

COMPATIBLE WITH
**DCC
RPG**



The Lost Halls of **Scarnascis**



**A Level 2 DCC adventure
for 4-6 characters.**



The Lost Halls of Scarnascis

Written by: Christophor "Loremaster" Rick & Michael "Hall Pass" Spredemann

Editing & Layout by: Christophor Rick • Proofreader: Lisa B.

Cover and Interior Art & Maps: Rory "Warklaw" Klawien

Playtesters: Michael Spredemann, The BGB Kids D&D Club, Jim Meyers

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Strategy: The Devil Dogs are 2d8+5 feet from the door. As soon as a living creature steps in, they rush to attack. However, they cannot leave the room.

AREA 1A.

A locked metal chest sits in a recess in the northwest corner of the room. The chest is trapped with a poison pin in the handle (Find Traps DC 14, INT DC 16). The poison does 1d6 damage (if not found) when attempting to open the chest and poisons the PC. Until cured, they lose 1 Stamina point per day, FORT save DC 14 each day to negate the poison. Within the chest is a single vial of an orange liquid that, when swirled, resembles a dancing flame (Potion of Fiery Breath, the key to the prison in room 5). Potion allows imbiber to belch forth a gout of flame up to 15' that does 1d6 fire damage, REF save DC 13 for half.

SECRET PASSAGE

The secret door in the southeast corner is triggered by a loose brick that pulls out (4' above the floor on the left of the secret door, DC 14 to find). If the brick is pushed instead of pulled, it does 1d6 electric damage, REF save DC 14 for half.

The secret passage has three peepholes in the south wall that look into the main hallway. The secret doors automatically close after 30 seconds. When closed, if anyone has entered the passage (putting 25+ lbs of pressure on the floor tiles), they trigger a sand trap. Sand begins to trickle in from above. Before it is noticed, it is ankle deep. Flame trap (X2) equipment can be seen in this passage.

At the east end is another secret door with a loose block trigger. This block is push to open. When pulled, it closes the west door (if it hasn't closed al-

ready) and triggers rapid sand fall that quickly reaches the knees of anyone in the passage and threatens to bury them.

Anyone in the passage is buried in sand in 1 minute and begins to suffocate. When sand reaches waist height, moving requires STR check DC 13. Once buried, PCs can hold their breath for # of rounds equal to level and STA modifier. After they must make a FORT save, start at DC 12 and raise by 2 each round. If they fail, they fall unconscious. When the eastern block is pushed, grates in the floor allow the sand to quickly drop out of the passage until it just dusts the floor, then the secret door to the east opens. External blocks are disabled during trap activation but doors can be pried open

Playtesting: Most groups did not look for or missed the secret doors. It's not vital that they do.

DOOR TO ROOM 2

This door is made of dark wood with two horizontal iron bands. There are no visible hinges. The door has a handle and latch mechanism on the right side. That mechanism is connected to the trap on the inner side of the door.

X2 - FLAME TRAP

Attempting to open the door without disabling the trap causes flame to shoot out of the north wall for 1d6 fire damage (INT or Find Trap DC 16 to see the spout and signs of previous fires, REF save DC 14 for half damage). If a PC spots the trap, they also see the spout in the wall with scorch marks on it. Disarming is as simple as blocking or bending the spout. There is a 10% chance of explosion if it is jammed, which does 1d4 piercing damage due to shrapnel to those in the space in front of door.





CRIME SCENE / STONE THRONE (ROOM 2)

The large L-shaped room is, at first glance, empty. To the north there is a corpse on the floor. To the east there is a door. In the crux of the L (2A) there is a rocky outgrowth with blue crystals. That area looks eroded, as if created after this room was already made.

The corpse of a long-dead, and desiccated dwarf lies to the north. It is dressed in what must have been leather armor. Dried blood spreads out beneath it giving the impression of wings, though the floor is smooth marble. It is completely looted of anything of value.

When the party enters the chamber, they disturb two Stone Mites (see *Appendix A*) who were resting in the furthest corners. To see them, INT check DC 16 due to their natural camouflage ability. Otherwise, when the PCs step near the Stone Throne (2A), the Stone Mites feel threatened and attack with a surprise round.

Stone Mite, Small Quasi-Elemental (2)

Init: +2; Atk claws +2 melee (1d4+3); AC 13; HD 5d10; HP 25; MV 20'. Stone Step 50'; Act 1d20; SV Fort +2, Ref +2, Will +0; For special abilities, see Appendix A.

Strategy: The Stone Mites use their Stone Step to get close to the nearest enemies and then will use their Breath Weapon to blind them. If that is successful, they will then Stone Shape any other enemies to trap them in place and start attacking the blinded enemies first.

Stone Throne

The outgrowth is a rough-hewn stone chair with blue crystals acting as the backrest. The seat is made of black stone with glints of quartz crystal in it.

The throne has been scratched from the eroded corner of the room over millennia due to a wizard's command to the Stone Mites. Closer inspection shows

small bite and scratch marks in the surrounding stone. It is the manifestation of the trapped wizard's will and was created to compel those who came later to reach room 5 and save the wizard and her companions. Sitting on the throne creates an urgent need in the first person to go find the trapped adventurers. See below.

AREA 2A. SITTING ON THE STONE THRONE

1st person to sit – Begins to hear whispers in their head that slowly get louder. After a minute the sound is understandable, "Free us from this unjust prison of our own making! Help us! Save us! Free us, below!" After 5 minutes it cannot be ignored. After 20 minutes it makes one's head pound. After 30 minutes the person gains disadvantage on any die roll based on INT or PER.

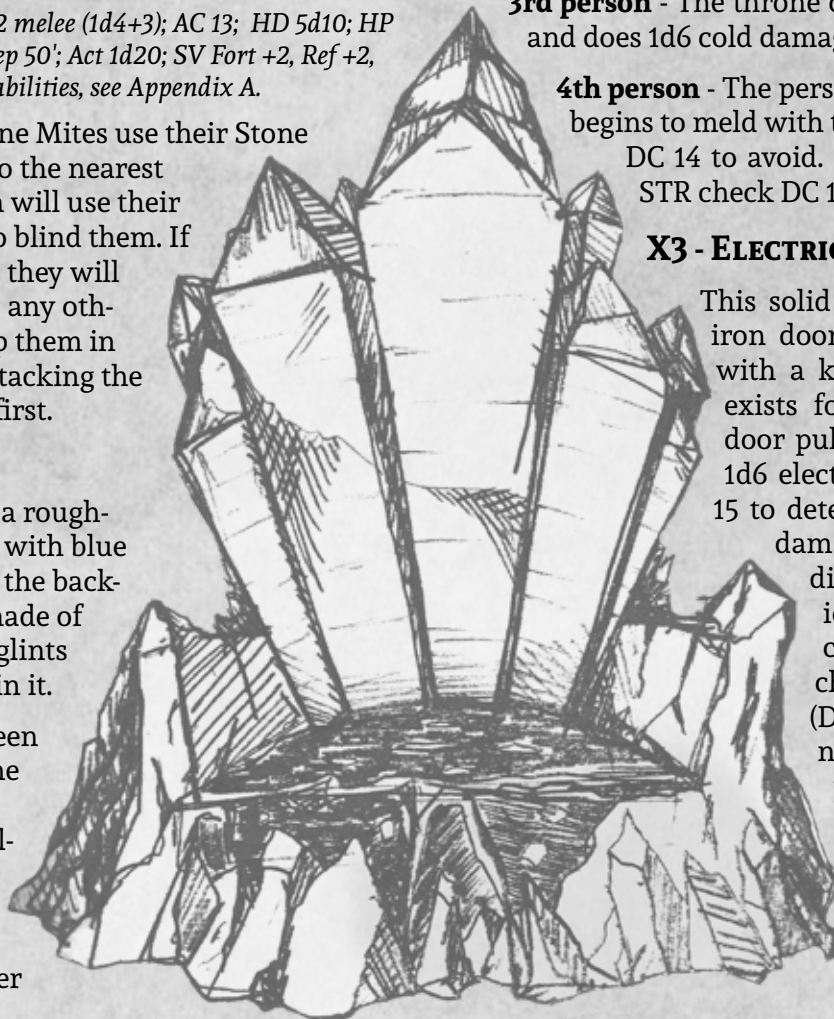
2nd person - The throne heats up and does 1d6 fire damage.

