



The
DRURDELM
TOMBS

An adventure for the world's oldest role-playing game in its

FIFTH EDITION

Humbly proposed to the Consideration of the
PUBLIC,

BY

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NORMAN:

Printed for *DMDAVE PUBLISHING* by *Mixam USA* in
Schaumburg, IL, 2023.

THE
DRURDELM
TOMBS

Behold, ye seekers of perilous thrills! The Drurdelm Tombs, a harrowing odyssey designed for Fifth Edition, beckons forth a troupe of four to six brave souls, adorned with the might of an average party level of 5. This enigmatic journey shall plunge them into the abyssal maw of the dreaded Drurdelm's Tombs, wherein they shall cross paths with a ghastly array of undead terrors and blasphemous aberrations, destined to whirl them into the very throes of maddening oblivion.

Running this adventure requires the Fifth Edition core rulebooks—the handbook for players, the guide for gamemasters, and the manual of monsters. The latter contains stat blocks for the creatures found in this adventure. When a creature’s name appears in bold type, that’s a visual cue pointing you to its stat block—get the creature’s stat block ready, you’re going to need it for the encounter. Spells and equipment mentioned in the adventure are described in the handbook for players. Magic items are described in the guide for gamemasters.

In shadowed tomb beneath earthen breast,
Lies secret hoard by cultists' request,
Master Leonard's domain, whispered dread,
Where demon's whispers in darkness spread.

Nocturnal orgies, infernal dance,
Echoes of wickedness, fiend's advance,
Treasures amassed, with tainted glee,
A dire pact sealed, for eternity.

But heed the warning, ye who dare,
For demon's grip, none can compare,
Beware the depths, where darkness dwells,
And Leonard's power ensnares and compels.

Seek not the wealth of wicked lore,
Lest your soul be forevermore,
Ensnared by shadows, consumed by night,
A dire fate that none can set right.



L.B.

JAYVAULT

Listen well, for the tale of the Drurdelm Tombs is veiled in obscurity, its origins enshrouded in the depths of antiquity, a sinister riddle whispered by the ages. No mortal tongue can truly discern whence it emerged, an enigma that defies mortal comprehension.

Yet heed the dread that festers in its very essence! The courageous souls who dared to traverse its cursed corridors, they tread the path of no return, vanishing into the abyss as if devoured by some malevolent maw. The echoes of their voices have been silenced, their fates enshrouded in darkness as inexorable as the tomb's own.





GENERAL FEATURES

Unless stated otherwise, the tombs have the following features . . .

The very **architecture** of the accursed Drurdelm Tombs is a sordid reflection of its malevolent nature. Its corridors are suffocating, with ceilings hung low like oppressive shrouds, their dampness pervading every crevice. Overgrown with tendrils of decay, the stones themselves appear to quiver under the weight of the ominous atmosphere, crumbling and weathered by time's relentless grasp. The very air bears a putrid stench, a vile concoction of mold and decay that clings to the senses, clawing at the throat with every breath.

Doors, those grim sentinels of transition, exist in the tombs as more than mere barriers. They are ponderous slabs of stone, their weight seemingly augmented by the malevolence that permeates the place. Iron hinges, rusted beyond recognition, offer little more than twisted vestiges of their former functionality, no longer capable of creaking in futile protest against the intrusion of explorers. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock it, or a successful DC 20 Strength (Athletics) check to break it down. Otherwise, a door has AC 18, 30 hit points, and immunity to poison and psychic damage.

Here, **darkness** reigns like an unending specter, cloaking every nook with primordial dread. The meager beams of illumination offered by torches or lanterns seem frail against the suffocating gloom, their wavering glow flickering like a beacon of vulnerability. In this unhallowed realm, light is more than a physical presence; it is a fragile hope that dances on the precipice of oblivion.

Dripping water resonates like the toll of a sinister bell, a reminder of the tomb's relentless thirst that even time cannot quench. The ceaseless **scritch**ing of rats and **skitter**ing of insects speak of unseen horrors that thrive beneath the surface, relentless in their persistence. And then, carried on the mournful winds, come the **haunting moans** that echo from the depths, bellowing like anguished spirits bound to the very stone itself, their lamentation an eerie dirge for those who dare tread upon their cursed domain.

RANDOM ENCOUNTERS

For each hour that the characters spend exploring the tombs roll a d20 to determine whether or not they encounter something.

d20	Encounter
1	1 mummy
2	1d3 ghouls
3	1 wraith
4	1d4 + 1 swarms of insects
5	1 ghost (20% chance it's hostile)
6–20	No encounter



KEYED LOCATIONS

The following areas are keyed to the map of
the tombs on page 30 . . .

