

QUEST FOR THE

MURDER
SWORD

ABOUT MONSTER STATS

Stat **Vultures** like small wolves.

Cannibal Cultists should be low level mooks, just slightly more powerful than the **Prisoners**.

However, the **Priests** have about twice the hit dice, and can cast inverted versions of Cleric spells.

High Priest Huldax is an ordinary Priest stat-wise, except maybe a Paralyzing or Charming spell or something. **Iko the Immortal** is, in his current state, super weak. If healed though, stat him as a vampire or a devilish fighter.

The infernal Kill-Giant **Kharkrazh the Dying** finally fell, and around his withering bones cultists and cannibals dug, carved halls and altars beneath the ground in search of a blade most foul. And one night – down there in the blood soaked soil and stone they found His infamous **Murder Sword**, fully intact in its unholy glory.

Send the PC's to the site of Kharkrazh's demise to investigate, either because they too desire the Sword, or on a holy mission to stop whoever is digging for it. The way there is long and perilous, but will get worse.

THE CULT AND THE SWORD

After the giant died, cannibal cultists came and excavated the carcass, found the Sword and started using it as a conduit in their rituals. Their goal is to reanimate Kharkrazh – and gain control over him. And boy are they close: Only 3 sacrifices remain. Best be quick!

The skull

Deep in the Rancid Wastes, the skull of Kharkrazh the Dying lies gaping. **2D6 vultures** sick with **MURDER FEVER** circle the skull. Anyone contracting the disease will enter a murderous frenzy the next full moon.

Entrance Hall

Steep stairs wind down into the depths, chanting and wailing echoes from below. Protruding from the walls are enormous ribs, decorated with blasphemous runes and arcane symbols. The **Cannibal Priests** can use these symbols as teleportation beacons, instantly blinking into this room should they need to escape.

The door to the Prison is solid iron, and stained with blood. However, the other door (which is wooden), is absolutely soaked with blood. Soft, red and moist.

Prison

A simple cell with a circular pit leading down into a second cell. A huge bone breaks out from the wall and goes through the ceiling. **1D3 prisoners** are chained here, drugged and sick with **MURDER FEVER**. The drugs keep them dozy and servile, for now.

The prisoners know about **Iko the Immortal** and the teleporting runes in the Entrance Hall.

Anyone climbing down into the pit ends up in a corridor covered in blood and gore, with a cage (like a gated balcony) leading into the ritual chamber. The floor of the cage is a **trap door**, which can be opened by pulling a chain in the ritual chamber. It can be picked from within the cage.

The Chamber of Blood

This room is covered in blood. The stuff pours down from cracks in the ceiling, runs down the walls like rain. The floor is soft and wet.

Anyone lingering here will begin to bleed from eyes and mouth, until they die, drained and dried out, like flesh raisins. The cultists use this to feed blood to the Sword. At all times, **1D3 Cannibal Priests** will be here, donating their blood to Kharkrazh. They will probably want to capture and/or question the PC's, but roll for the reaction!

The Ritual Chamber

A long flight of stone steps wet with blood lead down to the hall where the unholy **Murder Sword** sits buried in the ground, like a demonic Excalibur. **2D8 Cannibal Cultists** are here, and they are (D6):

- 1–2 Eating and resting.
- 3–5 Meditating and praying.
- 6 Sacrificing a prisoner!

1D8 Cannibal Priests (minus any Priests currently in the Chamber of Blood) will also be present.

The Murder Sword

The Murder Sword will magically compel any metal weapon in the area to attack it's wielder until either is destroyed. Cultists use wooden weapons for this reason.

When the third sacrifice is made, all the blood soaked in the Chamber of Blood will pour down from the ceiling onto the Sword. This will awaken Kharkrazh who will be under the spell of whoever gave the most blood to the Sword. At the moment, the **Cannibal High Priest Huldax** is in the lead with 20 hit points worth of blood donated. That could change.

Bone Pit

This is where the cultists dispose the drained corpses of the people they sacrifice. In total there are 23 bodies down here, 24 if you count **Iko the Immortal**. And you should.

Iko is a half-devil, and the *lost half-son* of Kharkrazh. He has found the light, and is on a holy quest to destroy the Sword, to which he is spiritually bound. He was captured and sacrificed*, but cannot truly die as long as the Sword is intact. He is weak and basically a dry husk at this point.