3rd person - The throne cools to an icy temperature and does 1d6 cold damage.

4th person - The person sinks into the stone and begins to meld with the chair. AGI saving throw, DC 14 to avoid. If the PC fails, they need a STR check DC 16 to escape.

X3 - ELECTRIC DOOR PULL TRAP

This solid stone door has a circular iron door pull mounted to the left with a keyhole beneath it. No key exists for the door. Grabbing the door pull will shock the player for 1d6 electric damage (Find Trap DC 15 to detect, AGI DC 16 to take half damage). This trap can only be disarmed with a Dispel Magic or by depleting the electrical charge before it can recharge and picking the lock (DC 14), or by utilizing a thick non-conductive material to pull open the door after it is unlocked. The door does 20 points of electrical damage before recharging for one minute.





WATER TRAP (ROOM 3)

This room is 25' deep and 20' wide with a completely clean floor. In the middle of the room stands a steel pole 5' in height, 2" in diameter. There is a hole to the NW and another to the SE of the staff. Against the far wall there are two old wooden chests that have seen better days. The iron bands and clasps are rusting badly. The wood is moldering.

The chest to the north has been broken open and sits unlocked. Within remain 20 copper pieces, and a holder for what looks like a palm-sized gem. But no gem is present.

The south chest is locked and trapped with a poison gas trap (DC 14 to find/disarm), 10' reach. If triggered, it deals 1d8 poison damage and affected characters permanently lose 2 STA points (FORT save DC 14 to ignore). Inside are five +1 arrows, and a potion of healing (1d8+4 HP). Chest: AC 8, HP 7

The solution to the staff puzzle is to move the staff from the center to the left hole, then to the right hole, and back to center (center, NW, SE, center). This opens the secret door and the stairs to Level 2. The 1st wrong move shuts the door to Room 2 and pours water into the room from the four chutes at the corners. Each subsequent incorrect move increases the speed of the water. The 1st will fill room in 5 minutes, the 2nd halves it to 3 minutes, the 3rd to 2 minutes, and the 4th to 1 minute. The water reaches the ceiling leaving no air pockets. Those caught in it that cannot breathe underwater begin drowning after the air in their lungs runs out. PCs can hold their breath for number of rounds equal to level and STA modifier. After that they must make a FORT save, start at DC 12 and raise by 2 each round. If they fail, they fall unconscious and die soon after. Solving the puzzle opens drainage holes in the floor that empty the water. When all the water has drained out, the secret door slides open to reveal stairs heading down.

Level 2

The stairs descend to a small landing, turn right, and continue to a lower level.

X4 - LAST STEP TRAP

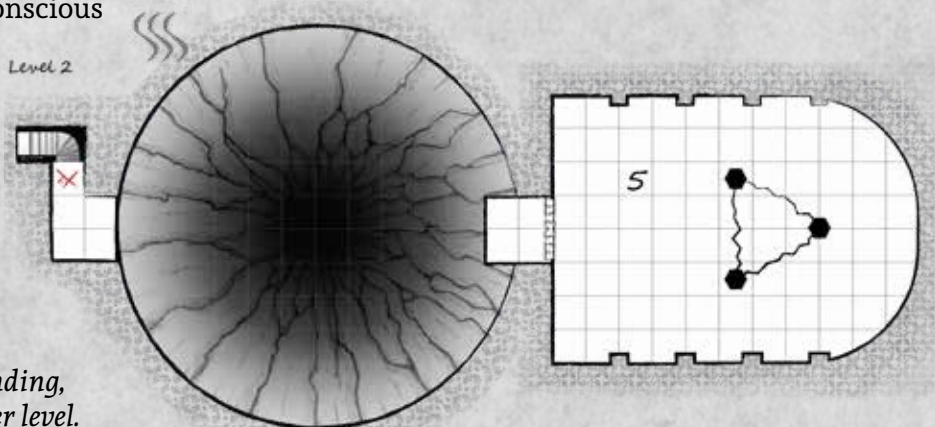
The stone floor tile just after the last step is a trap trigger (X4). When stepped on, 5' sections of wall (E and W) slam shut, crushing anything within them (INT or Find Trap DC 15 to detect). Any PC triggering the trap takes 3d10 crushing damage (AGI DC 17 to take half and only lose a limb instead of their life (roll 1d4 to determine lost limb, 4 Cleric healing dice to regain). The force is enough to crush a human skull. Any creature caught in the trap may explode into gore and cover the area. Fifteen seconds after the walls slam shut, a clacking is heard and the walls slowly ratchet back into place, resetting the trap.

If something was caught in the trap and killed, gore and bloody pulp stretch across the opening until the walls clear the stairs. A bloody puddle of viscera drops to the floor at the bottom of the stairs. If the trap trigger was not spotted, it is now a DC 17 check to find it. Perhaps, just a foot rests on it with a crushed fibula attached?

Judge's Note: *This got so many players in playtesting because they think having just come out of a trapped room they're fine. It killed 4 players instantly. I thought I was going to get mugged once. I clapped my hands together loudly to show the trap triggered and the players were stunned, then angry. The point, if they ask, is for them to be ever vigilant against the forces of chaos.*

PAST THE STAIRS

There is an opening in the left wall 10' past the end of the stairs. Air can be heard rushing out of it, occasionally stopping, and then beginning again.