1 – FEARFUL DISSONANCE

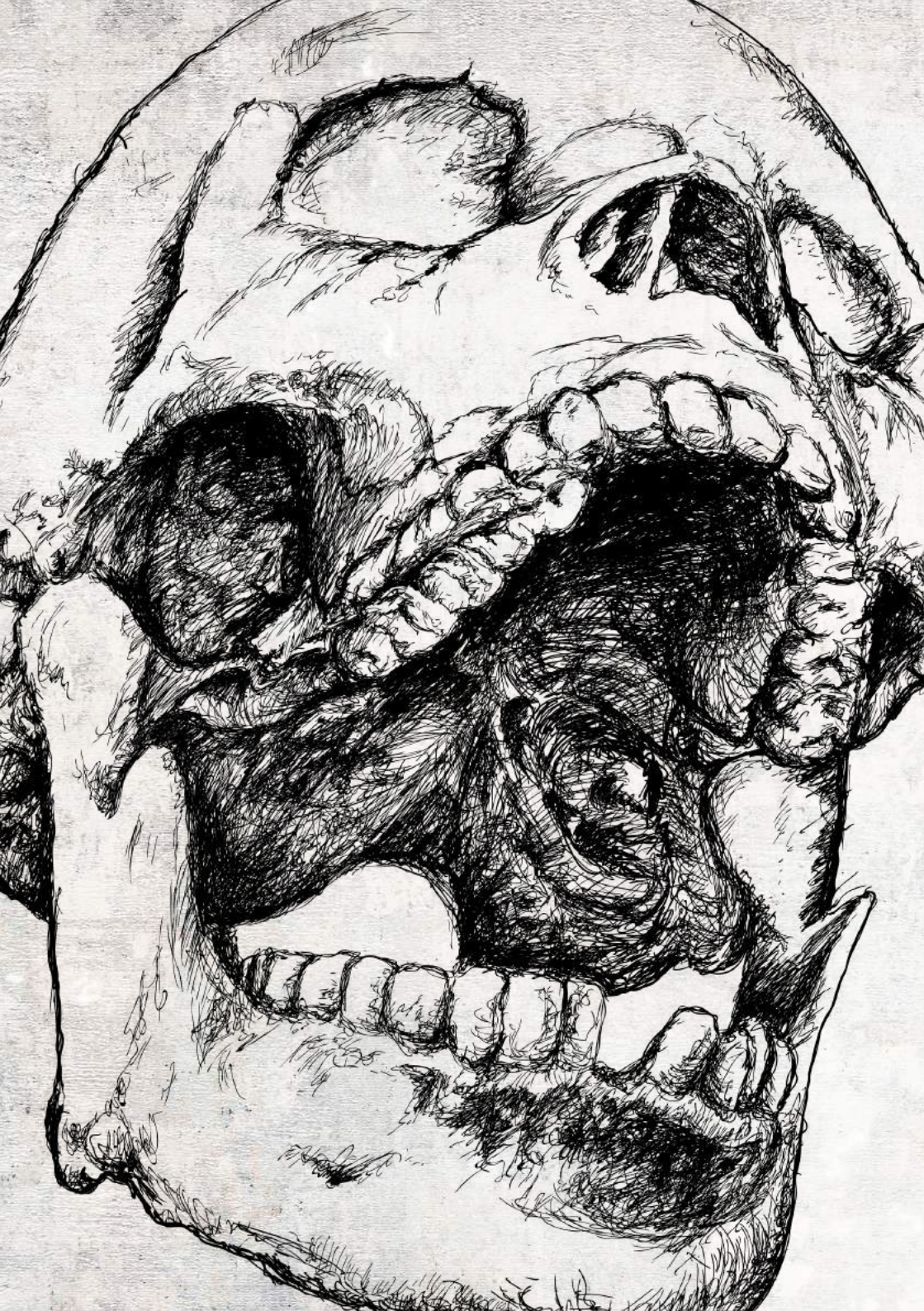
The first time the characters enter the tomb, read the following:

You stand before the gaping maw of the tomb, a threshold into the heart of darkness that summons both the courageous and the curious. A hallway stretches forth, extending into the inky blackness for a daunting seventy paces. It's a corridor of mysteries cloaked in shadows, where even the feeblest light seems to vanish in despair.

But beware, for fate plays its twisted hand here. Suddenly, the path takes a sharp and treacherous leftward turn, as if daring you to step into the unknown. Yet, before this ominous bend, there emerge two cryptic

passages—one on the left and one on the right. Like choices in a haunting tale, they offer you diverging paths, each concealing secrets and horrors that only the brave or the mad dare to unveil.

Trick: Moans and Weeping. Any character with a passive Wisdom (Perception) score of 12 or more hears faint weeping from the end of the hallway. The weeping is a magical illusion. If a character calls out to the weeping, a dreadful moan responds. Each non-undead creature in the hallway that can hear the moan must succeed on a DC 13 Wisdom saving throw against this magic or be frightened of the tomb for 1 hour. If the save fails by 5 or more, the target also ages 1d4 x 10 years. If a target's saving throw is successful, the target is immune to this trick for the next 24 hours. The *calm emotions* spell or similar magic ends the frightened condition early. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.



2 - SHIFTING SAWS

The door to this chamber looks like it was recently forced open. Read:

You step into an ancient antechamber, a desolate realm that time itself seems to have forsaken. Rotting limbs, severed and decaying, litter the floor like macabre confetti of forgotten battles. Old stains of blood, dark and sinister, have etched themselves into the very essence of the chamber, a haunting testimony to the violence that once marred this place.

Amid this gruesome tableau, a testament to long-forgotten horrors, sits an old leather satchel, its worn surface a stark contrast to the grisly scene around it. Torn scraps of

