

# WASTES OF CHAOS™

# PREVIEW



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# CREATE A WASTELAND FILLED WITH HORRORS AND MAGIC!

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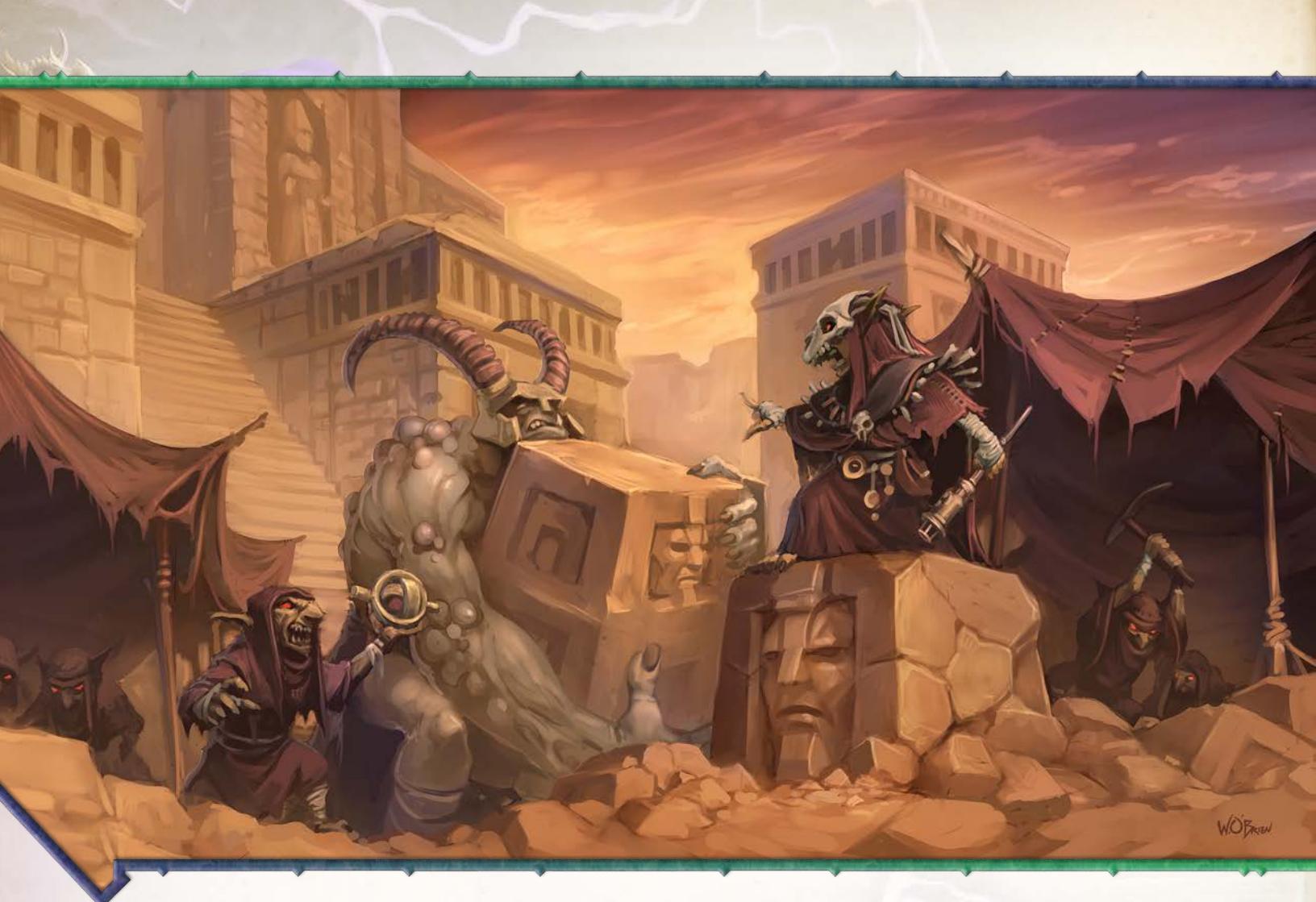
In this preview, you will find a snippet about the Cult of the Black Goat, one of many wasteland-inspired factions appearing in *Wastes of Chaos*. This snippet includes the cult's dogma, adventure hooks for using the cult in your game, a new poison unique to the cult, information about the cult's temples, and even the statistics for its leader, Mother Speaker Bonabella!

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WOBRIE

# CHAPTER 3: FACTIONS OF THE WASTES

Factions of the Wastes provides examples of individuals and groups active in the Wastes. Each section covers information about a unique faction, including engaging NPCs, ways to craft conflict, and adventure hooks to attract the party's attention.

## CULT OF THE BLACK GOAT

The Black Flock gathers in many forms, and her speakers preach the truth of the Mother Whose Loins Bring Forth Multitudes in all her grand and terrible manifestations. Her followers devote themselves to themselves, the embodiment of their goddess's children, entitled to lay claim to as much power as they can acquire, as it is their divine right. The Black Flock's influence lies hidden, expansively spread throughout the wastes. It crops up wherever it finds footing and worms its way into the consciousness of

individuals hungry for the omnipotent secrets of the Goat of the Woods.

The Cult of the Black Goat stands as one of the most insidious and dominant of the Black Flock. Masquerading behind the assumed roles of existing gods, they offer aid to the ignorant and unwary, luring them into subjugation. Establishing absolute dominance, cultists lead their followers down the Goat of the Woods' depraved path of enlightenment. Through shepherding, cultists undergo rebirth for themselves and the mindless, unknowing, and ignorant masses.

### DOGMA

The Cult of the Black Goat believes their purpose is to grow the Black Flock and help their mother goddess awaken her influence. First, the cult ruthlessly worms into the myths and needs of ordinary folk. Next,

Shepherds convert these individuals with promises of freedom and empowerment, growing the flock and ascending consciousness as they transform into an aspect of The Goat of the Woods.

The cult insidiously imposes its dogma on outsiders. A maniacal drive possesses them to appoint themselves shepherds of the sleeping masses, the flock yet to come. They prey upon the ignorant and the fearful. The following tenets dominate the dogma of the Cult of the Black Goat.

- **Life Begets Death Begets Life.**

From life comes death, and from death comes life—cyclical and necessary. Violence is inherent in creation. Therefore, the faithful must make sacrifices for change to blossom. Black Goat cult members take their philosophy to the extreme. The greater the sacrifice, the greater the potential for transformation. Extreme pain unleashes explosions of creativity, the ability to reform and transform the self, revealing the true expression of power.

- **In Flesh, Power.** Hidden power is released by manipulating mortal vessels. Speakers of the Cult of the Black Goat increase their power, and the power of their Goddess, by unlocking the power through radical transformation and rebirth. As with the rituals they undergo themselves, the rituals they inflict upon others are extremely dangerous, horrifically painful, and frequently result in death. However, the Cult of the Black Goat does not fear death but understands it as one of many transformations. They preach that those who die during transformation rituals merge into the Goat of the Woods and become reincarnated within the divine goddess. Those who survive the ordeal gain insight into the will of the Queen of Decadence, undergoing a divine convergence with others within the cult and transforming into more powerful entities.

- **In Mind, a Bond.** Mortal consciousness binds us to the Mother Whose Loins Bring Forth Multitudes. The cult's prophets preach that all beings possess a subconscious instinct to merge with the Black Flock. Unaware of the truth, creatures falsely conceive their identities as independent or distinct from the mother goddess. Speakers espouse that followers must break all conscious existence beyond the flock.



They must reteach those unable to accept the Goat of the Woods and cultivate them with the desire to uncover her truths from within their subconscious.

- **Slay the Fear of Death.** The faithful must awaken the necessity for rebirth and transformation and slay the fear of death. Death exists as the true desire of all life and humanity—it must be accepted, for in death lies all power. Death reveals the passage to immortality by exposing the entrance to the realm of gods.

## ADVENTURE HOOKS

The Cult of the Black Goat can feature in various adventures set in the Wastes. This section offers two potential hooks to get the party involved with the cult's schemes.

### WITHOUT A TRACE

The characters are called to a small wheat farming village to speak with an individual, perhaps one of the character's siblings or relatives or another contact. Curiously, they cannot locate their contact anywhere



## MOTHER'S MILK

Cultists of the Black Goat put drops of this alien fluid into drinking water and food to receive the goddess' blessing. Sometimes, they also add mother's milk to the food they hand over as tribute to sow madness and confusion among their enemies.

**Mother's Milk (Ingested).** A creature consuming this poison must make a DC 10 Constitution saving throw. Repeat consumers of mother's milk make this saving throw with advantage. On a failed save, the creature is poisoned for 1 hour during which time it experiences a series of terrifying hallucinations. On a successful save, the creature isn't poisoned and instead experiences a series of pleasant, and often lewd, hallucinations for one hour.