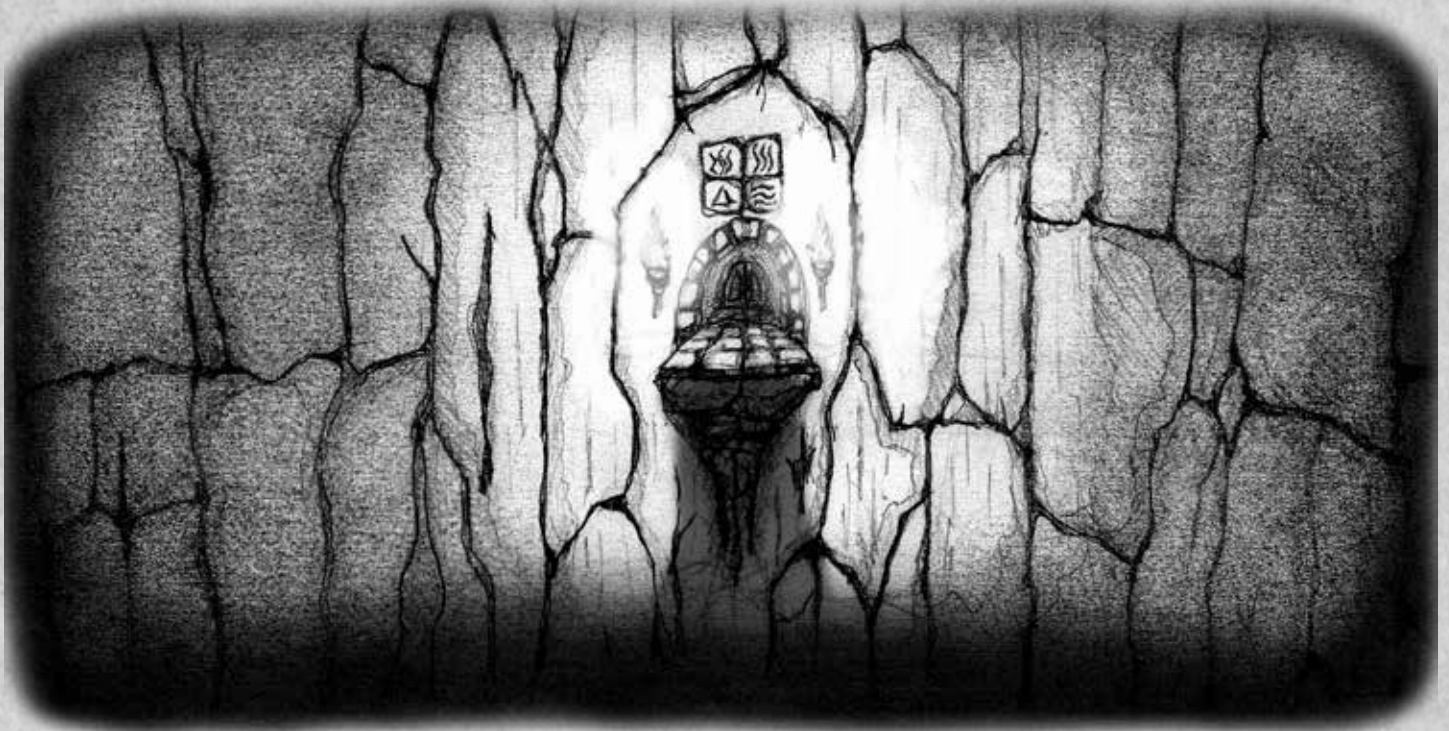


THE PASSAGE OF FAITH (ROOM 4)

The 10' passage just past the stairs opens to a 60' round cavern. There is no floor or ceiling visible. Across the chasm is another entrance lit by torches that flutter, but do not go out. An extremely strong wind blows upward.

The wind is, at times, strong enough to support the weight of a person who jumps into it and tries to navigate their way to the other side. However, at random intervals, the wind stops, or changes direction. Automatically change the wind once when the PCs show up to demonstrate to them that the wind is not always in the same direction or at the same strength.

To determine when the wind changes, roll 1d6 each turn. Even numbers change the wind. If the wind changes, use the Wind Table below.



If a PC attempts to fly across, they must make an AGI save DC 13 while in the air to move themselves in the right direction. Players might come up with clever contraptions to help them across. Award them bonuses to their rolls as warranted by those actions.

If they fail by 1-5, they do not move, by 5+ they slam into a wall for 1d4 bludgeoning damage. For every AGI save they succeed, they move 20' across the room. If they succeed by 5+ they move 25', 10+ is 30'. If falling, it takes 3.5 seconds to hit the bottom without wind. See the table below to help determine the outcome.

Judge's Note: *If someone is daring enough to simply jump without rope or apparatus to help them fly, perhaps the gods smile down on them, or perhaps the gods laugh and they die... Judge's discretion. After all, it **is** called the Passage of Faith.*

Wind Table 1d12

1 The wind blows downward at gale force. Any creature supported by the wind quickly becomes yet another stain on the floor 200' below after accelerating to 35mph before impact, 35d6 damage.

2 The wind blows downward with a strong enough force to accelerate a creature supported by the wind to 30mph at impact, 30d6 damage.

3 The wind blows downward with a strong enough force to accelerate a creature supported by the wind to 25mph at impact, 25d6 damage.

4 The wind stops. Anything being supported by the wind begins to fall at normal speed, 20d6 damage upon impact.

5-6 The wind blows upward with enough force to maintain a 50lb person, 5d6 dmg at impact for every 50lb increment over that.

7-9 The wind blows upward with enough force to maintain a 100lb person in the air, 5d6 dmg every 50lbs over.

10-11 The wind blows upward with enough force to maintain a 150lb person in the air, 5d6 dmg every 50lbs over.

12 The wind blows upward with enough force to maintain a 250lb person in the air, 5d6 dmg every 50lbs over.

THE TEMPLE OF BROTHERHOOD (ROOM 5)

This room was once a temple. The walls are covered in murals of you overcoming the previous rooms (2-4) with a symbol above each one. The back wall is a mural of this room. At the far end of the room are three pillars in a triangular formation with a shimmering wall of energy between each pair creating a triangular area. Within, shadowy shapes move about. Each of the three pillars has a symbol on them: A triangle facing upward, three horizontal wavy lines, and three vertical wavy lines, the same symbols above the murals.

The pillar symbols are Earth, Water, and Air.

The missing element is fire, and the key is the Potion of Fiery Breath from room 1 or another source of fire.

Ingesting the potion and breathing fire onto any of the magical energy fields will collapse the entire prison. Any fire, magical or mundane, will suffice if the potion was already used.

FREE AT LAST!

An ancient adventuring party came across the map. However, due to greed, they conspired to kill one of their own (the corpse in Room 2).

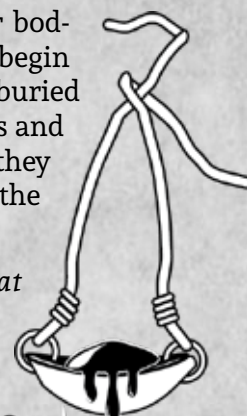
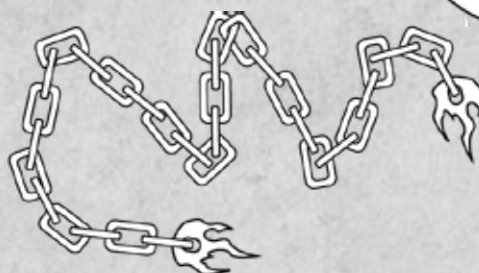
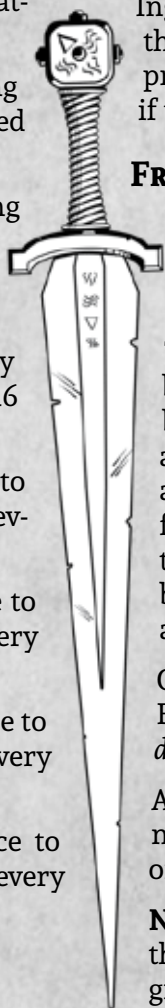
That trapped them in a timeless magical prison between the three pillars in this room. They have been trapped for 1000 years, though they are not aware of how much time has passed. It has been an endless hell for them. Thinking themselves free, they exit the area between the pillars. When they do, they rapidly age 1000 years, dying and becoming undead creatures that attack the PCs as the final test. Stats in *Appendix C*.

One carries the Primordial Blade, another the Frost Flute and a third the Magma Chain (*Appendix B*).

Any PCs that were trapped have not aged and do not become undead when freed and are free to act on their own.

NPC Strategy: Kill the PCs. They work as a team. If they are defeated by the PCs they fall to the ground. However, in 24 hours their bodies will reconstitute and they will begin tracking the PCs again if not trapped, buried or blessed. They are tied to the weapons and will continue to chase after them until they hold them again or are destroyed by the righteous fire of The Gods of Order.

DM's Note: There is a fourth treasure that is missing. The Ooze Cannon - a magical slingshot. See *Appendix B*.





Wrapping up the Adventure

Treasure: Everything the PCs found along the way, and the three magic weapons. Each of the final NPCs has mundane gear as you wish, see the NPC sheets in Appendix C.