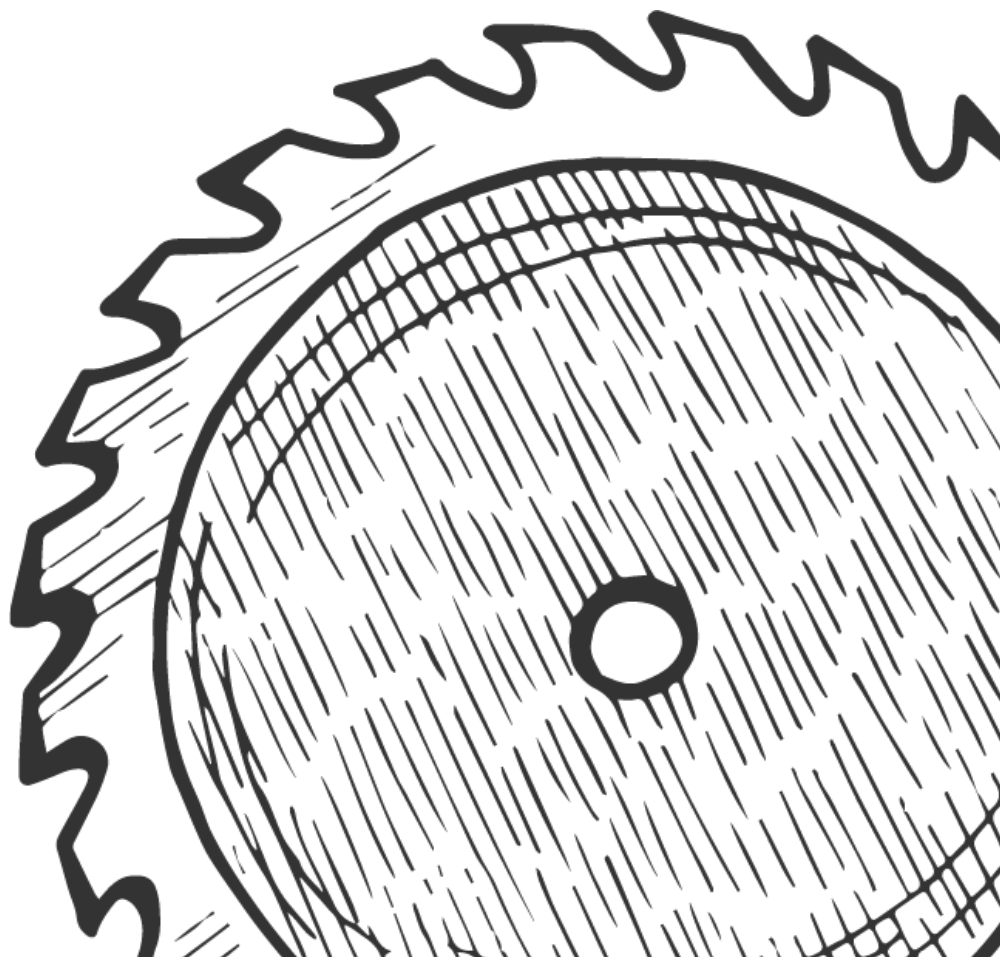
fabric, once belonging to some unfortunate soul, surround the bag, like tattered remnants of a tragedy that refuses to fade from memory.

Trap: Shifting Saws. A character who inspects the chamber and succeeds on a DC 15 Wisdom (Perception) check spots multiple grooves in the walls and ceiling. These grooves hide deadly animated saws. Pressure plates are hidden in the 10-foot square section of the floor at the center of the chamber. When a creature weighing 50 pounds or more steps onto a pressure plate, six flying saws emerge from their grooves. Each saw uses the **flying sword** stat block. These saw blades will not follow the characters out of the room. Once there are no more living creatures in the area, the saw blades return to their grooves.

A successful DC 15 Intelligence (Investigation) check identifies the pressure plates on the floor. A successful DC 15

Dexterity check using proficiency in thieves' tools disarms the pressure plates and effectively disarms the trap.

Treasure: The Satchel. There is nothing of value in the satchel, as the saws shredded the contents.



3 - DECREPIT CACOPHONY

You enter a vast chamber, its expanse stretching out before you like a forgotten realm of mystery. The air is heavy with an ancient stillness, and the distant echoes of your footsteps seem to whisper secrets to the forgotten stones. In the heart of this chamber, a grand staircase beckons. Gold coins litter the ground just before the first step.

Scattered skulls, like macabre sentinels, line the steps. Their hollow gaze seems to follow your every move, a silent testimony to the passage of time and the weight of history.

3a–Trap: Screaming Skulls. The stairs radiate faint traces of necromancy. The first time a living creature steps onto one of the steps, the skulls shriek for the length of a round. Each living creature within 60 feet of the steps that can hear the skulls must make a DC 15 Constitution saving throw. The creature is permanently deafened if the saving throw fails by 5 or more. Otherwise, a creature that fails the save is deafened until the end of its next turn, when it must repeat the saving throw. The creature becomes permanently deafened on a failure or ends the effect on a success. A permanently deafened creature remains deaf until its hearing is restored with a *greater restoration* spell or other magic.

Destroying the skulls prevents this magical trap from occurring. Each skull has AC 15 and 2 hp. There are 72 of them.

3a–Treasure: Spilled Coins. There are 25 gold pieces scattered on the floor.

3b—Treasure and Encounter: Mirror of Life Trapping. A large mirror hangs on the southern wall at the top of the landing (area 3B). It is a *mirror of life trapping*. Roll a d6 to determine how many of its 12 interdimensional cells contain creatures. Then roll d20 for each prisoner and reference the Mirror of Life Trapping Prisoners table to determine the nature of these prisoners. These creatures are likely not allies, and will be just as likely to fight each other as they will the characters. Some may even flee.



Mirror of Life Trapping
Prisoners

- 1-commoner
- 2-bandit
- 3-happy
- 4-ochre jelly
- 5-dryad
- 6-gibbering moulder
- 7-cult fanatic
- 8-berserker
- 9-mummy
- 10-lamia
- 11-fire elemental
- 12-night hag
- 13-medusa
- 14-drider
- 15-chimera
- 16-cloaker
- 17-spirit naga
- 18-hydra
- 19-chain devil
- 20-bone devil



4 - EPIDEMIC INFESTATION

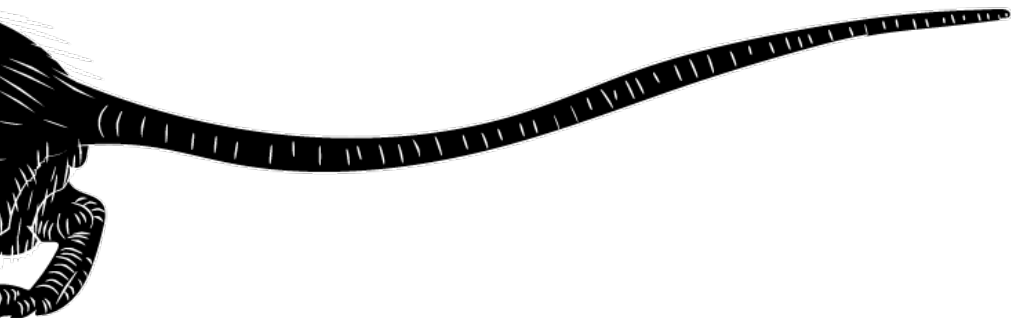
The door to this chamber is stuck shut, requiring a DC 16 Strength (Athletics) check to force open. There is something scratching at the door from the other side.

