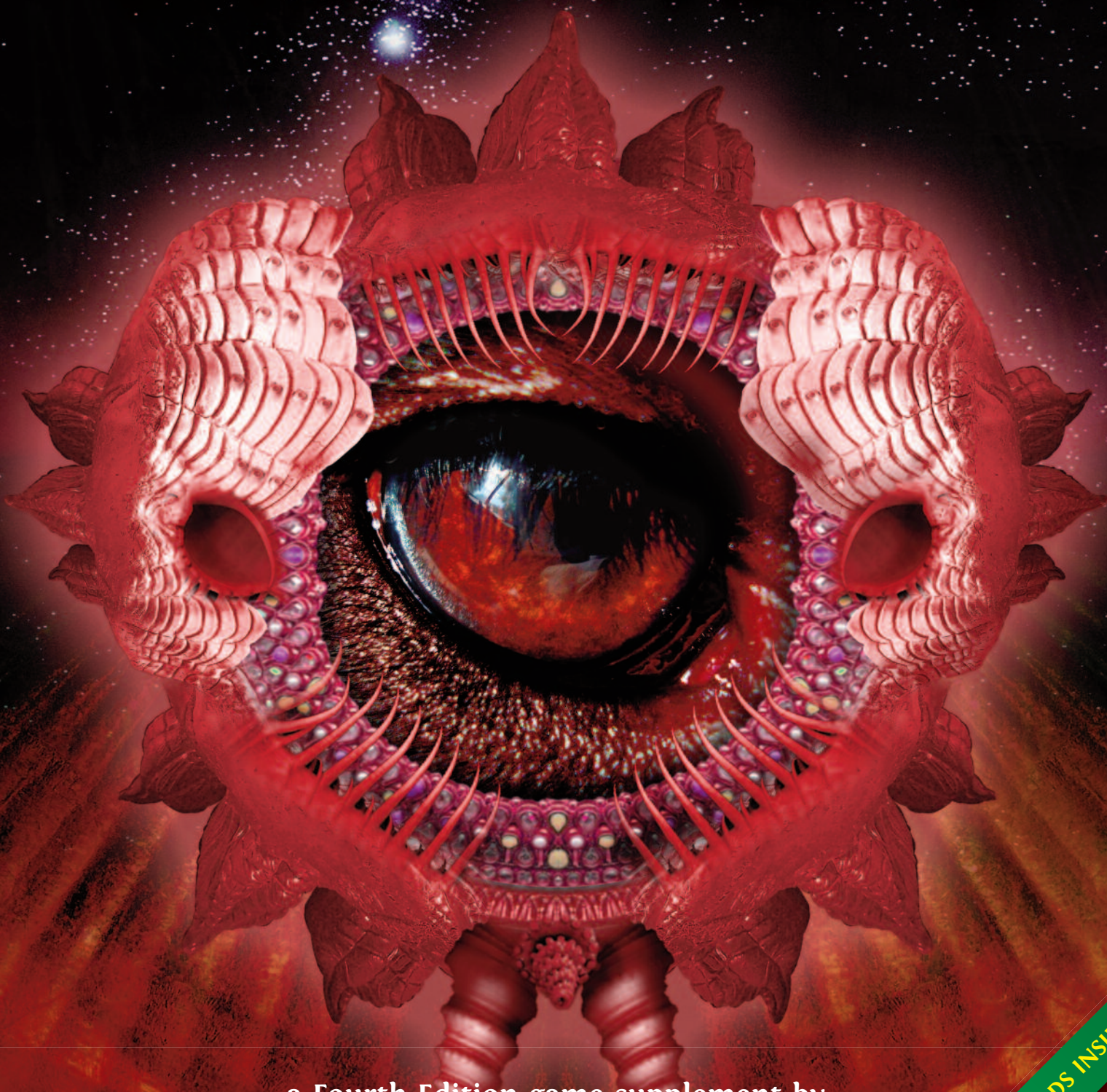


Book of
**VICIOUS
DAMNATION 2**



a Fourth Edition game supplement by
Daide Quatrini

FREE POWER CARDS INSIDE!

Fantasy^{4th}

a new line from Inspired Device!

Evil clerics...
leaders of forgotten, dangerous cults
of monstrous, cruel gods...

Cool NPCs? Powerful PCs? YES!
In the wicked pages of this book you'll find
fifteen new powers, hints and class features that
can be used for building your evil cleric, a faithful
cultist of Nhudhekw, the Ravenous Wolf, the new
evil god described in this supplement.

What? You want to use them
for your already-existing cult leader
or dark templar?