About that gem holder in room 3. The gem lies at the bottom of the Passage of Faith. When someone attunes to it, they are able to call forth light of varying degrees. 10 charges per day. For one hour it will emit dim 10' radius (1 charge), moderate 20' bright + 10' dim (3 charges), or bright 30' + 15' dim (5 charges). It can also produce a searing light (10 charges). A blinding beam of light shoots forth from the gem doing 1d8 radiant damage to chaotic creatures.

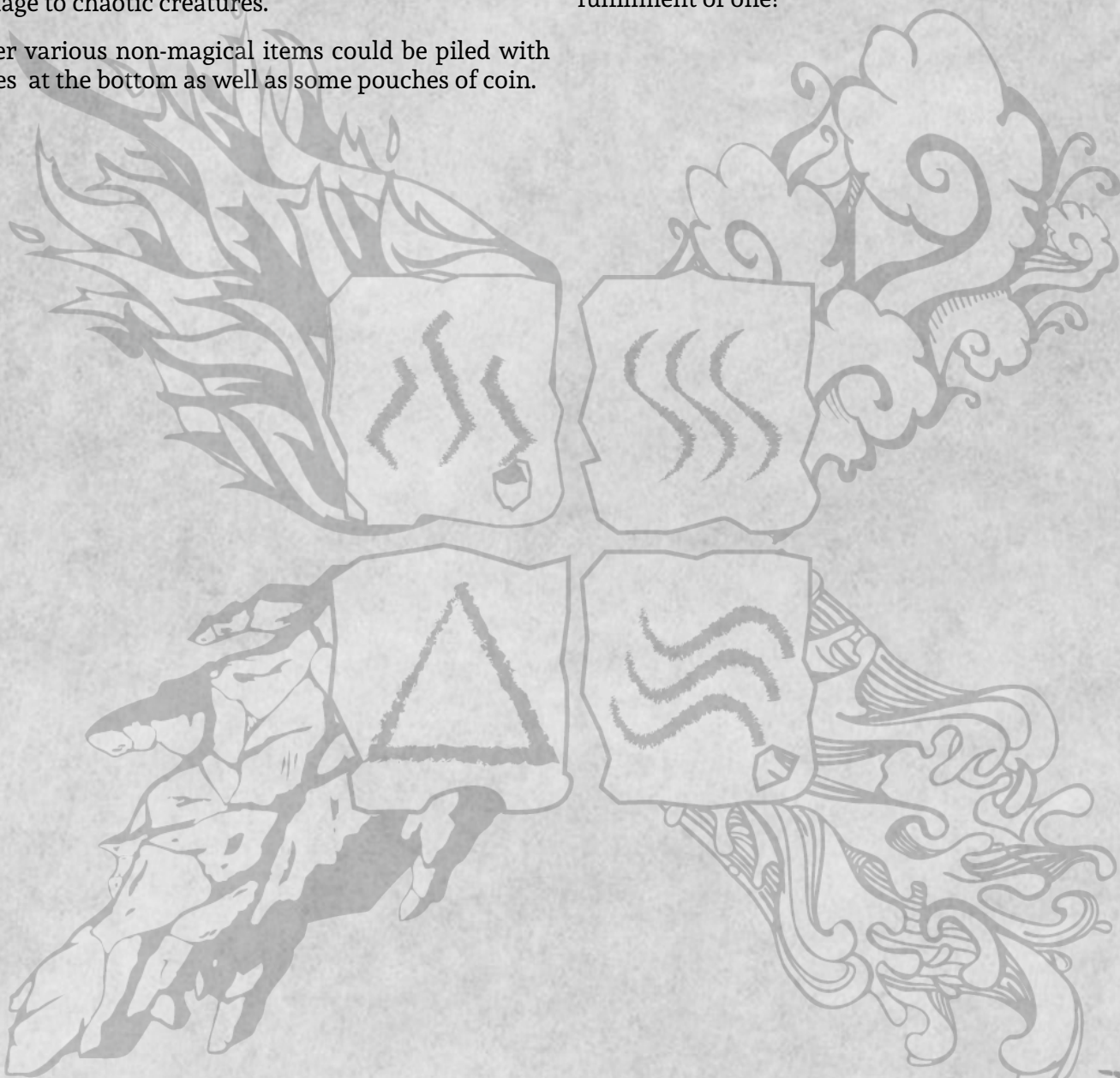
Other various non-magical items could be piled with bones at the bottom as well as some pouches of coin.

XP - Award each survivor 15XP. If someone took the risk in the Passage of Faith and simply tried to jump in and fly across, and lived, give them an extra point of Luck even if it increases their maximum because that's a bold move.

FURTHER ADVENTURES!

Has someone absconded with The Ooze Cannon? Could it tip the scales of balance in a region. Perhaps a big bad evil/chaotic creature made off with it?

When all four weapons are brought together, does something wonderful happen? Something awful? Does it trigger a prophecy or is it meant to prevent the fulfillment of one?



Appendix A: New Creatures

DEVIL DOG

Medium Cursed Devil

Init: +2; Atk bite +2 melee (1d4+2 plus 1d4 fire damage); AC 12; HD 5d12+2; HP 31; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will +0; Explode upon reaching zero HP, see Appendix B.

These stout, fiery, four-legged creatures are akin to Dobermans made of living magma. They are not actual dogs but imprisoned devils who are trapped in this four-legged form by an ancient spell. They have been stranded in the Incinerator for nearly 5,000 years and are unable to leave that space until the weapons are removed and the imprisonment is broken. If they attempt to do so, they implode, only to reform 24 hours later within that room.

Bite +2 1d4+2 piercing plus 1d4 fire damage per hit.

Explosive Death. If dropped to zero or less HP in battle, the devil dog explodes for 1d6 piercing damage in a 20' radius, REF save DC 13 to take half. They reform 1d6 hours later in Room 1.



STONE MITE

Small Elemental

Init: +2; Atk claws +2 melee (1d4+3); AC 13; HD 5d10; HP 25; MV 20'. Stone Step 50'; Act 1d20; SV Fort +3, Ref +1, Will +0.

Inaccurately called Rock Goblins because of their appearance. Stone Mites are born in the Plane of Magma and live out their lives in the dusty nothingness of the Cinder Wastes, an elemental plane between the Plane of Fire and the Material Plane. These quasi-elementals are cousin to mephits and dust elementals. Fueled by chaos energy, they live by eating rock and consuming the energy trapped within. Being weak-willed, but of value as builders, they are often enslaved to a chaotic mage, enacting the mage's will even after that mage has died. Stone Mites stand 3' tall with powerful upper bodies, but small legs. When still, they blend in with surrounding stone, similar to a chameleon. In their assigned task, anything that the Mites perceive as going against the master's wishes is seen as incitement to violence. These creatures can Stone Step up to 50' as an action and emit a blinding Dust as a breath weapon.

Actions

Claws. +2 1d4+3 slashing damage.

Breath weapon: Dust. Target is blinded for 1d4 rounds with dust-encrusted eyes (AGI DC 14 to avoid).

Stone Shape. 3x/day shape a 5' cube of stone into whatever form they wish. Often used to trap enemies. STR DC 15 to escape.

Stone Step. As a move action these creatures can magically move through stone to a distance of 50 feet.