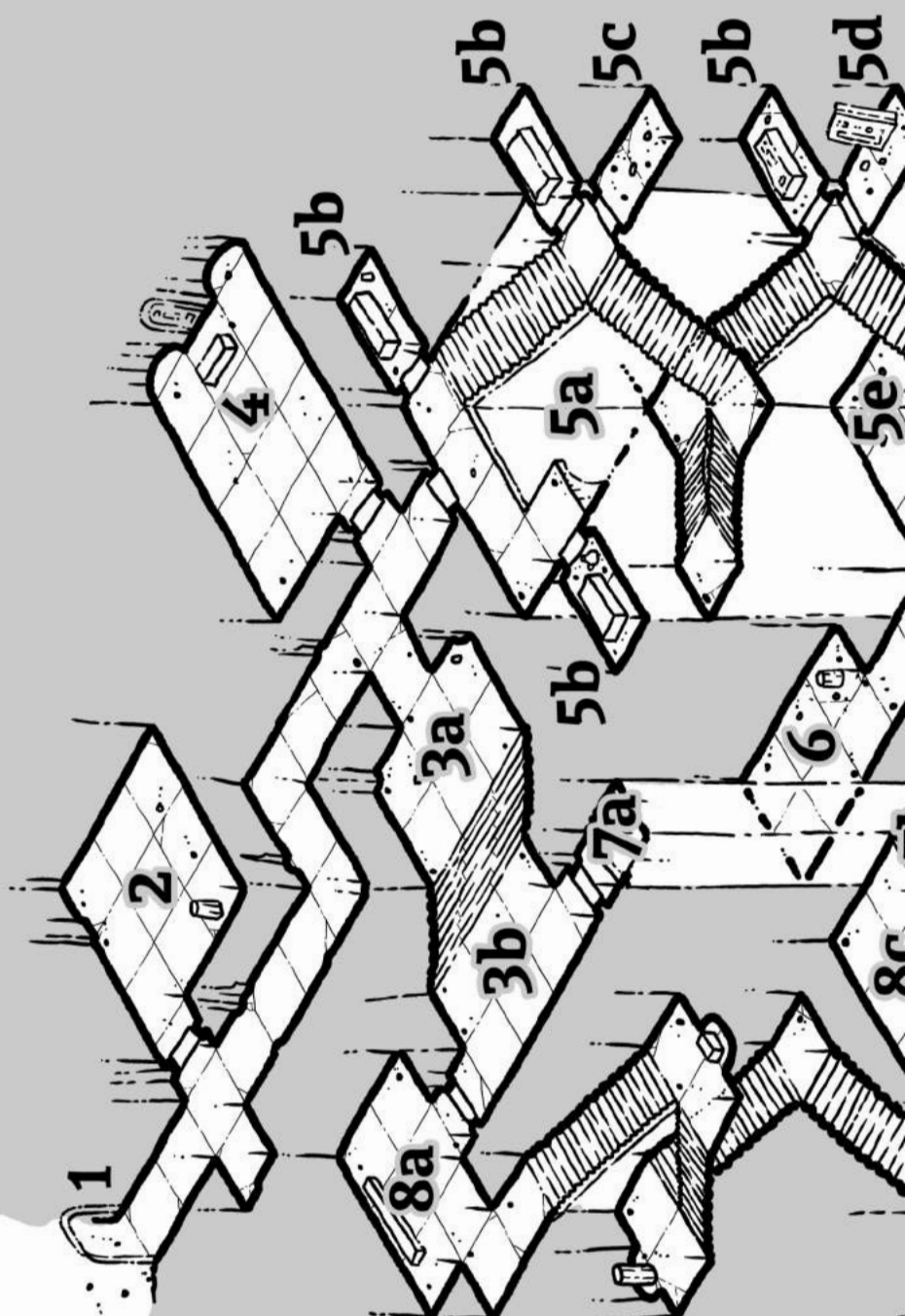
Ye step within a chamber, and lo, it doth bear the vestiges of sanctity, though twisted by the foul touch of the abyss. Once a hallowed chapel, now a profane domain, with an altar standing proud at the north end. Yet, be warned, for a multitude of rats, dark minions of pestilence, cover the very floors, a writhing sea of vermin, a malediction writ large upon this sacred space.