No problem!
The powers and class features of this book
can be used with any evil-aligned cleric.

And yes... included a free set of
power-cards for quick reference
during play!

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E Game System License ©2008, 2009 Wizards of the Coast page 3 of 7 written by Logan Bonner, Eytan Bernstein, and Chris Sims. ©2008, 2009 Wizards of the Coast. All rights reserved.

Book of **VICIOUS DAMNATION**

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NHUDHEKW

The evil god

Alignment
Chaotic Evil

Areas of Influence
Famine, violence, wolves

Nhudhekw is the chaotic evil god of famine, violence and wolves. He is a relatively young god, born during one of the terrible Red Wars, when an entire group of fierce tribes battled against the invading armies of aberrant constructs come from a far demiplane. The female chieftains organized the biggest sacrifice of all time for gaining victory: they massacred hundreds of valiant male warriors and ferocious battle-wolves in the hope of using their mighty life forces for destroying the invaders. But the souls of fighters and wolves fused together and formed Nhudhekw, who rapidly enslaved the alien constructs and transformed the chieftains in his first loyal clerics. Nowadays also male clerics of Nhudhekw exist, but there are more female ones in his church, and they are often more powerful.

Nhudhekw dogma

- ◆ Spread violence and famine using the force of your evil acts;
- ◆ Never revere authority, you have only one master: your god Nhudhekw;
- ◆ Respect wolves, feed them with the flesh of your enemies.



The wicked class features

An evil or chaotic evil cleric can select *Dark Wave* (see below) as her Channel Divinity class feature (instead of *Turn Undead*; she can't exchange *Divine Fortune* with *Dark Wave*). Besides she can substitute *Healing Word* with *Sadistic Masochism* (see below).

CHANNEL DIVINITY: DARK WAVE Cleric feature

You wound pure opponents using raw, evil dark matter.
Encounter ♦ Divine, Implement, Necrotic
Standard Action Close burst 1
(2 at 11th level, 4 at 21st level)
Target: Each Good or Lawful Good creature in burst
Attack: Charisma vs. Will
Hit: 1d6+ Charisma modifier necrotic damage, and the target is dazed until the end of your next turn.
Increase damage to 2d6+ Charisma modifier at 5th level, 3d6+ Charisma modifier at 11th level, 4d6+ Charisma modifier at 15th level, 5d6+ Charisma modifier at 21st level, and 6d6+ Charisma modifier at 25th level.
Miss: Half damage, and the target is not dazed.

SADISTIC MASOCHISM Cleric feature

You use your life force for damaging your target.
Encounter ♦ Divine, Necrotic
Standard Action Ranged 5
(10 at 11th level, 15 at 21st level)
Target: One creature
Attack: Charisma vs. Fortitude
Effect (only if you hit the target): You spend a healing surge without regaining hit points.
Hit: The target gets your healing surge value + 1d6 necrotic damage.
Increase the amount of additional damage to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

The dark powers

Beware! Most of the following powers are Charisma-based rather than Wisdom-based. So your evil or chaotic evil cleric should have an higher Charisma score than a standard cleric.

COLD FIRE Cleric Attack 1

Blue flames spread over your foes, burning deeply their bodies and minds.
At-Will ♦ Cold, Divine, Implement, Psychic
Standard Action Ranged 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d6+ Charisma modifier cold damage.
Increase damage to 2d6+ Charisma modifier at 21st level.
Effect: You make a secondary attack against a creature you can see (also the original target of this power, if you want).
Secondary Attack: Wisdom vs. Will
Hit: Charisma modifier + one-half your level psychic damage

RAIN OF SINS Cleric Attack 1

Poisoned darts hit your opponents. With a little surprise if they are too good.
Encounter ♦ Divine, Implement, Poison
Standard Action Close blast 3
Target: Each enemy in blast
Attack: Wisdom vs. Reflex
Hit: 1d8+ Wisdom modifier poison damage. Each Good or Lawful Good creature you hit gets 10+ Wisdom modifier poison damage instead.

LIFE EXTRACTION Cleric Attack 1

You extract raw power from your enemies' souls, and you use it for bolstering the combat prowess of your group.

Daily ♦ Divine, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: The target(s) attacks deal only 1/4 damage until the end of her next turn. Ongoing damage is not affected.

Effect: You and all your allies in the burst gain 5 temporary hit points.

CRUELTY Cleric Utility 2

The evil god you serve rewards the cruelty of your allies.

