



HELLRAISER: DAMNATION GAMES

A CALL OF CTHULHU D20 SUPPLEMENT

The contents of the box

The Hellraiser: Damnation Games is an unofficial supplement for the Call of Cthulhu d20 roleplaying game by Wizards of the coast© and Chaosium©. It is designed to allow fans and players of the Call of Cthulhu to journey into the darkness of the Hellraiser universe. This supplement will contain background introduction to the Hellraiser universe, story ideas to get you started, new feats, spells and artefacts and of course complete stats for a vast horde of Cenobites and other infernal horrors.

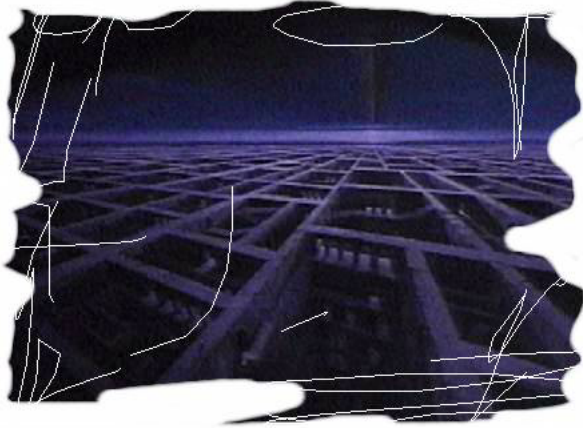
We have such sights to show you...





An Introduction to nightmares

“Hell has many faces and many names. It is a vast maze of pain and suffering, and at the heart of it hangs Leviathan, the lord of the labyrinth as a massive beacon of pain. It is a place where both the damned and the innocent suffer, but things were not always so.



In the old days Hell was a chaotic place crawling with demons who delighted in the suffering of others, but one man changed all that... Philippe Le Merchant.

A famous toy maker in the early 18th century France, Le Merchant was hired by a rich occultist to create a puzzle box that by honouring Lord Leviathan, the infernal master of puzzles, could open a doorway to Hell. The occultist desired the box so that he could summon forth a demon to do his bidding.

But the box along with his greed for power became the death of both the occultist but also Le Merchant, who had broken into the occultist's home to reclaim the unholy device he had made.

Then began the nightmare...

Over time, the Lament Configuration, as the box came to be known as, went from owner to owner, and each time the box was opened and Hell claimed its victim. Mad occultists made more boxes and it led to the lord Leviathan becoming the dominant ruler in Hell.

Hell became a place of order and the temptations and lies of the past were replaced by the true beauty of suffering. The demons merged with their victims, creating a new breed of guardians for the labyrinth corridors of Hell, the Cenobites. These unholy keepers of suffering are the demons forced into sculptures of living writhing flesh, constantly submitted to pain and agony, and over time the victims of the puzzle boxes are claimed by the Cenobites and are turned into canvases of flesh and blood to serve the lord Leviathan as Cenobites.

But it does not stop there. As I said, Hell has many faces... The lament configuration created by Le Merchant opens a direct passageway to Hell. Solve the puzzle and they come for you. But there are other and more sinister puzzle boxes. The Pandemonium box, promising salvation to the vagrant is well known among the homeless and unfortunates in life, but like the lament configuration, its promises are blessings in disguise.

No, you can never be certain that the next crossword puzzle might not lead to your damnation, or if that computer game you are trying so hard to figure out isn't a doorway to your own pain that awaits unlocking.”





Story Ideas

Running a Hellraiser game is not all that different from running a typical Call of Cthulhu game. You can even combine the two by including cenobites and puzzle boxes in a Mythos game.

To get you started with Hellraiser: Damnation Games, here are a few story ideas.



Murder investigations

A mutilated body is found suspended from the ceiling in chains that pierce the flesh in a brutal artistic way. The investigators must now unravel a murder case that will take them on a path to damnation as they discover the dark secrets of the strange box found by the victim.

Alternately the killer could be a Cenobite on the loose, a dark malicious killer that must be sent back to Hell.

Virtual Damnation

A computer programmer for a big corporation has designed a new virtual reality system that allows free movement within a holographic

room. But the accomplishment turns to tragedy as the dreams that inspired him turn out to be visions of Hell, and as the game turns on, a race begins to solve the puzzle of the game before the Cenobites claim their victim.

Hell is repetition

After solving a dark puzzle (maybe without knowing it) the investigators are suddenly caught in a strange loop in time. For some odd reason the investigators all die and are forced to relive the last day or so knowing that their own deaths await them. Can they solve the puzzle of their own deaths and escape this timeless maze or must they suffer the agony of dying over and over again?