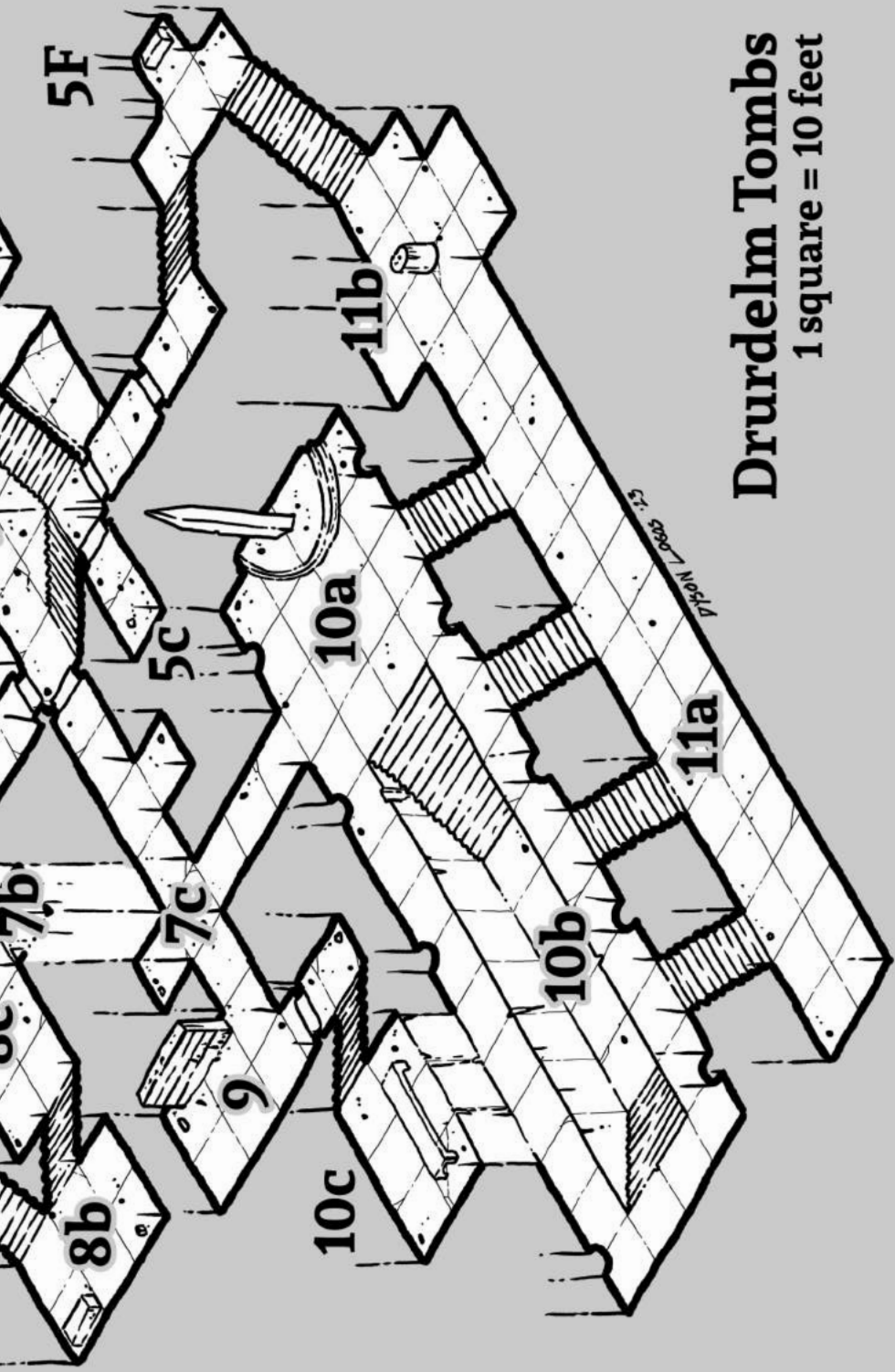




Encounter: Plague Rats. There are sixteen swarms of diseased rats. Infused with the evil that permeates these tombs, the rats are fierce and hungry. They attack without provocation.







57 5007 World

Drurdelm Tombs

1 square = 10 feet

5 - EVISCERATED GOATS

This grand stairwell is broken into six sections.

- 5a) The top of the grand stairwell
- 5b) Locked crypt
- 5c) Empty crypt
- 5d) Disturbed crypt
- 5e) Bottom of the grand stairwell
- 5f) Rear stairwell



5a–Treasure: Dissolved Explorer. A stinking puddle of bones and flesh that was once an explorer lies on the ground just before the door connecting the hallway back to the entrance (area 1) to the top of the grand stairwell. The adventurer wears a platinum ring carved to resemble a three-horned goat. A successful DC 15 Intelligence (Religion) check hints that the ring bears the likeness of Leonard, the demon prince of witchcraft. It is worth 250 gp.

5a–Trap: Glyph of Warding. The door connecting the hallway back to the entrance (area 1) is protected by an invisible *glyph of warding*, as the spell. The *glyph* triggers whenever a creature touches the door from its western side. When triggered, the *glyph* erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the aura must make a Dexterity saving throw. A creature takes 5d8 acid damage on a failed saving throw, or half as much damage on a successful one.

5b–Encounter: Locked Crypts. There are three crypts, all with locked doors (see General Features). All three crypts contain random encounters. Determine the nature of these encounters by rolling a 1d6 and referencing the Random Encounters table on page 15.

5c–Empty Room. These two crypts are totally empty save for bits of bone and other detritus.

5d–Trick: Disturbed Crypt. The door to this chamber is slightly ajar. A trail of dried blood leads from within the area down the stairs toward area 5e. There are claw marks on the door, as if someone was being torn away from the area. Loose bones—fresh and gnawed upon—cover the floor inside the crypt. The entire area reeks. A successful DC 11 Intelligence (Religion) check identifies the smell as a ghost’s stench. Fortunately, the ghost is not here.

5e—Bottom of the Stairwell. The doors to areas 5f and 6 are locked (see General Features). Otherwise, the spacious area at the bottom of the grand stairwell is empty, save for some bones, rubble, and other detritus.

5f—Rear Stairwell. The door connecting this area to area 5e is locked. This quiet stairwell leads down to area 11. Unless the characters have cleared the blood from the blood pools (see area 8 for details), the acidic blood masks the presence of the steps leading down to area 11b.