Encounter ♦ Divine

Immediate Reaction Ranged 5

Trigger: An ally within range scores a critical hit

Effect: The ally gains a power bonus to saving throws equal to your Charisma modifier until the end of the encounter.

THE MARK Cleric Attack 3

You use a thick, black substance to disfigure your opponent. Your ally knows that she can profit from the situation.

Encounter ♦ Acid, Divine, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 acid damage and 1d10 necrotic damage

Effect: One ally you can see marks the target.

VIOLET HELL Cleric Attack 5

Your weapon inflicts the punishment of the violet hell: deafness and unbearable pain.

Daily ♦ Divine, Weapon

Standard Action Melee touch

Target: One held weapon

Effect: Until the end of the encounter all creatures hit by the weapon are dazed and deafened (save ends both).

The Gift Cleric Utility 6

Also your allies can channel the dark wrath of your god.

Encounter ♦ Divine

Standard Action Ranged 10

Target: One ally

Effect: the ally obtain a single use of *Split the Sky* (Level 3 Cleric Encounter Attack Prayer; see the D&D 4E Player's Handbook). She can use the prayer even she is not a cleric or if her power source is not Divine.

HAND OF INJUSTICE Cleric Attack 7

You evoke a large spectral hand that catches and crushes your enemy's chest.

Encounter ♦ Divine, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma-2 vs. Fortitude

Hit: 2d6+ Charisma modifier force damage, and the target is restrained until the end of your next turn.

GELID STRIKE Cleric Attack 9

Cold is a powerful ally: it can cause fear, weakness, desperation.

Daily ♦ Cold, Divine, Fear, Weapon

Standard Action Close burst 2

Target: Each enemy in burst you can see

Attack: Strength vs. Fortitude

Hit: 2[W]+ Strength modifier cold damage, and one of the following effects (at your choice):
1) the target takes a 2 penalty to all defenses (save ends);
2) the target loses an healing surge;
3) the target gains vulnerability 5 to all attacks (save ends).

Special: You can choose a different effect for each target.

PAIN FOR POWER Cleric Utility 10

You know that success is obtained only through sacrifice. Your allies must learn this lesson.

Encounter ♦ Divine

Standard Action Ranged 5

Target: One ally

Effect: The ally gets 20 damage (don't apply immunities, resistances or vulnerabilities). Besides the ally gains a +4 power bonus to attack and damage rolls until the end of your next turn.

BLOODSTONE FIRE Cleric Attack 13

You summon purple tongues of flame that burn your enemies. Your allies enjoy the show.

Encounter ♦ Divine, Fire, Implement

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier fire damage.

Effect: A randomly determined ally in the blast regains one already used encounter power of level 10 or lower.

MANTLE OF WAR Cleric Utility 16

You can fortify your bloodthirsty allies using evil prayers and occult gestures.

Daily ♦ Divine

Standard Action Ranged 10

Target: One ally

Effect: Until the end of the encounter the target gains 10 temporary hit points whenever she inflicts damage to any creature. Besides the target of this power gains a +2 power bonus to all defenses until the end of the encounter.

PERSECUTION Cleric Attack 17

You and one ally concentrate your merciless attacks on a single opponent.

Encounter ♦ Divine, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier necrotic damage. Choose one ally within 5 squares of you; if the ally inflicts damage to the target before the end of your next turn, double that damage.

EGOTISTIC PRAYER Cleric Utility 22

Through the use of an orison of pure evil you gain inhuman quickness and resistance.

Daily ♦ Divine

Minor Action Personal

Effect: You gain an extra move action and an extra minor action, which you can't use to attack other creatures. Besides you can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened until the end of your next turn.

THE THOUGHT OF A MALIGN GOD Cleric Attack 29

Also the most powerful enemies succumb when you use a fragment of your deity's mind as a weapon.

Daily ♦ Divine, Implement, Psychic

Standard Action Ranged 5

Attack: Charisma vs. Will

Hit: 4d10+ Wisdom modifier psychic damage, and the target loses all her resistances and immunities until the end of your next turn.

Miss: Half damage, and the target doesn't lose resistances and/or immunities.

Effect: You make a secondary attack against the same target.

Secondary Attack: Wisdom vs. Fortitude

Hit: the target gains vulnerability 10 to all attacks until the end of the encounter.

RHHENIA

The standard example of Nhudhekw's cult leader in a small-sized community.