Seal the gate

The puzzle has been solved and the gate to Hell is now being held open by an occultist sacrificing himself in suspended suffering. While he remains in his self constructed torture device the Cenobites are free to enter this world and spread Hell and agony. The gate must be closed and the Cenobites must be driven back to Hell.

There are many ways to run a Hellraiser game and these are just a few ideas to get you started.





Rules Update

When playing a Hellraiser game there are a few changes to the rules. These changes are optional and you can easily run a Hellraiser game without them.

Cthulhu Mythos Skill

In Hellraiser the Mythos is not relevant and unless you play a co-op game with both Mythos and Hellraiser elements, we suggest you don't use the Cthulhu Mythos Skill.

One way is to cancel the skill entirely along with its effect on sanity, or you could keep the Mythos Skill and change it so that each confrontation with a denizen of Hell or other Infernal being adds a rank in Cthulhu Mythos on a failed Will save. That way you still maintain the Mythos Skill's effect on sanity but without the dusty old tome reading, which isn't really suitable for Hellraiser unless you run co-op games.

Expanded Combat

The following rules are expansion on the standard combat rules and can be used in any d20 game if the gaming group can agree on it. The basic idea of this expanded combat method is to get more Hollywood movie style combat action.

When in combat the skills *Jump*, *Tumble*, *Balance* and *Climb* can be used as a move equivalent action, but doing so provokes attack of opportunity. By using these skills you can jump through the air and fire your guns or quickly throw yourself behind a car for cover, or even jump over an opponent to get them in the back or roll beneath larger opponents for that good clean shot.

By using these skills, you make a normal skill check with a DC set by the GM as appropriate. Of course if you fail the skill check you will fall flat on your behind rendering you prone and flat footed until you can spend a move equivalent action to get up.

New Feats

Along with the expanded combat rule two new feats can also be used for those who want some serious action style combat.

Combat Acrobatics

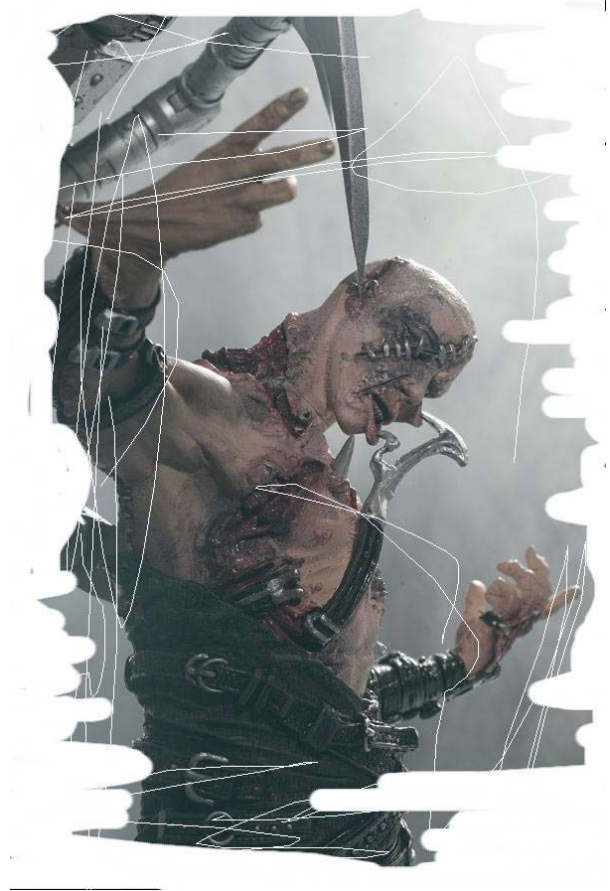
Prerequisites: Dex 13+, Max Light armour.

Benefit: When using *Jump*, *Climb*, *Tumble* and *Balance* in combat, you do not provoke attack of opportunity.

Improved Combat Acrobatics

Prerequisites: Dex 13+, Max Light Armour, Combat Acrobatics.

Benefit: You do not provoke attack of opportunity when using *Jump*, *Climb*, *Balance* and *Tumble* in combat plus you get a +1 modifier to these skills for combat purposes only.





Relics and Artefacts

The Hellraiser games do not focus on spells and ancient tomes as in ordinary Call of Cthulhu games, but rather revolves around certain artefacts known as puzzle boxes or configurations. We will include a few of these puzzle boxes for easy use, but the opportunities are endless for creative minds.



The Lament Configuration

This is the first and most famous puzzle box, created by Philippe Le Merchant in 1768. This box opens the gate to Hell and calls forth the guardians of the box, the Cenobites. These vile creatures will then drag you back to Hell with them... Preferably screaming!

But as the box holds the power to open the gate, then also does it hold the power to close the gate and send the Cenobites back to Hell.

Solving the puzzle: (DC 15)

Sanity loss: d4/d10

(+1 rank to *Cthulhu Mythos Skill*)*

*See the rules update about usage of the Cthulhu Mythos skill in Hellraiser games.



The Pandemonium Configuration

This box is well known among the homeless and vagrants as the key to salvation. It promises deliverance from their miserable existence, but at what costs?

Solving the puzzle: (DC 10)

Sanity loss: 1/d8

(+1 rank to *Cthulhu Mythos Skill*)

The pillar of pain

The pillar of pain is a relic designed by unknown powers to capture the soul of the demonic Cenobites once they are driven from their human host. But beware, blood and suffering can release the demon from its prison and without a human host, the demon is not to be reasoned with or in any way responds to emotions.

When a Cenobite is parted into its demonic form and human form, the demon will become trapped in a Pillar of Pain if it is currently on Earth and not bound by a summoning ritual of any kind. When the pillar is submitted to blood it will begin to crack and the demon will be able to speak its vile promises. When the pillar has absorbed 20 hp worth of blood the demon will be released, free to roam the Earth.



The Masters of Pain

The entire Hellraiser setting is based upon the sinister Cenobites and the lesser denizens of Hell. Here follows a short list of the most important cenobites and their lesser servants.

The Cenobites

The Cenobites are demons that use the bodies of humans as a canvas of flesh on which they paint their art of suffering.

They come when summoned either through rituals or by solving infernal puzzles like the Lament configuration.

Immortal Flesh – All the Cenobites are demonic beings that take pleasure in pain and suffering and are in all effects immortal. This means that all Cenobites count all damage as subdual. When they reach 0 hp they will be unconscious for a short time, which will often be enough for their intended victims to escape or at least attempt to close whatever gate brought the Cenobites there.

Cenobite

Medium Humanoid Outsider

Hit Dice: 10d6+20 (58 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (-1 Dex, +5 natural)

Attacks: Knife +4 melee, special*

Damage: Knife d4, special*

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Abilities: Immortal Flesh

Special Qualities: None

Saves: Fort +9, Ref +2, Will +6

Abilities: Str 16, Dex 8, Con 15, Int 16, Wis 19, Cha 10

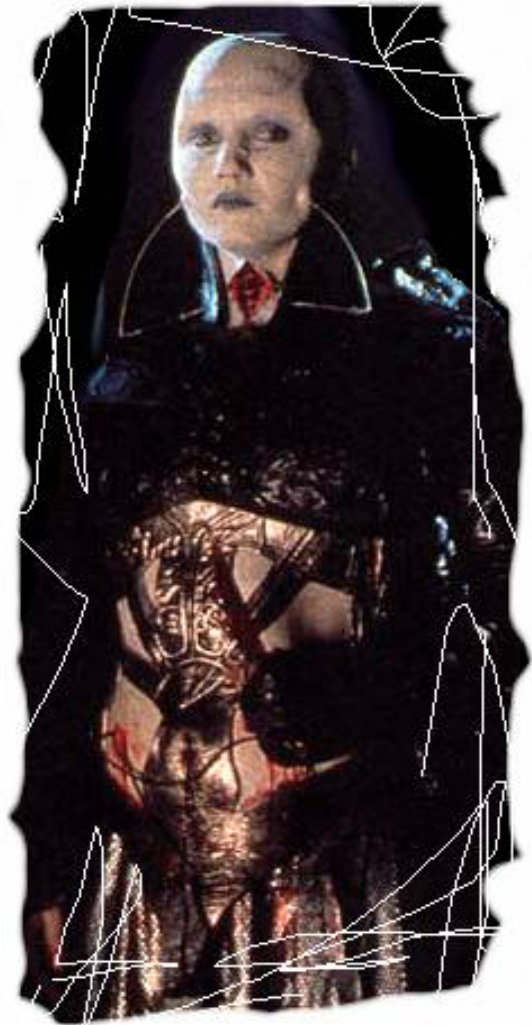
Skills: Concentration +19, Listen +15, Search +14, Speak Other Language (any twenty) +15, Spot +15

Feats: Blind-Fight, Expertise, Improved Initiative, Iron Will, Lightning Reflexes

CR: 10

Sanity Loss: 0/1d6

* *Special Attacks* – Each cenobite has a unique trademark, which makes it possible to tell them apart from each other. Each cenobite has one attack of the GM's imagination at a +6 attack modifier. This can be anything from throwing saw blades or breathing fire, to stabbing the victims with dirty syringes.