6 - DECADENT SQUIRREL

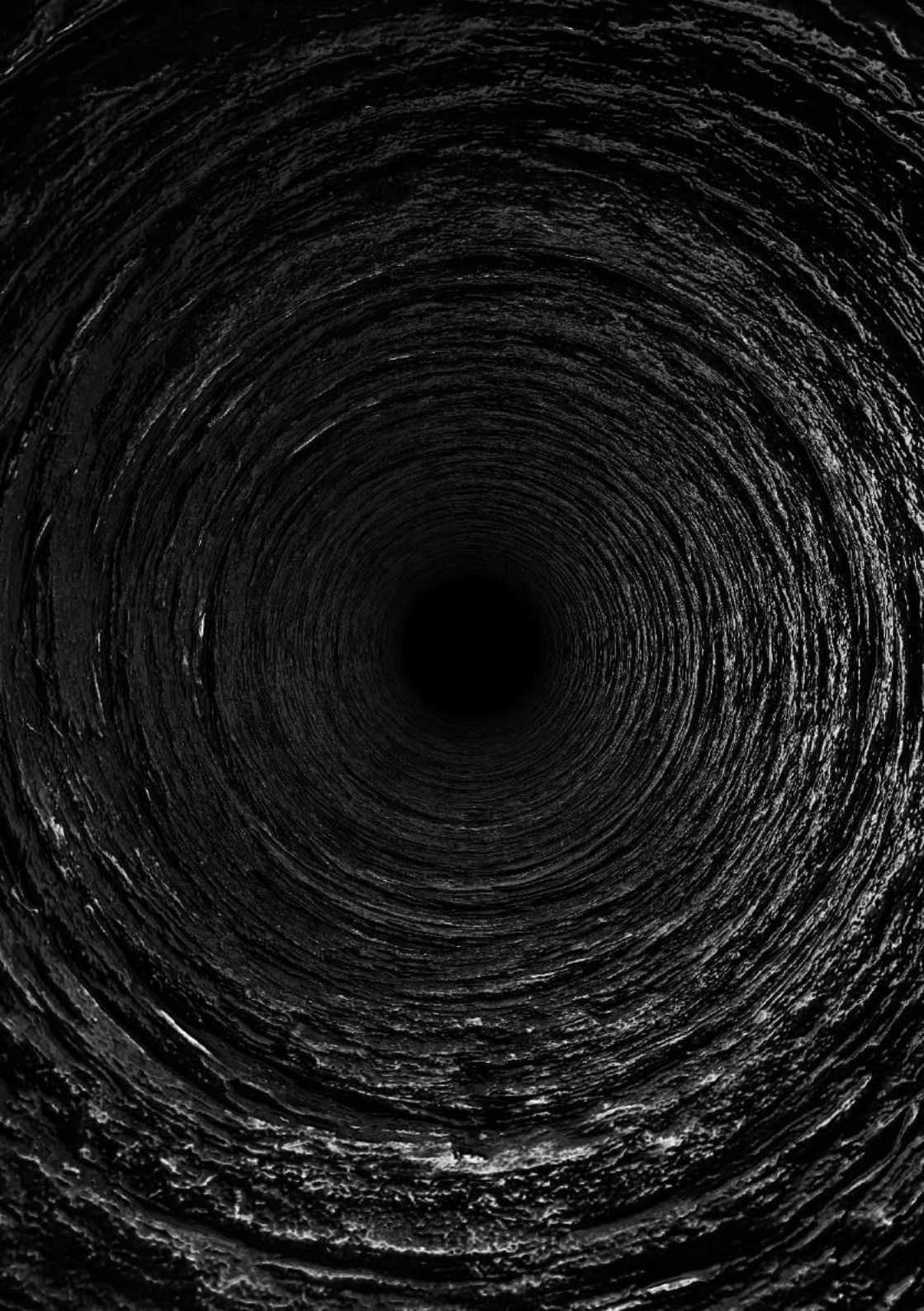
Behold, an old, tattered tent stands desolate, a shelter for none but shadows; a broken lantern, its light forever extinguished, doth speak of a past now dimmed; and an empty backpack, a forsaken traveler's burden, lay forsaken upon the cold and unyielding stone. Silence prevails, the only communion offered in this chamber of quietude, where life hath fled and darkness hath claimed dominion.

The only other thing of interest in this room is a dead, preserved squirrel jammed into the empty backpack.

7 – VISCERAL SARCASM

When the characters first find the top of this 10-foot diameter, 140-foot-deep shaft, read the following:

Lo, before thee lies a dark abyss, a yawning chasm ten feet wide, a void that pierces the very heart of the earth. A dread exhalation of icy breath wafts upward from its stygian depths, a chill that whispers of the eternal frost that lies below. This passage, this descent into the abyss, beckons with an ominous call, a siren's song that leads to the embrace of the unknown. As thou standest on the precipice, ponder the depths that await, for within its shrouded embrace may lie salvation or damnation, a choice for thy soul to make.



The shaft is divided into three sections: its top (7a), side passage (7b), and bottom (7c).

7a—Hazard: Cold Air. Supernatural cold air emanates from the shaft. The first time a creature enters the shaft and each time it starts its turn in the shaft, it must make a DC 15 Constitution saving throw, taking 10 (3d6) cold damage on a failed saving throw, or half as much damage on a successful one. A creature killed by this hazard becomes a frozen statue until it thaws.

7b—Encounter: Shaft Lurker. A dreadful creature lurks in the shaft—a **black pudding**.

7b—Development: Singing. Soft singing comes from the center of the shaft where it connects to area 8c.

7c—Encounter: Ghost. The first time the characters come near this section of the shaft, they find what looks like an elven man lying on the ground. He moans, nursing a badly burned leg. In an ancient language—an old form of Elvish—he warns against the creature in the shaft. The man is actually a **ghost**. If the characters don't have a magical way to detect that he is a ghost, a successful DC 13 Wisdom (Perception) check reveals that he is slightly translucent. If the characters come within 10 feet of the ghost and fail to recognize his true nature, the ghost surprises the characters with its Horrifying Visage and then flees to the Ethereal Plane. Unless destroyed, the ghost returns to this area an hour later.