Human Cleric	Level 3 Controller [Leader]
Medium natural humanoid	XP 150
Initiative +1	Senses: Perception +3
HP 36; Bloodied 18	
Healing Surges (+9 hp): 1	
AC 13; Fortitude 14, Reflex 13, Will 19	
Speed 6	
↗ Colf Fire (Standard; At-Will) ♦ Cold, Divine, Implement, Psychic	
+6 vs. Fortitude; 1d6+6 cold damage. Effect: Rhhenia makes a secondary attack against a creature she can see. Secondary Attack: +4 vs. Will; 6 psychic damage.	
↗ The Mark (Standard; Encounter) ♦ Acid, Divine, Implement, Necrotic	
Ranged 10; +6 vs. Reflex; 1d10 acid damage and 1d10 necrotic damage. Effect: One ally (that Rhhenia can see) marks the target.	
↖ Life Extracion (Standard; Daily) ♦ Divine, Implement	
Close burst 3; +6 vs. Will; the target(s) attacks deal only 1/4 damage until the end of her next turn. Ongoing damage is not affected. Effect: Rhhenia and all her allies in the burst gain 5 temporary hit points.	
↗ Cruelty (Immediate; Encounter) ♦ Divine	
Ranged 5; Trigger: An ally within range scores a critical hit. Effect: The ally gains a +5 power bonus to saving throws until the end of the encounter	
↓ Mace (standard)	
+5 vs. AC; 1d8+3 damage.	
↗ Crossbow (standard)	
Ranged 10/20; +4 vs. AC; 1d8+2 damage.	
Alignment Evil	Languages Human
Skills Arcana +6, Religion +6	
Class Features Channel Divinity (Dark Wave), Sadistic Masochism	
Str 13 (+2); Dex 11 (+1); Wis 14 (+3);	
Con 12 (+2); Int 10 (+1); Cha 18 (+5)	
Equipment: leather armor, mace, crossbow, holy symbol	

Dark WaveFeature **C***You wound pure opponents using raw, evil dark matter.***Encounter** ♦ Divine, Implement, Necrotic
Standard Action Close burst 1
(2 at 11th level, 4 at 21st level)**Target:** Each Good or Lawful Good creature in burst**Attack:** Charisma vs. Will**Hit:** 1d6+ Charisma modifier necrotic damage, and the target is dazed until the end of your next turn.Increase damage to 2d6+ Cha modifier at 5th level, 3d6+ Cha modifier at 11th level, 4d6+ Cha modifier at 15th level, 5d6+ Cha modifier at 21st level, and 6d6+ Cha modifier at 25th level.**Miss:** Half damage, and the target is not dazed.

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Sadistic MasochismFeature **C***You use your life force for damaging your target.***Encounter** ♦ Divine, Necrotic
Standard Action Ranged 5
(10 at 11th level, 15 at 21st level)**Target:** One creature**Attack:** Charisma vs. Fortitude**Effect (only if you hit the target):** You spend a healing surge without regaining hit points.**Hit:** The target gets your healing surge value + 1d6 necrotic damage.Increase the amount of additional damage to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

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Cold FireC. Atk. **1***Blue flames spread over your foes, burning deeply their bodies and minds.***At-Will** ♦ Cold, Divine, Implement, Psychic
Standard Action Ranged 5**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 1d6+ Charisma modifier cold damage. Increase damage to 2d6+ Charisma modifier at 21st level.**Effect:** You make a secondary attack against a creature you can see (also the original target of this power, if you want).**Secondary Attack:** Wisdom vs. Will**Hit:** Charisma modifier + one-half your level psychic damage

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Rain of SinsC. Atk. **1***Poisoned darts hit your opponents. With a little surprise if they are too good.***Encounter** ♦ Divine, Implement, Poison
Standard Action Close blast 3**Target:** Each enemy in blast**Attack:** Wisdom vs. Reflex**Hit:** 1d8+ Wisdom modifier poison damage. Each Good or Lawful Good creature you hit gets 10+ Wisdom modifier poison damage instead.

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Life ExtractionC. Atk. **1***You extract raw power from your enemies' souls, and you use it for bolstering the combat prowess of your group.***Daily** ♦ Divine, Implement
Standard Action Close burst 3**Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** The target(s) attacks deal only 1/4 damage until the end of her next turn. Ongoing damage is not affected.**Effect:** You and all your allies in the burst gain 5 temporary hit points.

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CrueltyC. Utl. **2***The evil god you serve rewards the cruelty of your allies.***Encounter** ♦ Divine
Immediate Reaction Ranged 5**Trigger:** An ally within range scores a critical hit**Effect:** The ally gains a power bonus to saving throws equal to your Charisma modifier until the end of the encounter.