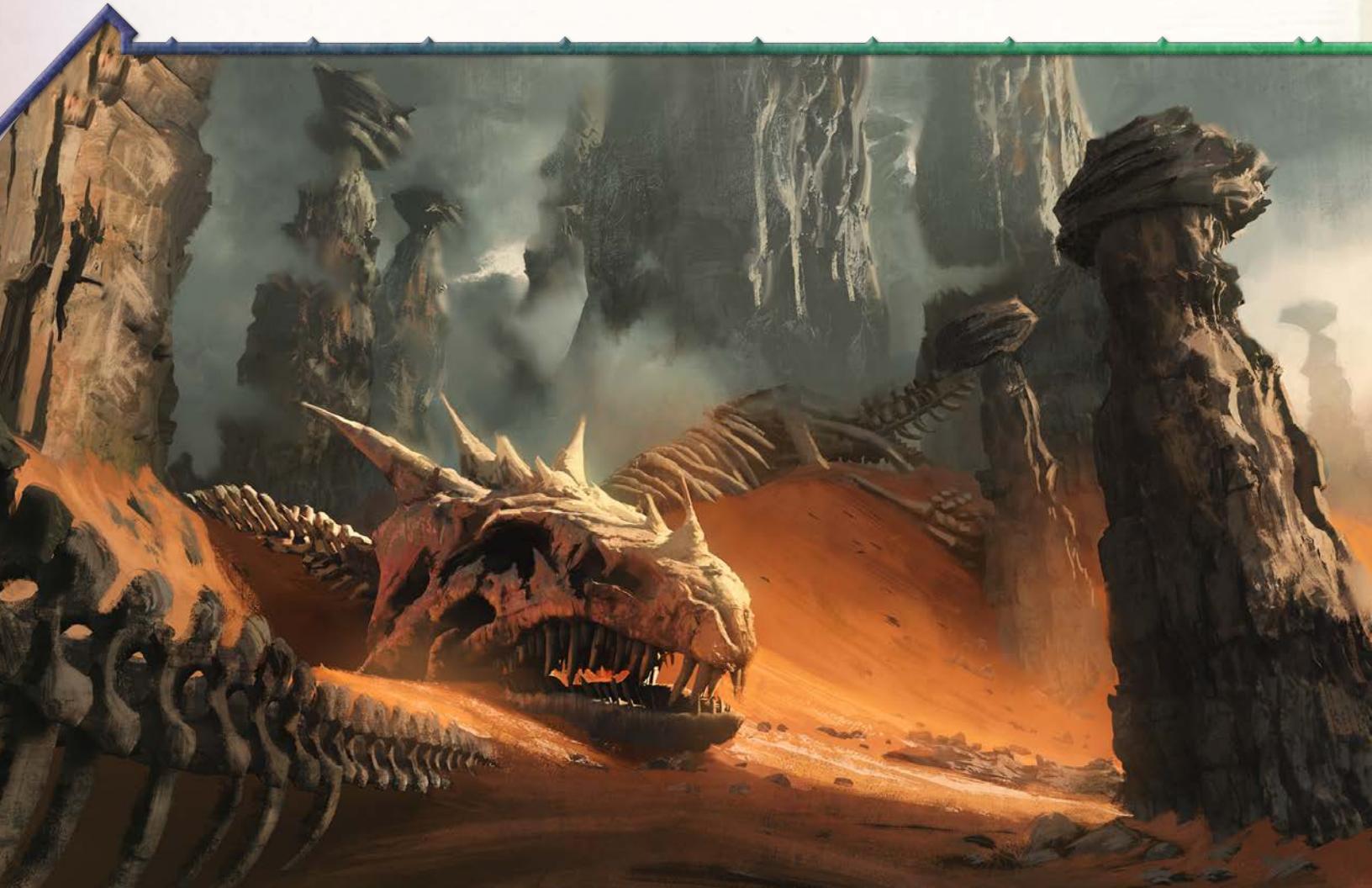
A creature that consumes mother's milk more than seven times in a month manifests a physical sign of the Goat of the Woods' blessing: their feet transform into cloven hooves, they grow small horns, or a tentacular appendage sprouts from somewhere on their body.

in town. The locals offer no help and express no concern, even when the missing person fails to appear after sundown.

Eventually, the characters encounter the individual's young daughter. The little girl claims she knows the location of her missing parent. When asked, she leads the characters into the center of the village's wheat field. In the center lies a large stone covered with strange runes dripping with human viscera. The girl points to the stone and says, "There's daddy. Daddy saved me. He gave himself to the Goat of the Woods."

## SPILLED MILK

The PCs are traveling through the Wastes when they encounter a group of hobgoblins and their wagon, filled with food given as tribute by the nearest village and laced with mother's milk. A fight seems to have broken out amongst the hobgoblins, leaving all but three of them dead. One survivor is unconscious; the other two are suffering from amnesia and cannot remember who they are or what happened to them. They beg the characters for help piecing together what happened.



## PLACES OF WORSHIP

The Cult of the Black Goat holds wheat fields as sacred, as the wheat provides sustenance for the masses and has a clear cycle of death and rebirth from seed, all of which requires sacrifice and the feeding of the soil. Therefore, the cult places large stones at the center of wheat fields and consecrates them in the name of the Goat of the Woods with blood sacrifices.

## TEMPLES

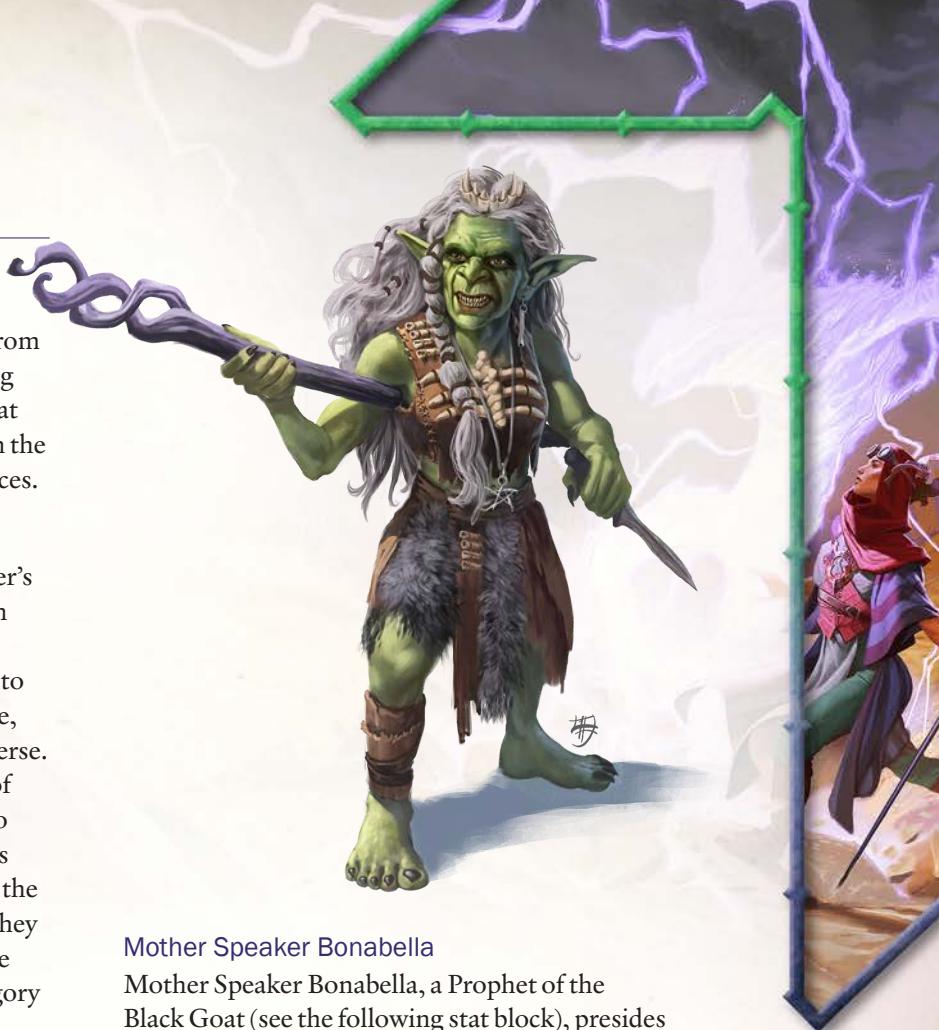
Prophets of the Black Goat, driven by their mother's will, recall mystic visions that guide them to fallen temples built by the ancients. Prophets claim the ancients possessed a divine consciousness linked to the Old Gods, which instilled them with sentience, will, and a profound understanding of the multiverse. The prophets believe themselves reincarnations of these ancients, whose souls are eternally bound to the Black Goat—driven by visions, these prophets quest to reclaim these fabled elder temples. Once the prophets uncover a suitable set of ancient ruins, they claim these temples in the name of the Goat of the Woods using foul consecration rituals involving gory sacrifices of both captives and devotees.

Cultists use temples to host lengthy ceremonies drawing their congregations to worship, pay tribute, and offer sacrifices to the Black Goat. As part of these rituals, worshipers consume a potent liquor distilled from blood-soaked wheat called Mother's Milk which sends the mind into a stupor of insatiable curiosity, lust, and malevolent violence. Anointed temple priests display devotion by sloughing their outer layer of skin through ritualized arcane surgeries. They paint themselves with a mixture of mud taken from the earth of her sacred groves and prepared with potent herbs, blood, and other fluids.

## CATHEDRAL OF THE BLACK GOAT

The Cathedral of the Black Goat hides in a crater deep in the Blasted Forest, a large tract of woodland burned by the armies of an ancient war. What was once a verdant forest is now a tangled thicket of thorny bushes, slender saplings, and scorched tree stumps inhabited by warped treants and flame-scoured scions.

Under the charismatic leadership of Mother Speaker Bonabella, the Cult of the Black Goat's Flock has occupied a ruined cathedral that sits on the crater floor at the heart of what was once a sacred grove. Bonabella has recruited new cultists from surrounding villages, spurring them to partake in debauched rituals and restoration of the cathedral.



### Mother Speaker Bonabella

Mother Speaker Bonabella, a Prophet of the Black Goat (see the following stat block), presides over the Cathedral of the Black Goat. Bonabella is a full-figured human woman dressed in black and green robes and a black and white goat mask topped with a pair of impressive horns. Her bare shoulders and arms are covered in magical tattoos of entwined branches and tendrils that twist and writhe disconcertingly. A pentagram made from five stalks of golden wheat hangs around her neck – the holy symbol of the Goat of the Woods – and she wields a tall staff of gnarled, knotted wood.

Mother Speaker Bonabella is a charismatic but erratic leader, sometimes maternal, at others disturbingly alluring and lascivious, driven by her ambition to restore the Black Flock to its former glory and her desire to satisfy her depraved appetites. Characters who denounce the cult's enemies may convince Bonabella that they share a common cause, but the Mother Speaker values chaos above all else, so any alliance is likely short-lived.

## BLACK GOAT CULTISTS

While the Goat of the Woods manifests in myriad masks, her most terrifying manifestation is the Black Goat of One Thousand Young. She consumes all life, devouring it, and replaces it with her wretched spawn's foul and deformed transformation. She becomes the apocalypse, the harbinger of change that



brings the end of all things and the creator of all that exists. Those who worship the goddess in this aspect know she has no use for them other than vessels for transformation. They fully accept the will of the Black Goat with One Thousand Young because they wish to bear witness to the inevitable, see the transformation, and not just contemplate it.

### PROPHET OF THE BLACK GOAT

Prophets serve as conduits of the power of the Black Goat of the Woods. These wild, bestial humanoids believe their subconscious has merged with the Goat of the Woods and that they are driven solely by her will. They possess the gift of clarity and interpret the Black Goat's prophecies for the congregation.

**Ritual Scars.** Prophets undergo painful transformative rituals to express their devotion and commitment. One ritual includes scarification that leaves thick keloidal scars along the cheekbones carved into the shape of curving goat's horns. Another involves a bloody rite called the Ritual of the Mother's Sight, which narrows the prophet's pupils into rectangular slits, clearly identifying them as members of the Black Flock.

### Prophet of the Black Goat

Medium Humanoid (Any Race), Chaotic Evil

**ARMOR CLASS** 13 (hide armor)

**HIT POINTS** 112 (15d8 + 45)

**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

**SAVING THROWS** Con +6, Wis +6

**SKILLS** Arcana +4, History +4, Insight +6, Religion +4

**CONDITION IMMUNITIES** charmed, frightened

**DAMAGE RESISTANCES** bludgeoning, piercing, and slashing from nonmagical attacks

**SENSES** darkvision 60 ft, passive Perception 13

**LANGUAGES** Common, Void Speech

**CHALLENGE** 5 (1,800 XP)      **PROFICIENCY BONUS** +3

**Burn the Crops.** The smoke of burning wheat silences the prophet's words. If the prophet starts its turn within 5 feet of burning wheat, it must succeed on a DC 16 Wisdom saving throw or be unable to speak until the start of its next turn.

#### ACTIONS

**Multiaction.** The prophet of the Black Goat makes three Black Scythe or Black Bolt attacks.

**Black Scythe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 3 (1d6) necrotic damage.

**Black Bolt.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage.

**Spellcasting.** The prophet of the Black Goat casts one of the following spells, using Wisdom as its spellcasting ability (spell save DC 14):

At will: *bane, guidance*

3/day each: *bestow curse, entangle*

1/day each: *fear*

#### BONUS ACTIONS

**Mark of the Black Goat.** The prophet of the Black Goat utters accursed prophetic words to influence future events around a creature it can see within 30 feet of it. If the target can hear the prophet, the target must succeed on a DC 14 Wisdom saving throw or magical, black lines form a pentagram on the creature's face or head for 24 hours. While marked, the target suffers the following effects.

- **Black Goat's Bite.** Each time the prophet or a creature wearing or carrying a holy symbol of the Black Goat deals damage to the target, the target takes an extra 1d6 psychic damage.

- **Black Goat's Hide.** The target has disadvantage on attack rolls against the prophet and any creature wearing or carrying a holy symbol of the Black Goat.
- **Black Goat's Voice.** Each time the target casts a spell, the prophet can use a reaction to cause a psychic backlash as the spell's energy interacts with the mark. The target must make a DC 14 Wisdom saving throw, taking 1d6 psychic damage per level of the spell being cast on a failed save, or half as much damage on a successful one. If the target dies, the spell fails.

If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this prophet's Mark of the Black Goat for the next 24 hours. The prophet can have only one target marked at a time. If it marks another, the effect on the previous target ends.



## VARIANT: BLACK GOAT SPAWN

Some cultists attempt to fuse themselves to the Goat of the Woods by undergoing eldritch ritual surgeries to transform themselves into warped demonic creatures. As a result, these cultists gain one or more of the following traits.

**Hirsute.** The cultist grows a thick, hairy goat-like hide, and its base AC becomes  $13 + \text{its Dexterity modifier}$ .

**Mother's Eyes.** The cultist's eyes become narrow with slitted pupils. As an action, the cultist targets one creature it can see within 30 feet of it. If the target can see the cultist, the target must succeed on a DC 13 Constitution saving throw or be frightened of the cultist for 1 minute. The target can repeat the saving throw at the end of each

of its turns, ending the effect on itself on a success. If the save is successful, the target is immune to this cultist's gaze for 1 hour.

**Mother's Horns.** A pair of asymmetrical curving, goat-like horns sprout from the cultist's head. The horns count as a simple melee weapon that deal 1d6 piercing damage on a hit and the cultist adds its Strength modifier to attack and damage rolls made when it attacks with the horns. Once on each of the cultist's turns when it uses the Attack action, the cultist can make one additional horn attack as part of the same action.

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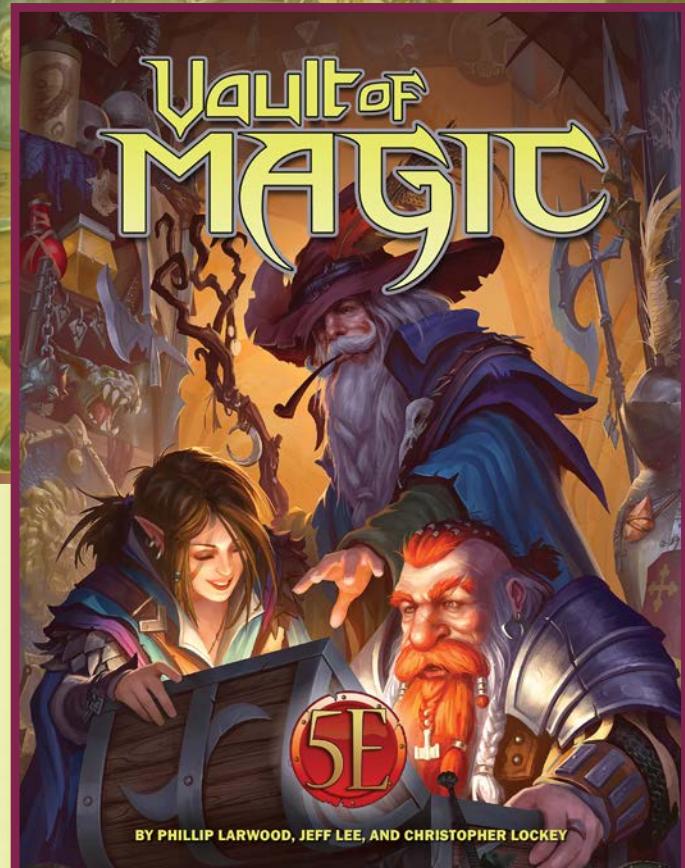
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