8 - MELLIFLUOUS STUB

This smaller stairwell is divided into three sections: its top (8a), a large landing (8b), and its bottom (8c). The first time the characters enter any of the sections, read the following:

Hark, ye faithful and wary, for through these hallowed halls resounds an ethereal melody, a soft and mellifluous hymn that lifts thy spirit to unseen heights. From whence this divine serenade emanates, none can discern, yet its tender strains evoke the sacred, the otherworldly.

8a—Encounter: Undead Guardians. The dead guard the top of the stairs—there are six **skeletons** and six **zombies**.

8b—Treasure: Mercy’s Boot. The undead here have captured Mercy’s right leg (see 8c) which still wears its *boot of elvenkind*. The boots won’t work unless they are a pair.

8b—Development: Singing and Blood. The singing is louder here. A trail of blood begins at the center of this room and descends down the stairs that lead to area 8c.

8c—Encounter: Injured Explorer. The singing comes from a woman in this area. She uses the **veteran** stat block but has only 1 hp remaining. Her right leg is missing, torn away by the undead in area 8b. Her name is Mercy. Driven mad by her predicament, Mercy refuses to leave this area and is bound and determined to die where she sits. A *calm emotions* spell or *lesser restoration* cures her madness, but only a *regenerate* spell will return her leg. Until her leg is returned, her speed on foot is halved, and she must use a cane or crutch to move. She falls prone after using the Dash action and has disadvantage on Dexterity checks made to

balance. In addition to her armor and weapons, she carries a small chest with 500 gp worth of treasure she's recovered from the tombs. She also wears a *boot of elvenkind* on her left leg. Her right leg (see area 8a) still has the other boot. The boots won't work unless they are a pair.

8c—Hazard: Shaft Entrance. The entrance that connects this area to area 7b is only 3 feet high and 3 feet wide. See area 7 for more information about this shaft.

9 - ANTI-GRAVITY OR . . .

BAIT-AND-SWITCH?

Behold a sanctified repository of ages past, where bound tomes stand sentinel, chained to their sacred purpose upon corroded steel racks. The fervent whispers of wisdom, once treasured, now gather dust amidst the buzzing congregation of insects, rendering this venerable trove a sanctuary for both knowledge and decay.

Encounter: Undead Librarian. A wraith surrounded by **three swarms of insects** lurks here. It attacks anyone that enters the library.

Treasure: Ancient Books. There are 40 books in this collection, each one chained and locked in place. The locks are too rusty to pick, but the chains have AC 16, 10 hp, and immunity to poison and psychic damage. If a character spends 48 hours over a period of 6 days or fewer studying the contents of any of these books, they can make a DC 15 Intelligence (Arcana) check at the end of the period. Roll a d8 and reference the image on the next page to determine which spell the character learns. The character can cast the spell once at its lowest level without expending a spell slot, and they must finish a long rest before they can cast the spell that way again. The character's spellcasting ability for the spell is Charisma. Once a book is used this way, it loses its ability to impart magic on its reader. A character cannot learn the same spell more than once. If the character rolls a duplicate result on subsequent attempt, the character learns nothing.

1-CHARM PERSON

3-EXPEDITIOUS RETREAT

2-COMPREHEND LANGUAGES

4-HELLISH REBUKE



5-ILLUSORY SCRIPT

7-UNSEEN SERVANT

8-WITCHBOLT

6-PROTECTION FROM EVIL AND GOOD

THE BOOKS' CURSE

Each time a character learns a spell from the books here, they become cursed. Until the curse is removed, each day when the sun sets, roll a d20 and subtract 1 for each spell the character has learned using the ancient books. On a result of 1 or lower, a **barbed devil** appears and threatens to destroy the target unless the target surrenders its soul. If the target surrenders its soul, the barbed devil grants it one additional spell from the table on the facing page. If the target refuses to surrender its soul, the barbed devil summons **bearded devils**—two plus one for each of the character's companions—and attacks the target. If the devils kill the target, the barbed devil claims the target's soul and drags it to hell. Defeating the barbed devil ends one instance of the curse.

10 - DUPLICITOUS TURN-TABLE

Behold this grand expanse, a colossal chamber stretching forth 140 feet in length and 40 feet in width, its lofty ceiling ascending to 40 feet in resolute praise. An observation deck adorns the heart of the western façade, an alcove for contemplation amidst the solemnity. At the chamber's northern terminus stands a mighty obelisk, hewn from the abyssal depths of black stone, its cryptic significance veiled in shadows. But it is the central spectacle that beckons thy gaze—an immense rectangular pool, a font of crimson life, where blood flows and gathers insects, an offering and a communion within the divine design.

This area is divided into three sections: the obelisk (10a), blood pool (10b), and observation deck (10c). The door that connects area 9 to 10c is locked.

10a—Trick: Obelisk. Infernal glyphs cover the 30-foot-tall black obelisk at the chamber's north end. Anyone who reads the glyphs and succeeds on a DC 13 Intelligence (Religion) check recognizes that the obelisk names the 72 demons of the *Ars Goetia*, their symbols embossed. There are also two handles built into either side of the obelisk. A character who inspects the floor at the bottom of the obelisk and succeeds on a DC 15 Intelligence (Investigation) check notices that the obelisk is built onto a rotating platform. Regardless, the obelisk is locked in place and won't rotate. Another successful DC 15 Intelligence (Investigation) check reveals that the symbol for the demon Leonard is debossed instead of embossed.




Placing the ring found in area 5a into the Leonard indentation unlocks the obelisk. Once the obelisk is unlocked, one or more characters with combined Strength scores of 18 or higher can rotate the obelisk 360 degrees clockwise using its handles. After rotating the obelisk, the following things happen:

- The blood in the pool (area 10b) and area 11 starts to drain through grates built into the floors. It takes 5 minutes for both areas to completely drain.
- The **clay golem** lying at the bottom of the pool in area 10b is revealed. See 10b for details.
- After the blood drains, the obelisk remains exactly where it is for 10 more minutes.
- After 10 minutes pass, the obelisk begins to slowly rotate back to its starting position. As it does, the blood returns, rising at a rate of 2 feet per minute.
- It takes 5 minutes for the obelisk to return to its original position and the blood to refill the pool and area 11.

10b–Hazard: Blood Pool. Not only is the pool at the room’s center filled with what looks like blood, but the staircases that descend to area 11 are also filled to the brim with blood. The blood is more than just ghastly ichor—it’s acid. A creature that enters the acidic blood or starts its turn in it takes acid damage depending on how much of its body is submerged, as shown on the facing page.

10b–Encounter: Clay Golem. The first time the blood drains from the pit, a **clay golem** emerges. The blood has completely saturated its moist clay, giving it a ghastly appearance—it won’t be immediately obvious that it is a clay golem.

10c–Encounter: The Spectator. The desiccated remains of an ancient priest sit on the bench overlooking the blood pool. This “spectator” is a **lich**. It doesn’t attack unless provoked. Instead, it watches the characters as they move through the area, applauding or laughing when appropriate (or not appropriate if you prefer).

An anatomical illustration of a human bodybuilder, showing the musculature of the torso, arms, and legs. The figure is standing in a landscape with a town, a river, and trees. The illustration is detailed, showing individual muscles and their connections to the skeleton. There are three black text boxes overlaid on the image, each containing text about acid damage. The top box is over the head and neck area, the middle box is over the chest and upper arms, and the bottom box is over the lower legs and feet. The text in the boxes is white and bold.

Fully Submerged
8d8 acid damage

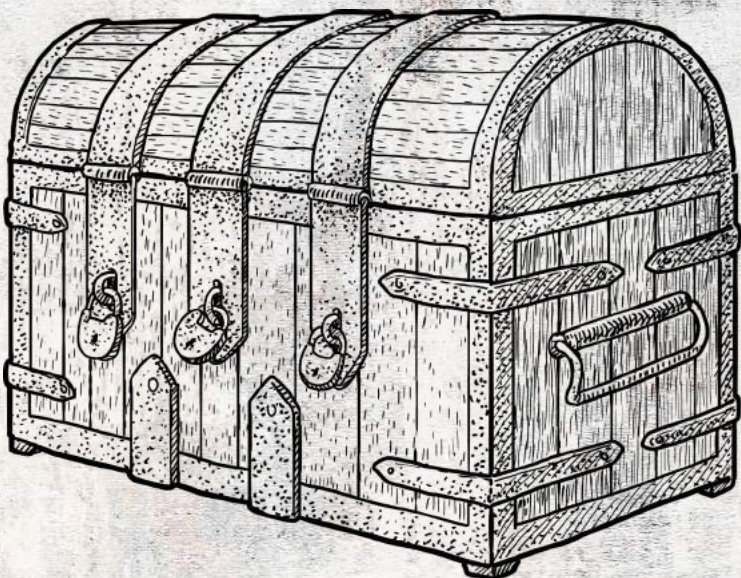
Partially Submerged
4d8 acid damage

Hands or Feet Only
2d8 acid damage

11 - ENCROACHING STRING

Acidic blood completely fills this 10-foot-high chamber, masking the presence of the staircases from areas 10 and 12. See 10b—Hazard: Blood Pool for details.

Treasure: Acid Proof Chests. Once the acidic blood drains from this room, it reveals six chests made of acid-proof material around the large column in area 11b. The contents of this treasure are detailed on the facing page.



15,320 silver pieces,
a small gold bracelet worth 250 silver pieces,
a silver ewer worth 250 silver pieces,

and . . .

a scepter made of silver adorned with a three-
horned goat skull.

LEONARD'S SCEPTER

This legendary magical scepter requires attunement from a witch or warlock.

While holding this rare magic item, you gain a +3 bonus to spell attack rolls and to the saving throw DCs of your witch or warlock spells. In addition, you can regain one use of a witch spell or one warlock spell slot as an action while holding the scepter. You can't use this property again until you finish a long rest.

The scepter bears a curse that affects any creature that becomes attuned to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance becomes more and more like the demon Leonard—three cursed horns grow from their brow. Their fingers lengthen into wicked claws capable of dealing slashing damage equal to 1d4 + the user's Strength modifier. And the face of a devil forms in their anus. The devil is a sentient lawful evil creature with an Intelligence of 15, Wisdom of 14, and

Charisma of 14. It has hearing and darkvision out to a range of 120 feet—magical darkness doesn't impede the devil's darkvision. The devil can speak, read, and write Infernal, and can communicate telepathically with the host.

The devil anus can attempt to take control of its host. When it does, the host must make a DC 16 Charisma saving throw. On a failed save, the host is charmed by the devil anus for 1d12 hours. While charmed, the host must try to follow the devil anus' commands. If the host takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the devil anus can't use this power again until the next dawn.

Hark, ye faithful souls, to the foul whispers that doth emerge from the depths of wickedness! The voice, like a rasp of a sickly babe, pierces the air with a pestilent fervor. It drips with the honeyed venom of deception, a siren's call to embrace vile acts. This devilish presence, enthralled by sin's black allure, seeks naught but perversity and vice, urging the bearer of Leonard's Scepter to abandon all virtue.

Lo, this malevolent entity abhors the light of righteousness and goodness, its essence recoiling from the radiance of lawful and pure hearts. It hungers for the twisted dance of chaos and the dissolution of morality, a fiendish symphony that rends the very fabric of righteousness. Let it be known, this devil cares not for the sanctity of life, but revels in the slow, agonizing destruction of all that is pure and noble.

Oh, devout souls, beware the influence of this foul spirit that emerges from the scepter's vile grip. Guard thy hearts against its insidious counsel, for it seeks naught but to corrupt and to defile. In these dark times, hold steadfast to thy faith and resist the siren call of wickedness, lest ye fall prey to the devil's embrace.