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The MarkC. Atk. **3***You use a thick, black substance to disfigure your opponent. Your ally knows that she can profit from the situation.***Encounter** ♦ Acid, Divine, Implement, Necrotic
Standard Action Ranged 10**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 1d10 acid damage and 1d10 necrotic damage**Effect:** One ally you can see marks the target.

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Violet HellC. Atk. **5***Your weapon inflicts the punishment of the violet hell: deafness and unbearable pain.***Daily** ♦ Divine, Weapon
Standard Action Melee touch**Target:** One held weapon**Effect:** Until the end of the encounter all creatures hit by the weapon are dazed and deafened (save ends both).

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The GiftC. Utl. **6***Also your allies can channel the dark wrath of your god.***Encounter** ♦ Divine
Standard Action Ranged 10**Target:** One ally**Effect:** the ally obtain a single use of *Split the Sky* (Level 3 Cleric Encounter Attack Prayer; see the D&D 4E Player's Handbook). She can use the prayer even she is not a cleric or if her power source is not Divine.

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Hand of Injustice C. Atk. 7

You evoke a large spectral hand that catches and crushes your enemy's chest.

Encounter ♦ Divine, Force, Implement
Standard Action Ranged 10

Target: One creature
Attack: Charisma-2 vs. Fortitude
Hit: 2d6+ Charisma modifier force damage, and the target is restrained until the end of your next turn.

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Gelid Strike C. Atk. 9

Cold is a powerful ally: it can cause fear, weakness, desperation.

Daily ♦ Cold, Divine, Fear, Weapon
Standard Action Close burst 2

Target: Each enemy in burst you can see
Attack: Strength vs. Fortitude
Hit: 2[W]+ Strength modifier cold damage, and one of the following effects (at your choice):
1) the target takes a 2 penalty to all defenses (save ends);
2) the target loses an healing surge;
3) the target gains vulnerability 5 to all attacks (save ends).
Special: You can choose a different effect for each target.

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Pain for Power C. Utl. 10

You know that success is obtained only through sacrifice. Your allies must learn this lesson.

Encounter ♦ Divine
Standard Action Ranged 5

Target: One ally
Effect: The ally gets 20 damage (don't apply immunities, resistances or vulnerabilities). Besides the ally gains a +4 power bonus to attack and damage rolls until the end of your next turn.

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Bloodstone Fire C. Atk. 13

You summon purple tongues of flame that burn your enemies. Your allies enjoy the show.

Encounter ♦ Divine, Fire, Implement
Standard Action Close blast 5

Target: Each enemy in blast
Attack: Charisma vs. Will
Hit: 2d10+ Charisma modifier fire damage.
Effect: A randomly determined ally in the blast regains one already used encounter power of level 10 or lower.

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Mantle of War C. Utl. 16

You can fortify your bloodthirsty allies using evil prayers and occult gestures.

Daily ♦ Divine
Standard Action Ranged 10

Target: One ally
Effect: Until the end of the encounter the target gains 10 temporary hit points whenever she inflicts damage to any creature. Besides the target of this power gains a +2 power bonus to all defenses until the end of the encounter.

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Persecution C. Atk. 17

You and one ally concentrate your merciless attacks on a single opponent.

Encounter ♦ Divine, Necrotic, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. Fortitude
Hit: 3[W] + Strength modifier necrotic damage. Choose one ally within 5 squares of you; if the ally inflicts damage to the target before the end of your next turn, double that damage.

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Egotistic Prayer C. Utl. 22

Through the use of an orison of pure evil you gain inhuman quickness and resistance.

Daily ♦ Divine
Minor Action Personal

Effect: You gain an extra move action and an extra minor action, which you can't use to attack other creatures. Besides you can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened until the end of your next turn.

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Thought of a malign God C. Utl. 29

Also the most powerful enemies succumb when you use a fragment of your deity's mind as a weapon.

Daily ♦ Divine, Implement, Psychic
Standard Action Ranged 5

Attack: Charisma vs. Will
Hit: 4d10+ Wisdom modifier psychic damage, and the target loses all her resistances and immunities until the end of your next turn.
Miss: Half damage, and the target doesn't lose resistances and/or immunities.
Effect: You make a secondary attack against the same target.
Secondary Attack: Wisdom vs. Fortitude
Hit: the target gains vulnerability 10 to all attacks until the end of the encounter.

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Demon's Blow P. Atk. 27

You hit your enemy using a weapon infused with hellish power.

Encounter ♦ Divine, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. Will
Hit: 3[W] + Strength modifier damage.
Special: this attack deals 5d12 extra damage on a critical hit.

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For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC