, upon which are carved dozens of bas-relief statues of the Demon Lord whom the sorcerer serves. Any Good cleric who passes through this area must make a wisdom saving throw (CL 8) every minute or lose one random prepared spell.
- **Demon Park:** This area is filled with dozens of demonic statues amidst a riotous growth of alien plants. Demons in this area gain a +1 bonus to hit and a +1 bonus on all saving throws.
- **Demon Tower:** This is a guard tower of a design favored by demons; it stands at the center of the area. The tower is 20 ft round and 100 ft tall. There are no doors or windows, only an opening at the top for easy access by flying creatures. The inside is like a rookery, with many places for demons to hang and sit, with additional enclosed flat areas for holding prisoners.

- **Dusty Waste:** This area has had all the greenery stripped away, and the land churned into sandy, rocky wastes, over which strong winds continually stir up a dust storm. Mortals entering this area must make a dexterity saving throw (CL 8) every round or be blinded by the dust. Blinding lasts until the dust is cleared away with water.
- **Flaming Pits:** This area is transformed into a small lake of fire, with a sulfuric stench that can be smelled out to 500 feet. The pits bubble with boiling mud from which gouts random plumes of flame up to 20 feet high. Every round one is within the flaming pits there is a 5% chance that a flame plume erupts near enough to cause damage; 4d6 damage, with a dexterity saving throw against CL 8 for half.
- **Fuming Crag:** This area is dominated by a large, tall rocky hill, upon which many fumaroles stand, emitting noxious gasses. Anyone within the area has a 10% chance per minute of encountering a stinking cloud, as per the spell. Victims must make a CL 8 constitution save or be affected as per the stinking cloud spell.
- **Pit of the Damned:** This pit is used as a prison. The pit itself is 500 feet across and a thousand feet deep, with slimy, slick walls of obsidian. The bottom is not visible, as the whole is filled with a black mist that obscures mortal (though not demonic) vision to no more than 20 feet. The bottom of the pit is flat, with random rocks and sharp outcroppings of obsidian. Water, potable only at the loosest end of the term, bubbles up from the ground in a number of places, and edible lichen grows along the banks of these small ponds. Four lesser demons guard the Pit, flying prisoners down to the bottom and picking them up as their master dictates.
- **Stinking Morass:** This festering swamp bubbles and toils like a cauldron, which effectively it is. Any mortal life in the stinking morass suffers 1d4 points of damage per round from boiling.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, the lands designated to be transformed are instead utterly destroyed, flattened by unimaginable earthquakes and winds and finished off by swarms of demons. All within are slain (charisma saving throw CL 20 to take only 20d6 damage), while the caster himself is claimed by a Demon Lord and taken away to the Demonic Realms.

DEMONIC EYE, LEVEL 4 SORCERY

CT 1 minute	R unlimited	D 10 min/lvl
SV none	SR none	Comp V, S, M

This spell functions in all ways as per the arcane eye spell, with the exceptions listed herein. First, the eye may be made visible at will, and returned to invisibility at will. The eye appears as a hideous demonic eye, growing from one inch to six inches in diameter and shrinking again, as the caster desires. Second, when the eye is visible, the eye can be used as an extension of the sorcerer for spell casting, with the spell cast from the eye as the point of casting. Finally, the demonic eye cannot enter into any consecrated area, such as a Good temple or other holy ground.

The material component for the spell is the eye of a demon.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell,

one of his eyes will burst forth from its socket and transform into a least demon, which will immediately attack the caster, seeking to slay him and take his soul back to the Demonic Realms. If the caster survives, loss of the eye is permanent.

GREATER CURSE, LEVEL 4 SORCERY

CT 1	R 10 ft	D special
SV charisma negates	SR yes	Comp V, S

This spell places a grand curse upon a single target. The curse is a more potent version of the bestow curse spell. The caster may choose one of the following effects: reduce any one attribute score to 1; -6 to any two attribute scores (cannot be reduced below 1); -6 penalty to all attack rolls; or +4 to all opponents attempts to attack the cursed target.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she is the target, rather than the intended target.

PLAGUE OF DOOM, LEVEL 7 SORCERY

CT special	R special	D special
SV charisma negates	SR yes	Comp V, S, M

This spell allows the sorcerer to create a plague based on the Curse of Rotting Death. The spell summons a swarm of least demons to be the plague bearers (see Plague Bearer Demon, below), one per intended primary victim. These demons will travel throughout the night, flying invisibly at great speed within a 20 mile radius of the caster, to deliver the plague to the specific individuals named by the caster. For each individual named the caster must have a drop of blood, lock of hair, or a personal object the target had owned and used for no less than a week. Unless warded against Evil or similarly protected, the plague-bearing demons will deliver their vile cargo to the victims, who must each make their saving throws or be afflicted by the Curse of Rotting Death.

Each victim that succumbs to the Curse then becomes a vector for the Plague, which is similar to the Curse, though with two major differences. First, it is a plague, not a curse, and can be cured by remove disease and similar effects. Second, the victim can make an additional charisma saving throw every day, which if successful, means the Plague has run its course. Only the Cursed can give the Plague to others; Plague bearers are not communicable.

Wise sorcerers usually pick a handful of primary victims, such as important nobles or merchants or priests, and then a number of random victims among the commons more apt to spread the Plague. This way the Plague is more widespread, and seems normal, rather than magical, and alleviates suspicions. At the time of the casting, the sorcerer can name a number of people equal to his level who are immune to this casting of the Plague, in addition to herself.

The material components of the spell consists of the personal items of the intended targets, 100 gp of rare herbs and materials, the large cauldron from which the plague-bearer demons shall spring, and a sentient sacrifice, whose blood is dumped into the bubbling cauldron. Casting begins at sundown, with the ritual ending

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, she and all who she named as immune to the Plague must make charisma saves or fall victim to the Curse of Rotting Death.

SACRIFICE, LEVEL 1 SORCERY

CT 1 hour	R touch	D instant
SV charisma negates	SR no	Comp V, S, M

This spell is cast as part of a ritual when a sorcerer is about to sacrifice a sentient being. If the target fails its save, its soul is sent directly to the Demon Lord whom the sorcerer serves, rather than to his patron god. Effectively, the spell summons a lesser demon to the Shadowlands, which waits there ready to take the soul immediately upon death. If the saving throw is successful, it means the patron god of the target noticed the peril of his follower, and sent a minion to drive away the demon and rescue the soul. Note that if the target has no patron god, he gets no saving throw, and the spell is automatically successful...

If this spell is successful the soul cannot be reincarnated, raised, or resurrected without it first being rescued from the clutches of the Demon Lord. In addition to other benefits based on her pact with the Demon Lord, the sorcerer also gains triple normal experience points for sacrificing the target. However, if the sorcerer is interrupted during the casting, or unable to complete the sacrifice properly within 10 minutes of the completion of the ritual, she will be attacked by the lesser demon summoned to gather the soul (it will step through the Planar Membrane, able to do so thanks to the casting of this spell, to attack the caster). If the caster survives, the Demon Lord will not otherwise seek punish her, considering her well chastised.

The material components consist of ritual clothing, the altar of the Demon Lord, and a sacrificial dagger, all of which may be reused.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell it functions in essence as a normal pact summoning for a Demon Lord, however, if the caster refuses to form a pact with the Demon Lord, the Demon Lord will send the lesser demon summoned into the Prime to slay the caster and bring his soul to the Demonic Realms.

SOUL REND CURSE, LEVEL 6 SORCERY
CT 1 **R 10 ft** **D special**
SV charisma negates **SR yes** **Comp V, S**

This potent curse literally rips the soul from the target, over many painful days during which the victim is unable to take any actions and can only thrash and wail in agony and pain. The target immediately suffers 1d4 charisma damage, and suffers 1 point of charisma damage every day thereafter. Spells and spell-like abilities and items that cure attribute damage do not function on the target. When charisma reaches 0, the target dies, his soul literally ripped to shreds in the Shadowlands by a horde of lesser demons (one per point of charisma lost). If the victim is slain before the curse is complete, he can make an additional charisma save; if successful, his patron god has sent a minion to rescue his soul, and he will go on to his just reward. Otherwise, the soul is trapped in the Shadowlands and must flee the demons in his wake or be torn into oblivion.

Sometimes the sorcerer may instead instruct the demons to bring the soul of the victim to him, rather than have it torn apart; the soul may be placed in a gem, jar, or other container, of be used and abused at the sorcerer's whim.

If the soul is destroyed by demons, nothing short of a wish spell can resurrect the victim. If the soul is held by the sorcerer, or traded away (perhaps to night hags or demons or devils), nothing will return the victim to life until the soul is rescued.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell, he is the target of the effect, which occurs all in a single moment; if he fails his saving throw, his body withers away to dust, and his soul is torn asunder in the Shadowlands by demons.

SUMMON DEMON LORD, LEVEL 9 SORCERY
CT special **R 10 ft** **D special**
SV none **SR no** **Comp V,**
S, M

This spell is identical to the spell summon least demon, save that it is used to summon a Demon Lord. Note that this need not be the Demon Lord the sorcerer serves; usually this is used to summon another Demon Lord who is forced to provide a specific service. How this works is up to the judge, however, usually such services are campaign-altering events, including the destruction of cities, raising of mountains, burning of whole forests, sinking of islands, etc.

Each summon demon lord spell is unique, and must be learned separately. Usually a Demon Lord can only be summoned when the "stars are right," no more often than once per year. The ritual usually requires four hours to a whole night. Each spell requires one to many sentient sacrifices as well as at least a half-dozen assistants (lesser sorcerers) to perform the ritual, plus at least 1,000 gp in rare herbs and materials per level of the caster.

Non-Sorcerer Backfire: The Demon Lord appears, eats all the assistants, razes the caster's castle/keep/city, and then takes the caster back with him to the Demonic Realms to play with for all eternity.

SUMMON DEMON SWARM, LEVEL 6 SORCERY
CT special **R 10 ft** **D special**
SV none **SR no** **Comp V, S, (M)**

This spell is identical to the spell summon least demon, save that it can be used to summon a number of demons, a total number of hit dice worth equal to twice the level of the caster. For example, an 18th level caster can summon 36 quasits, or twelve 3 HD least demons, or three 12 HD greater demons, or any combination thereof. These demons do not count toward the sorcerer's maximum number of controlled demons, however, they can only be given a single, well-defined, limited task, and when that task is complete they will return to the Demonic Realms. "Slay all humans atop Howard Hill" is a specific, limited task; "Go into battle against Lord Zar's forces" is not. If given too broad a task, the demons will be freed from their compulsion to serve the sorcerer and usually will attack her; in such a case, they remain free in the Prime for a number of rounds equal to the caster's level.

SUMMON DEMONIC SIMULACRUM, LEVEL 2 SORCERY
CT special **R 10 ft** **D special**
SV none **SR no** **Comp V, S, M**

This spell summons a special demon from the Demonic Realms in order to serve the caster as an assassin against a specific opponent. It is a very potent spell, useable only under very specific circumstances, and usually as a desperate last-chance to eliminate or gain revenge against a meddlesome interloper.

The spell may only be cast on the night of the New Moon, when only the Stars and the Void stand between Gaea and the Demonic Realms. The caster must have some piece of the target's body; a few drops of blood from a blade, a lock of hair, etc., in order to create the tie between the demonic simulacrum and the target. This material is dropped into a large cauldron of boiling, bubbling materials, including a pint of the caster's own blood (dealing 1d6 points of damage to the caster) and 100 gp of rare herbs and materials per level of the caster. The caster must also place fur, feathers, scales, or blood of the three animal types into which the simulacrum

will be able to polymorph in the cauldron.

The fires of the cauldron are started and rituals begin at sundown on the night of the New Moon, and end at the Witching Hour, when the demonic simulacrum (see New Monsters, below) appears, forming from the bubbling liquids of the cauldron. At this point the caster must make a charisma saving throw, with a CL equal to the level of the target. If the save fails, the ritual was improperly cast; the simulacrum attacks the caster for a number of rounds equal to the caster's level, and then melts into a gooey morass of reddish-black ichor.

If the casting was successful, the caster need not give the simulacrum any orders; it automatically knows what it must do. It immediately sets out after its target, and does not stop until it has slain its mortal twin or dies trying. It seeks with every iota of its power to slay its target; if it fails, the demon from which it was formed must return to the spawning pits and is reborn as a mere demonspawn. However, if it succeeds, it advances a rank in the demonic hierarchy, and gains thereby more power and prestige. So it pursues its target with great zeal.

If the demonic simulacrum is slain by the hand of its twinned target, the spell rebounds back upon the caster, and the caster suffers 1d4 points of damage per hit die of the simulacrum. If the simulacrum is slain by any other, or if the 28-day duration passes (i.e., the New Moon rises again), there is no rebound damage. In either case, the caster can only use this spell once against any specific target.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell it will be he who is twinned with the demonic simulacrum, and will be the simulacrum's target for assassination. Additionally, if the simulacrum slays the caster, the demon will take the caster's soul back with it to the Demonic Realms.

SUMMON GREATER DEMON, LEVEL 5 SORCERY

CT special	R 10 ft	D special
SV none	SR no	Comp V, S, (M)

This spell is identical to the spell summon least demon, save that it can be used to summon a demon of greater quality, usually of 9 or more hit dice, though no more hit dice than the caster has levels, with commensurate powers.

SUMMON LEAST DEMON, LEVEL 1 SORCERY

CT special	R 10 ft	D special
SV none	SR no	Comp V, S, (M)

This spell summons a quasit or similar least creature of the Demonic Realms, of no greater than 4 hit dice in power, to serve the caster as the caster desires. The creature appears where the caster desires, within range, and can act immediately on the caster's turn.

The sorcerer need not bind, compel, or bargain with the demon, as the creature serves at the behest of its master; poor service to the summoner might cause it grief, while good service may be rewarded. However, while it serves the sorcerer, it does not do so gladly, and will often seek ways to twist her orders to its own advantage, as long as it won't get caught.

The material components are needed only for the extended hour or four-hour ritual, and include a brazier with coals, the grimoire of the sorcerer, and the sacrifice.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell without appropriate additional protections, i.e., a circle of containment for the demon and a circle of protection for the caster, the demon will immediately attack the summoner, seeking to slay him and take his soul back

with him to the Demonic Realms. If, however, the caster is properly prepared, the demon will be willing to negotiate for its services, asking a high price indeed. Usually this price includes the caster summoning the demon's Demon Lord to discuss sealing a pact, sentient sacrifice, and gifts of gold and gems at the very least. Unless the circle of containment also included runes of binding, the demon will, of course, be free to leave the Prime at any time.

SUMMON LESSER DEMON, LEVEL 3 SORCERY

CT special	R 10 ft	D special
SV none	SR no	Comp V, S, (M)

This spell is identical to the spell summon least demon, save that it can be used to summon a demon or devil of lesser quality, usually of 5 to 8 hit dice, with commensurate powers.

SUMMON NIGHTMARE STEED, LEVEL 4 SORCERY

CT special	R 10 ft	D special
SV none	SR no	Comp V, S, (M)

This spell specifically summons a nightmare steed, a special type of demon of the Demonic Realms. It is in all respects identical to the standard nightmare, save that it has as many hit dice as the caster has levels, save that it appears as a creature of the form the caster desires and, if summoned in an extended ritual of 1 hour or more, and up to three additional forms.

With the standard 1 round or 1 minute summoning, the nightmare steed appears in the form of a standard mount, anything in size from a pony on up to a camel. However, as it is a thing of the Demonic Realms, it never quite looks right; the black coat has an unnatural purplish sheen, the eyes are blank or of an unusual kind (i.e., those of a fly perhaps), the tail is not of the right species, etc. The demonic steed serves to the best of its ability, attacking and defending the caster as ordered, or serving in its simply capacity as a steed. The planewalk ability of the steed allows it to pass through the Planar Membrane into the Shadowlands at will; from there it can fly into the Void and pass to the Demonic Realms, the journey requiring 1d6 hours. The closer to the Demonic Realms the steed reaches, the less... normal it becomes, until it appears to be a wholly unnatural creature.

If summoned using the 1 or 4 hour rituals, the steed will take on whatever primary form the caster wishes; a horse, elephant, demonic shedu, mantichore, dragon, giant tiger... the possibilities are endless, save that the choice is limited by what the caster can place in her cauldron. The caster must place in her cauldron a heart of the kind of animal or beast form she wishes the steed to take. A strange new chimera can even be created when multiple hearts are added to the cauldron. She also can add the fur, feathers, or blood of up to three additional forms. The steed can take on these forms each once per day, for one hour per level of the caster. These forms can be of any size, from small to large; the steed itself as a mount always takes on a large size, with the natural attacks of the form it takes. If the form is of a smaller beast, it can also take on that form, too.

EXAMPLE: Khostrassa, an 8th level wizard with sorcery, summons a nightmare steed to serve her during her war against the Altanians. She places in the cauldron the heart of a dragonne, for that is the primary form she wishes the beast to take. She also adds in a wing of a bat, a spike from a mantichore, and the tail of a horse, that her steed can take on these forms as well, at need.

Non-Sorcerer Backfire: If a non-sorcerer casts this spell

without proper care (as per summon least demon, above), all will seem to go as planned, and the nightmare steed will allow the caster to ride upon its back. However, the moment the caster is settled, the steed will planewalk to the Shadowlands, and fly into the Void, taking the caster with him to the Demonic Realms...

NEW MONSTERS

DEMONIC SIMULACRUM (Lesser Demon)

NO. APPEARING: 1

SIZE: Medium

HD: Special

MOVE: 40 ft., 80 ft. (fly)

AC: 17 to 20

ATTACKS: 2 Claws (2d4) and Bite (1d8)

SPECIAL: Darkvision 120 ft, SR varies, Polymorph, Shocking Visage, Spell-like abilities, Tracking, Twin Advantage, Weapon Immunity

SAVES: M, P

INT: Low (High cunning)

ALIGNMENT: As per caster

TYPE: Extraplanar (Demon)

TREASURE: Nil

XP: Varies

A demonic simulacrum is created using summon demonic simulacrum. It is essentially a lesser demon forced into a specific, unnatural form, in order to serve as an assassin. It appears as a tall humanoid, with a scaly, inhuman body, overly-large clawed hands and feet, a maw filled with sharp fangs, and a loping gait, with bat-like wings upon its back. The face of the creature is most disconcerting, as it is that of the target it has been summoned to slay, re-cast with demonic features and a leering visage.

The demonic simulacrum has a number of 8-sided hit dice equal to the lesser of the levels of its target or the summoner, with a bonus number of hit points equal to the greater of the levels of the target or the summoner. Thus, a demonic simulacrum summoned by a 3rd level wizard who casts the spell to target a 5th level fighter would have 3d8+5 hit points. The armor class of the simulacrum is 17, plus the greater of the intelligence or wisdom bonus of the caster. The SR of the simulacrum is equal to half the level of the caster, rounded down.

A demonic simulacrum never needs to sleep or rest and does not need to eat, drink, or breathe. It travels day and night to find its prey. It cannot take its natural form in daylight, so takes on one of the animal forms it may polymorph into during the day. It will only attack its prey at night, in its natural form, but may seek to undermine and cause misery to its target during the day while in animal form, i.e., in wolf form it will drive away riding animals, as a raven it might steal small baubles, etc.

A demonic simulacrum cannot enter a consecrated place of good, such as temple or cemetery, and suffers 1d8 points of damage from holy water. It can be turned by clerics who have the power to turn demons or devils, though its hit dice are considered double if it has its twinned target in sight.

A demonic simulacrum speaks and reads any languages its summoner and twin can speak and read. Its voice is that of its summoner, which is horribly incongruous with the face being that of the target.

When slain the demonic simulacrum falls to the ground and melts into a gooey mass of reddish-black ichor. If

triumphant over its target (and it will make certain the target is dead by ripping its body limb from limb, eating its heart, and drinking its blood), it will grow to twice its size, call out blessings upon the Demon Gods and its Demon Lords, and then fade away into the night like a starry shadow, laughing maniacally...

Combat: A demonic simulacrum is cunning, and will seek out the best chance to slay its target, but when the moment comes, it relies primarily on its natural claw and bite attacks, much savoring the pain it causes to its hated twin. Other opponents are dispatched as quickly as possible, or avoided if possible if they present too strong a challenge.

Polymorph: Demonic simulacrums can polymorph themselves at will into any three small or medium-sized animal forms, chosen by the caster at the time of the casting of the spell. Typical forms include bat, raven, rat, cat, dog, jackal, wolf, snake, and spider.

Shocking Visage: Whenever the twinned target or a friend or family member of the target first encounters the simulacrum, they must make a charisma save or be stunned for 1d4 rounds, so shockingly familiar yet horrifying is the visage of the demonic simulacrum. The stunned character drops whatever it is holding, cannot act during the rounds it is stunned, and automatically loses initiative on the first round it can act.

Spell-like Abilities: A demonic simulacrum has a number of spell-like abilities equal to the number of spells known to a caster equal to half the level of their summoner, rounded up. It may only pick spells memorized by the caster at the time of the casting. Each spell-like ability may be used once per day, though the simulacrum may pick the spell more than once provided the spell slots are available.

Tracking: A demonic simulacrum can track its twinned target without error, knowing exactly where it is at all times, and proceeds toward it via the quickest method possible. It has no ability to track creatures other than its specific target.

Twin Advantage: A demonic simulacrum has a +2 bonus to hit his twinned target, having intimate knowledge of its twin's fighting styles and instinctive reactions. Similarly, the twinned target has a -2 penalty to hit the demonic simulacrum, as the simulacrum knows just when to dodge his twin's attacks.

Weapon Immunity: Demonic simulacrums can only be hit by magical weapons of +1 or better enchantment, with the sole exception of their twinned target, which can attack them with any weapon or even their bare hands.

PLAGUE BEARER DEMON (Least Demon)

NO. APPEARING: 1 or more

SIZE: Small

HD: 2d8

MOVE: 20 ft., 180 ft. (fly)

AC: 14

ATTACKS: 2 Claws (1d3); Breath (Plague)

SPECIAL: Darkvision 60 ft., SR 4, Improved Invisibility, Plague Breath, Polymorph, Tracking

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (Demon)

TREASURE: Nil
XP: X + y/hp

This least demon, when visible, resembles a two-foot tall bastardization of an emaciated human baby, large rat, and a crow, with scabrous black skin with random patches of black feathers and rat fur, long clawed crow's legs and feet, a long rat tail, skinny arms with fine hands tipped with sharp nails, and a bulbous head with a rat-toothed black beak, large red if human eyes, and motley covering of black feathers.

A plague bearer demon will speak Demonic and any other languages its summoner can speak.

Combat: Generally the Plague Bearer Demon prefers to avoid combat; its improved invisibility and very fast flying speed usually enables it to do so with minimal problems.

Plague Breath: Plague Bearer Demons exist only to spread the Rotting Death Plague, the disease upon which the Curse of Rotting Death is based. They do this through their breath weapon, which they can use once per minute, up to six times per day. The breath takes the form of a cloud of black mist, 30 feet in diameter centered on the demon. All within must make a charisma save (CL 2) or immediately contract the Rotting Death Plague. If currently summoned through use of the Plague of Doom spell, the CL to save against the Plague is equal to the level of the summoner.

If summoned for the Plague of Doom, the Plague Bearer Demon has a specific target to which it must deliver the Curse of Rotting Death. It does so through use of its breath weapon; that specific target must save or contract the

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Adventure Games Publishing
PO Box 185
Iola, WI 54945

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Curse of Rotting Death, while all others in the cloud must only save or contract the Rotting Death Plague.

At other times, when summoned normally through summon least demon, the demon's summoner may cast the Curse of Rotting Death and give the curse to the plague bearer demon, along with the name of an intended victim and a drop of the victim's blood, or a lock of hair, or a personal item, and the demon will seek out the victim to deliver the Curse as normal.

Polymorph: If all else fails, the demon can polymorph into the form of a crow or rat and blend in with the local animals.

Tracking: A plague bearer demon can track its specific target without error, knowing exactly where it is at all times, and proceeds toward it via the quickest method possible. It has no ability to track creatures other than its specific target.

NEW TREASURES

Potion of Plague: The potion in this small vial appears to consist of bubbling bluish-green slime. It is not meant to be consumed; if it is consumed, the imbibor suffers the ill effects, and does not actually get to cast the spell upon which it is based. If the potion is poured into any other liquid, the slime takes on the characteristics of that liquid, complete with color, texture, taste, and scent, so as to be undetectable in the new liquid. Anyone who imbibes this liquid must make the appropriate constitution saving throw, usually against CL 5, or suffer from the effects of the plague spell. **Cost:** 500. **EXP:** 300.

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