The standard Cenobites are usually unfortunate victims who have been turned into servants of Hell when the Acolyte Cenobites are in need of servants to do their bidding. Sometimes the lesser Cenobites allow to join the ranks of Hell, other times they are kept for the sheer pleasure of their suffering.



Pinhead

**Medium Humanoid Outsider
(Acolyte Cenobite)**

Hit Dice: 10d6+40 (70 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (-1 Dex, +5 natural)

Attacks: Knife +4 melee, special*

Damage: Knife d4, special*

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Abilities: Immortal Flesh

Special Qualities: None

Saves: Fort +9, Ref +2, Will +6

Abilities: Str 18, Dex 8, Con 16, Int 19, Wis 19, Cha 10

Skills: Concentration +19, Listen +15, Search +14, Speak Other Language (any twenty) +15, Spot +15

Feats: Blind-Fight, Expertise, Improved Initiative, Iron Will, Lightning Reflexes

CR: 14

Sanity Loss: 0/1d6

**Special Attack* – Pinhead commands a vast amount of pitch black barbed chains that shoot forth from nothingness and pierce the flesh of the victim.

Each turn Pinhead can summon d4 chains. He must make a ranged touch attack at a +6 attack modifier for each chain. Each successful hit does 1 hp damage and grapples the victim automatically. Each round the victim is grappled it suffers d4 subdual damage and 1 hp bleeding damage.



Pinhead is the highest of the Acolyte Cenobites and supreme guardian of the Lament Configuration. He is also known as *The Engineer* and his skills at working the fabric of mortality is beyond legendary.



Agonistes

Medium Humanoid Outsider (Acolyte Cenobite)

Hit Dice: 10d6+30 (60 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (-1 Dex, +5 natural)

Attacks: Knife +4 melee, special*

Damage: Knife d4, special*

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Abilities: Immortal Flesh

Special Qualities: None

Saves: Fort +9, Ref +2, Will +6

Abilities: Str 18, Dex 8, Con 16, Int 15, Wis 17, Cha 10

Skills: Concentration +19, Listen +15, Search +14, Speak Other Language (any twenty) +15, Spot +15

Feats: Blind-Fight, Expertise, Improved Initiative, Iron Will, Lightning Reflexes

CR: 13

Sanity Loss: 0/1d6

**Special Attack* – Agonistes wields massive blades, which he uses to slash, twist, stretch and transform flesh into works of art. The blades count as a melee attack at +6 attack modifier, dealing d10 hp damage. Anyone who is killed by Agonistes turns into a lesser servitor (counts as an animated corpse – CoC d20 rulebook page 158.)



Agonistes is said to be the creation of Jehovah and was there during the Genesis. Judas Iscariot and Pontius Pilate were among those whom Agonistes turned into servitors. He roams the Earth answering the prayers of those who desire to change their lives. He can only be summoned through prayer.



Angelique

Medium Humanoid Outsider

(Acolyte Cenobite)

Hit Dice: 10d6+30 (60 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (-1 Dex, +5 natural)

Attacks: Knife +4 melee

Damage: Knife d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Abilities: Immortal Flesh

Special Qualities: Special*

Saves: Fort +9, Ref +2, Will +6

Abilities: Str 14, Dex 8, Con 16, Int 15, Wis 16, Cha 19

Skills: Concentration +19, Listen +15, Search +14, Speak Other Language (any twenty) +15, Spot +15

Feats: Blind-Fight, Expertise, Improved Initiative, Iron Will, Lightning Reflexes

CR: 13

Sanity Loss: 0/1d6

**Special Quality* – Angelique has the ability to change her appearance and voice into anything you desire, thus allowing her to charm and seduce her victims before she reveals her true face and then making them suffer.



Angelique was once an old type demon trapped on Earth by a ritual performed by De Lisle, the original occultist who paid Le Merchant to create the first puzzle box. It was not until she encountered Pinhead in the early nineties that she was turned into a cenobite. Thus she still retains many of her old feats from before she became adapted to the new ordered Hell.



This is just the beginning...

With the material in this short supplement you should be able to run a campaign set in the Hellraiser universe created by Clive Barker.

The entire Hellraiser universe is much too vast and extensive to fully cover in a short supplement such as this, but hopefully I have provided fuel for countless ideas.

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- J. Davidsen, 2002