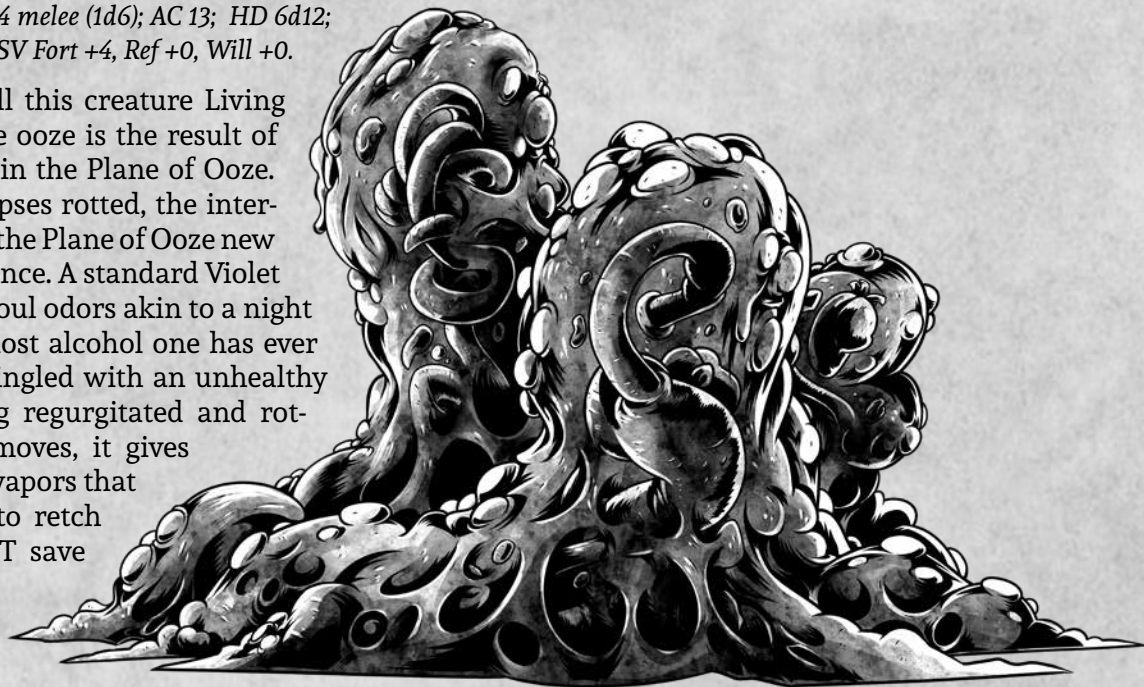
VIOLET PUTRIDITY

Medium Ooze, Unaligned

Init: +0; Atk pseudopod +4 melee (1d6); AC 13; HD 6d12; HP 36; MV 30'; Act 1d20; SV Fort +4, Ref +0, Will +0.

Colloquially some call this creature Living Vomit. This grotesque ooze is the result of dead humanoids left in the Plane of Ooze. As the humanoid corpses rotted, the internal components gave the Plane of Ooze new expressions of its essence. A standard Violet Putridity will exude foul odors akin to a night of vomiting up the most alcohol one has ever quaffed in a night mingled with an unhealthy amount of disgusting regurgitated and rotting food. When it moves, it gives off various offensive vapors that cause all within 10' to retch for 1d4 rounds (FORT save DC 15 to ignore).

While retching, a player is considered incapacitated.



Actions

Pseudopod attack. +4 1d6 bludgeoning damage and grappled (*Opposed STR to break, +1 to Strength rolls*).

Flesh Burrow. When a Violet Putridity grapples a creature, it immediately attempts to burrow into its abdomen and consume its internal organs, chiefly its stomach. This is how a Violet Putridity grows. One pseudopod will remain wrapped around the target and another will attempt to bore into it, preferably through a navel. If a navel is not in existence or easily accessible, it utilizes whatever orifice it finds first. This is most alarming to the prey.

The Violet Putridity is mildly intelligent, driven by its intuitive need to grow and consume. Therefore, it is aggressive when faced off against other creatures.

Appendix B: New Items

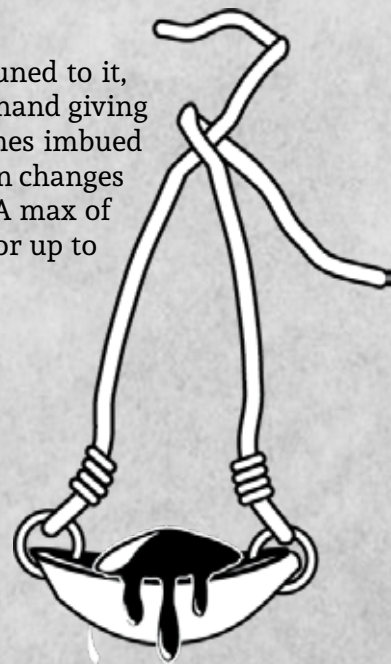
THE OOZE CANNON

This sling always glistens with a thin coat of slime. However, when one is attuned to it, the slime changes from slippery to sticky and the sling adheres to the person's hand giving a +2 bonus to hit. It is fired as a regular slingshot, but the ammunition becomes imbued with magic when fired. Upon impact, there is a 50% chance that the ammunition changes into an Ooze, see below. Otherwise it functions as a normal magical +2 Sling. A max of two oozes can exist at any time, and they can be commanded by the wielder for up to 10 minutes.

Ooze Produced on impact: 1d6

- 1-2 Explodes on impact creating 20' diameter area of sticky pinkish-purple mucus strands entangling all in it. STR DC 13 to break free, or move through the area at half speed.
- 3-4 Violet Putridity
- 5-6 Primeval Slime

3-4 See Appendix A, 5-6 see DCC Core rulebook pp. 423-424



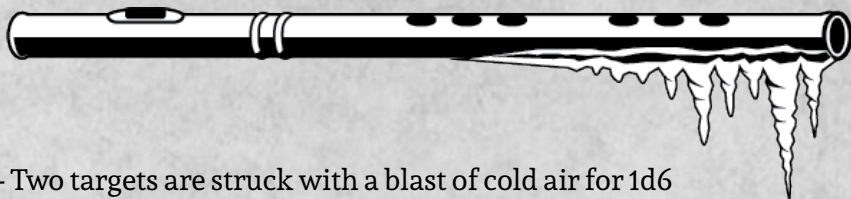
FROST FLUTE

One must know how to play the flute or spend 1d4+6 days learning how the flute operates. In that time, they may learn the notes that unlock its power by attuning to this item. Each day roll 1d6: 1-2 The single note, 3-4 The three-note series, 5-6 The Octet.

Depending on how this instrument is played, it manifests the following:

- Use a bonus action to play a single shrill note - A chill runs over one target of the wielder's choosing for 1d4 cold damage and they are slowed by 5' per turn (FORT save DC 13 to take half).
- Use an action to play a three-note series - Two targets are struck with a blast of cold air for 1d6 cold damage each and they are slowed by 10' per turn (REF save DC 14 to take half).
- Spend the entire turn to play an octet of tones. Two large shards of ice fly at two targets for 2d6 piercing damage each, 20% chance to be frozen in place for 1d4 rounds (REF save DC 17 check to dodge shard).

When frozen in place an opponent may be shattered if damage equal to their max hit points is done to them in a single round. This means instant death since they have been broken into hundreds of pieces.

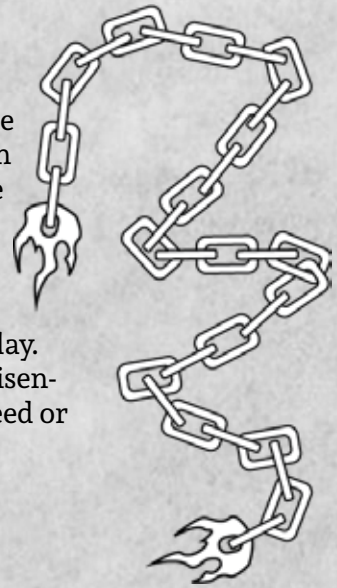




MAGMA CHAIN

This 10' length of rune-covered chain looks mundane until picked up when one finds it warm to the touch. If wielded by someone attuned to it, its links begin to glow with an internal heat. When the chain contacts a target, it does 1d6 fire damage per round. The chain can be wielded as one might a whip or a net to ensnare or entangle an opponent.

