

17 August 2006

By: Tudor Stefanescu, Games Editor



## [Vampires Stalk the Nights of Dungeons And Dragons Online](#)

*DDO: Litany of the Dead Part One went live, starting this wednesday*

Turbine Entertainment keeps true to its promises of Dungeons and Dragons glory as it continues to release frequent content additions within the regular patch improvements. Time has come for vampires to roam throughout the world once again, spreading their evil unchallenged. Litanies of the Dead Part One: The Necropolis is only the beginning in a multiple chapter saga to defeat the remains of the Blood of Vol coven and their powerful lich leader. The mini expansion was released for free on August 16, introducing five new deadly dungeons for adventurers to explore (CR 5-6), each strongly embedded within the immersive storyline. Players will form alliances and take up battle against the lich's dreams of godhood, fighting their way through crypts where the undead walk the earth once more, tombs that vampires call home. "They lie here at eternal restThe dead of ages pastAnd when his power reaches outThey will serve at his behestFour tombs comprise a wicked heartA scholar sits in solitudeA thrice-cursed text and magic-hexedThe bloody prophet crafts his artHe'll hold the living in his handsLike worms pulled from the soilThe Dead Time comes for one and allThe Abbot's mark will scar the land"Here is the full story of the Necropolis, as announced on the official site:*Necropolis (CR 5-6)Several centuries ago, the Blood of Vol splintered, and a group of cultists formed an off-shoot that has, until now, remained a mystery. The abbot serving as the leader of this group had great aspirations and sought to usurp Vol's place and become a godlike being himself. In order to preserve his fragile existence through the ages, he invoked dark rituals to become an immortal lich. His goal was to create a powerful artifact, a "Litany of the Dead" that would herald a mythic age when the abbot would rule. To do this, he enlisted the aid of his three most-faithful servants -- the vampires he called his Black Prophets.Each vampire was tasked with the creation of a part of the Litany. Each chapter contained the magic necessary for the Abbot's ascension. Until the chapters are finished, he told them, you must remain locked away. But now, the first chapter (the "Heretical Path") is complete and the Black Prophet known as Brother Cuore is free to roam the night once more. The Silver Flame and the Emerald Claw both have a keen interest in these events. While the groups are openly hostile to one another, a truce was called to fight the threat that the Black Abbot poses. To this end, they seek to capture the Litany and use it against the lich when his mausoleum becomes unlocked.Tomb of the Crimson HeartBrother Cuore was a powerful alchemist in life and used these chambers to keep prisoners and subjects for his experiments. The Silver Flame attempted to storm the tomb and destroy Cuore's guardians but they were taken as prisoners... there's a slim chance that they're still alive. Followers of Cuore and the Black Abbot are here patrolling the tomb and "caring" for the prisoners. Ghouls and ghosts haunt the dark corridors, on the prowl for would-be escapees.Tomb of the Sanguine HeartThe Necropolis is old and decrepit and requires constant upkeep. The lich's servants employ mindless zombies for the task and the Sanguine Heart serves as a repository and "breeding ground" for this kind of cheap labor.Tomb of the Burning HeartThe Abbot will need soldiers for his armies when the Dead Time comes, thus the purpose behind this tomb. The Burning Heart is where undead warriors train their deadly skills, secure behind gated walls. Tomb of the Immortal HeartThe sprawling library contains much of Cuore's magical lore and it's all at the disposal of the human cultists that live and work here. Many, if not all, possess some kind of magical skill and bolstered by Cuore's knowledge, they are fearsome adversaries. The Bloody CryptThe heart of Cuore's subterranean realm is his Crypt of Blood. A powerful spell guards the entrance and can only be breached by defeating the guardians of the four tombs. Only when this is done may the doors to the crypt be unlocked. And a warning for*

*those who dare enter: Cuore's dark magic protects him well. No man who ever faced him lived to tell the tale. Still, there must be a way to defeat him and retrieve the Heretical Path... or isn't there?*