If an opponent is wrapped in the chain, the wielder can issue a mental command to have the chain intensify its heat and do 2d10 fire damage once per day. Treat as a +2 magic weapon, add AGI bonus to attack. Opponent can try to disentangle themselves but will take the 1d8 damage each round whether they succeed or not (AGI DC 13 to get free).



PRIMORDIAL BLADE

A shortsword with symbols of the 4 elements engraved on its blade. This shortsword is forged of the primordial material of the universe. As a bonus action once per day, the wielder of this sword (must be attuned) can call forth a blade made of earth, air, ice or fire for 1 hour.

Treat as a +1 shortsword.

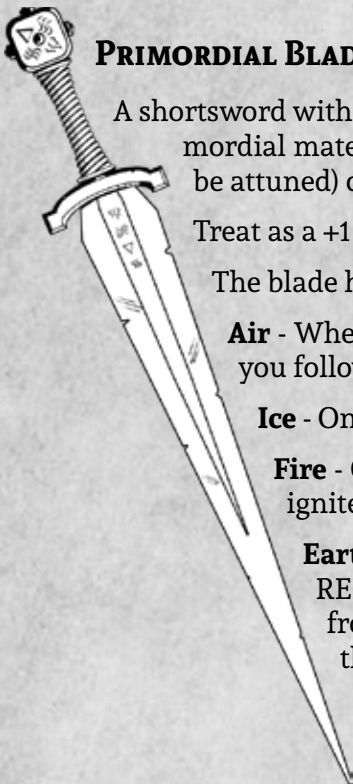
The blade has extra properties based on the element summoned (see below).

Air - When hit, the target must succeed on a STR check DC 15 or be pushed 10 feet away from you following your attack.

Ice - On a hit, the target takes 1d6 cold damage, and its speed is reduced by 10 feet for 1 turn.

Fire - On a hit, the target takes 1d6 fire damage, and a flammable object it wears/carries is ignited.

Earth - On a hit, a hole in the ground opens beneath the target. They must succeed on a REF save DC 13 or fall into the 10' hole for 1d3 damage. If they succeed, they move 5' away from the hole. If no adjacent space is available they automatically fall into the whole, in this case use a successful REF save to avoid damage.



Appendix C - NPCS

MARCUS CORNELIUS ARRINGTON

Cursed Undead Human (Male), Militia

Init: +0; Atk Blade +3 melee (1d6+2 and special); AC 13 (studded); HD (2d12+2); MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0.

STR	AGI	STA	PER	INT	LUCK
16 (+2)	12 (+0)	15 (+1)	8 (-1)	10 (+0)	7 (-1)

Appearance A tall slender man with lank dirty blond hair and glowing red eyes. Thinly muscled with gray skin.

Actions

Primordial Blade Melee weapon attack +3 (1d6+2) plus special (see Appendix B)

Dagger. Melee weapon attack +3 (1d4 +2) piercing.

Special Abilities

Immortal Unrest Kill those who have unleashed you from your immortal prison and taken your prize weapon.

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Rejuvenation 24 hours after its body is destroyed, the curse raises the creature again, unless it was buried and blessed. It then continues its Immortal Unrest quest.

Turn Immunity Immune to effects that turn undead.

Immortal Link Knows distance to and direction of any creature that it seeks revenge upon.

Poison Immunity: Immune to poison damage, can't be poisoned

Darkvision: 60ft

Undead Nature: Doesn't require air, food, drink, or sleep.

Languages: Common, Dwarf

ANGSTROM METHILANIUS

Cursed Undead Gnome (Male), Tinker/ Craftsman

Init: +1; Atk Chain +2 melee (1d6 and special); AC 12 (leather); HD (2d10+2); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1.

STR	AGI	STA	PER	INT	LUCK
15 (+1)	13 (+1)	12 (+0)	10 (+0)	13 (+1)	8 (-1)

Appearance : Squat and thin, with glowing red eyes, gray skin, and straight red hair. Their face has a large jagged scar from left temple to top lip

Actions

Magma Chain Melee weapon attack +2 to hit (1d6) plus special (see Appendix B)

Dagger. Melee weapon attack +2 to hit (1d4+1) piercing.

Special Abilities

Immortal Unrest Kill those who have unleashed you from your immortal prison and taken your prize weapon.

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Rejuvenation 24 hours after its body is destroyed, the curse raises the creature again, unless it was buried and blessed. It then continues its Immortal Unrest quest.

Turn Immunity Immune to effects that turn undead.

Immortal Link Knows distance to and direction of any creature that it seeks revenge upon.

Poison Immunity: Immune to poison damage, can't be poisoned

Darkvision: 60ft

Undead Nature: Doesn't require air, food, drink, or sleep.

Languages: Common, Gnome



MELIFLOWER KITTRIO

Cursed Undead Half-Elf (Female), Wizard

Init: +0; Atk Frost Flute ranged (special); AC 11 (padded); HD (2d6+2); MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +2.

STR	AGI	STA	PER	INT	LUCK
8 (-1)	12 (+0)	13 (+1)	14 (+1)	15 (+1)	9 (+0)

Appearance : Wiry, muscular build, with glowing red eyes gray skin, and wavy auburn hair.

Actions

Frost Flute Ranged weapon attack (see Appendix B).

Spells (2nd Level Wizard)

1st Level: Chill Touch, Color Spray, Magic Missile, Magic Shield, Sleep (DCC core rulebook pp 133-155)

Special Abilities

Immortal Unrest Kill those who have unleashed you from your immortal prison and taken your prize weapon.

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Rejuvenation 24 hours after its body is destroyed, the curse raises the creature again, unless it was buried and blessed. It then continues its Immortal Unrest quest.

Turn Immunity Immune to effects that turn undead.

Immortal Link Knows distance to and direction of any creature that it seeks revenge upon.

Poison Immunity: Immune to poison damage, can't be poisoned

Darkvision: 60ft

Undead Nature: Doesn't require air, food, drink, or sleep.

Languages: Common, Elf

DEVIL DOGS

Medium Devil, Lawful Evil

Init: +2; Atk bite +2 melee (1d4+2 plus 1d4 fire damage); AC 12; HD 5d12+2; HP 31; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will +0; Explode upon reaching zero HP, see Appendix B.

These stout, fiery, four-legged creatures are akin to Dobermans made of living magma. They are not actual dogs but imprisoned devils who are trapped in this four-legged form by an ancient spell. They have been stranded in the Incinerator for nearly 5,000 years and are unable to leave that space. If they attempt to do so, they implode, only to reform 24 hours later within that room.

Bite +2 (1d4+2 piercing plus 1d4 fire damage per hit)

Explosive Death. If dropped to zero or less HP in battle, the devil dog explodes for 1d6 piercing damage in a 20' radius, REF save DC 13 to take half. They reform 1d6 hours later in Room 1.

VIOLET PUTRIDITY

Medium Ooze, Unaligned

Init: +0; Atk pseudopod +4 melee (1d6); AC 13; HD 6d12; HP 36; MV 30'; Act 1d20; SV Fort +4, Ref +0, Will +0.

When it moves, it gives off various offensive vapors that cause all within 10' to retch for 1d4 rounds (DC 15 CON to ignore). While retching, a player is considered incapacitated.

Pseudopod attack. +4 1d6 bludgeoning damage and grappled (*Opposed STR to break, creature has +1 to Strength rolls*).

Flesh Burrow. When a Violet Putridity grapples a creature, it immediately attempts to burrow into its abdomen and consume its internal organs, chiefly its stomach. This is how a Violet Putridity grows. One pseudopod will remain wrapped around the target and another will attempt to bore into it, preferably through a navel. If a navel is not in existence or easily accessible, it utilizes whatever orifice it finds first.

The Violet Putridity is mildly intelligent, driven by its intuitive need to grow and consume. Therefore, it is aggressive when faced off against other creatures

STONE MITES

Small Elemental, Lawful Neutral

Init: +2; Atk claws +2 melee (1d4+3); AC 13; HD 5d10; HP 25; MV 20'. Stone Step 50'; Act 1d20; SV Fort +3, Ref +1, Will +0.

Stone Mites stand 3' tall with powerful upper bodies, but small legs. When still, they blend in with surrounding stone, similar to a chameleon. In their assigned task, anything that the Mites perceive as going against the master's wishes is seen as incitement to violence. These creatures can Stone Step up to 50' as an action and emit a blinding Dust as a breath weapon.

Claws. +2 (1d4+3 slashing damage)

Breath weapon: Dust. Target is blinded for 1d4 rounds with dust-encrusted eyes (AGI DC 14 to avoid).

Stone Shape. 3x/day shape a 5' cube of stone into whatever form they wish. Often used to trap enemies. STR DC 15 to escape.

Stone Step. As a move action these creatures can magically move through stone to a distance of 50 feet.

MARCUS CORNELIUS ARRINGTON

Cursed Undead Human (Male), Militia

Init: +0; Atk Frost Flute ranged (special); AC 11 (padded); HD (2d6+2); MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +2.

STR	AGI	STA	PER	INT	LUCK
8 (-1)	12 (+0)	13 (+1)	14 (+1)	15 (+1)	9 (+0)

Appearance A tall slender man with lank dirty blond hair and glowing red eyes. Thinly muscled with gray skin.

Primordial Blade Melee weapon attack +3 (1d6+2) plus special (see Appendix B)

Dagger. Melee weapon attack +3 (1d4 +2) piercing.

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Turn Immunity Immune to effects that turn undead.

Poison Immunity: Immune to poison damage, can't be poisoned

Undead Nature: Doesn't require air, food, drink, or sleep.

Darkvision: 60ft

ANGSTROM METHILANIUS

Cursed Undead Gnome (Male), Tinker/ Craftsman

Init: +1; Atk Chain +2 melee (1d6 and special); AC 12 (leather); HD (2d10+2); MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1.

STR	AGI	STA	PER	INT	LUCK
15 (+1)	13 (+1)	12 (+0)	10 (+0)	13 (+1)	8 (-1)

Appearance : Squat and thin, with glowing red eyes, gray skin, and straight red hair. Their face has a large jagged scar from left temple to top lip

Magma Chain Melee weapon attack +2 to hit (1d6) plus special (see Appendix B)

Dagger. Melee weapon attack +2 to hit (1d4+1) piercing.

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Turn Immunity Immune to effects that turn undead.

Poison Immunity: Immune to poison damage, can't be poisoned

Undead Nature: Doesn't require air, food, drink, or sleep.

Darkvision: 60ft

MELIFLOWER KITTRIO

Cursed Undead Half-Elf (Female), Wizard 2nd lvl

Init: +0; Atk Frost Flute ranged (special); AC 11 (padded); HD (2d6+2); MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +2.

STR	AGI	STA	PER	INT	LUCK
8 (-1)	12 (+0)	13 (+1)	14 (+1)	15 (+1)	9 (+0)

Appearance : Wiry, muscular build, with glowing red eyes and wavy auburn hair. Gray skin.

Frost Flute Ranged weapon attack (see Appendix B).

Spells (2nd Level Wizard)

1st Level: Chill Touch, Color Spray, Magic Missile, Magic Shield, Sleep (DCC core rulebook pp 133-155)

Regeneration Regain 5 hit points at the start of its turn, fire or radiant damage prevents regeneration that turn. Destroyed only when HP reach zero and no regeneration occurs.

Turn Immunity Immune to effects that turn undead.

Poison Immunity: Immune to poison damage, can't be poisoned

Undead Nature: Doesn't require air, food, drink, or sleep.

Darkvision: 60ft

FROST FLUTE

One must know how to play the flute or spend 1d4+6 days learning how the flute operates. In that time, they may learn the notes that unlock its power by attuning to this item. Each day roll 1d6: 1-2 The single note, 3-4 The three-note series, 5-6 The Octet.

Depending on how this instrument is played, it manifests the following:

- Use a bonus action to play a single shrill note - A chill runs over one target of the wielder's choosing for 1d4 cold damage and they are slowed by 5' per turn (FORT save DC 13 to take half).
- Use an action to play a three-note series - Two targets are struck with a blast of cold air for 1d6 cold damage each and they are slowed by 10' per turn (REF save DC 14 to take half).
- Spend the entire turn to play an octet of tones. Two large shards of ice fly at two targets for 2d6 piercing damage each, 20% chance to be frozen in place for 1d4 rounds (REF save DC 17 check to dodge shard).

When frozen in place an opponent may be shattered if damage equal to their max hit points is done to them in a single round. This means instant death since they have been broken into hundreds of pieces.

PRIMORDIAL BLADE

A shortsword with symbols of the 4 elements engraved on its blade. This shortsword is forged of the primordial material of the universe. As a bonus action once per day, the wielder of this sword (must be attuned) can call forth a blade made of earth, air, ice or fire for 1 hour. Treat as a Shortsword +1 otherwise. The blade has extra properties based on the element summoned (see below).

Air - When hit, the target must succeed on a DC 15 STR check or be pushed 10 feet away from you following your attack.

Ice - On a hit, the target takes 1d6 cold damage, and its speed is reduced by 10 feet for 1 turn.

Fire - On a hit, the target takes 1d6 fire damage, and a flammable object it wears/carries is ignited.

Earth - On a hit, a hole in the ground opens beneath the target. They must succeed on a REF save DC 13 or fall into the 10' hole for 1d3 damage. If they succeed, they move 5' away from the hole. If no adjacent space is available they automatically fall into the whole, in this case use a successful REF save to avoid damage.

MAGMA CHAIN

This 10' length of rune-covered chain looks mundane until picked up when one finds it warm to the touch. If wielded by someone attuned to it, its links begin to glow with an internal heat. When the chain contacts a target, it does 1d6 fire damage per round. The chain can be wielded as one might a whip or a net to ensnare or entangle an opponent.

If an opponent is wrapped in the chain, the wielder can issue a mental command to have the chain intensify its heat and do 2d10 fire damage once per day. Treat as a +2 magic weapon, add AGI bonus to attack. Opponent can try to disentangle themselves but will take the 1d8 damage each round they do not succeed (AGI DC 13 to get free).

THE OOZE CANNON

This sling always glistens with a thin coat of slime. However, when one is attuned to it, the slime changes from slippery to sticky and the sling adheres to the person's hand giving a +2 bonus to hit. It is fired as a regular slingshot, but the ammunition becomes magical when fired. Upon impact, there is a chance that the ammunition changes into an Ooze, see below. Otherwise it functions as a Sling +2. A max of two oozes can exist at any time, and they can be mentally controlled by the wielder of the Ooze Cannon for up to 10 minutes.

Ooze Produced on impact: 1d6

1-2 Explodes on impact creating 20' diameter area of sticky pinkish-purple mucus strands entangling all in it. STR DC 13 to break free, or move through the area at half speed.

3-4 Violet Putridity*

5-6 Primeval Slime*

*3-4 See Appendix A, 5-6 see DCC Core rulebook pp. 423-424

Appendix D: Maps & Tokens



Violet Putridity



Stone Mite



Undead Caster

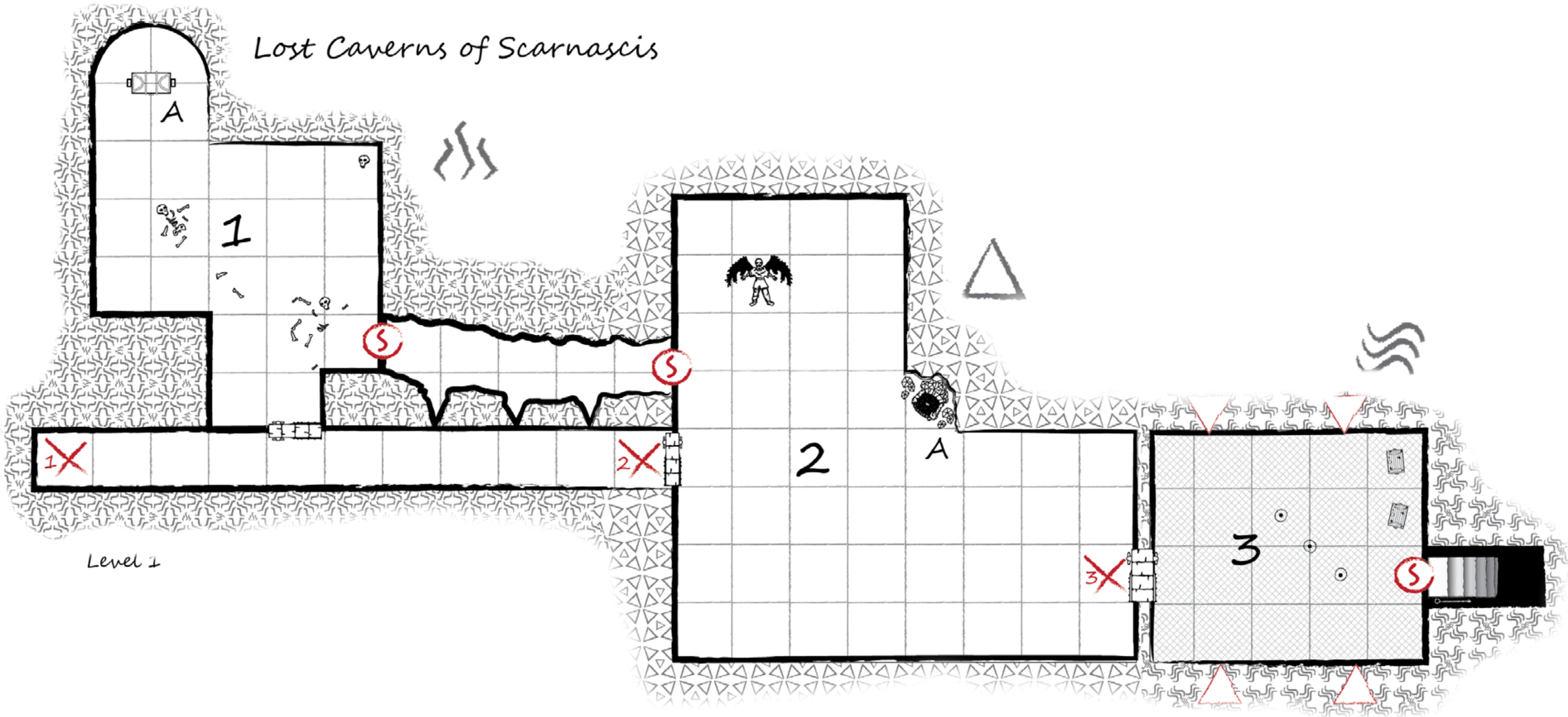


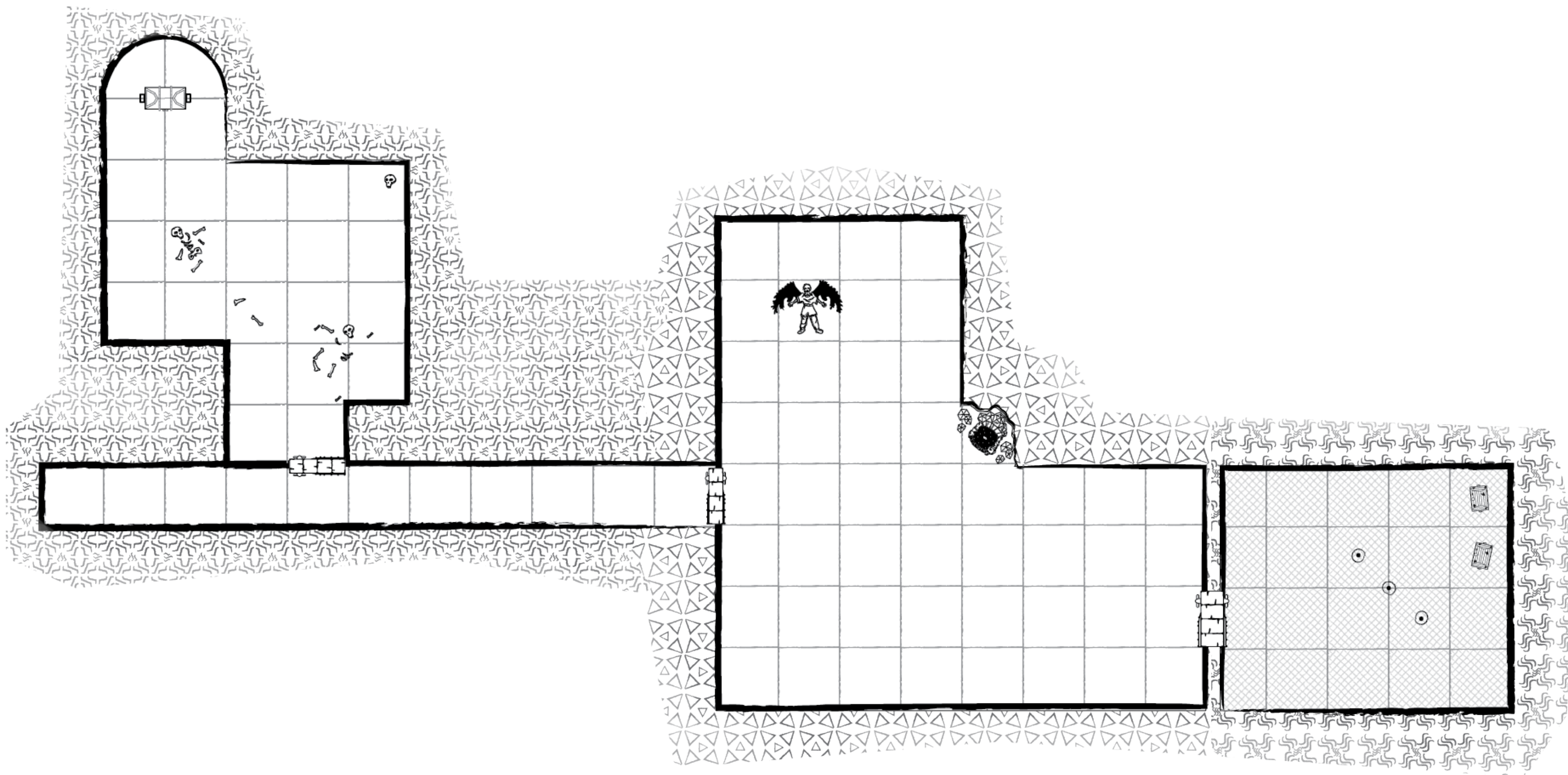
Undead Fighter



Undead Rogue

Lost Caverns of Scarnascis





Level 2



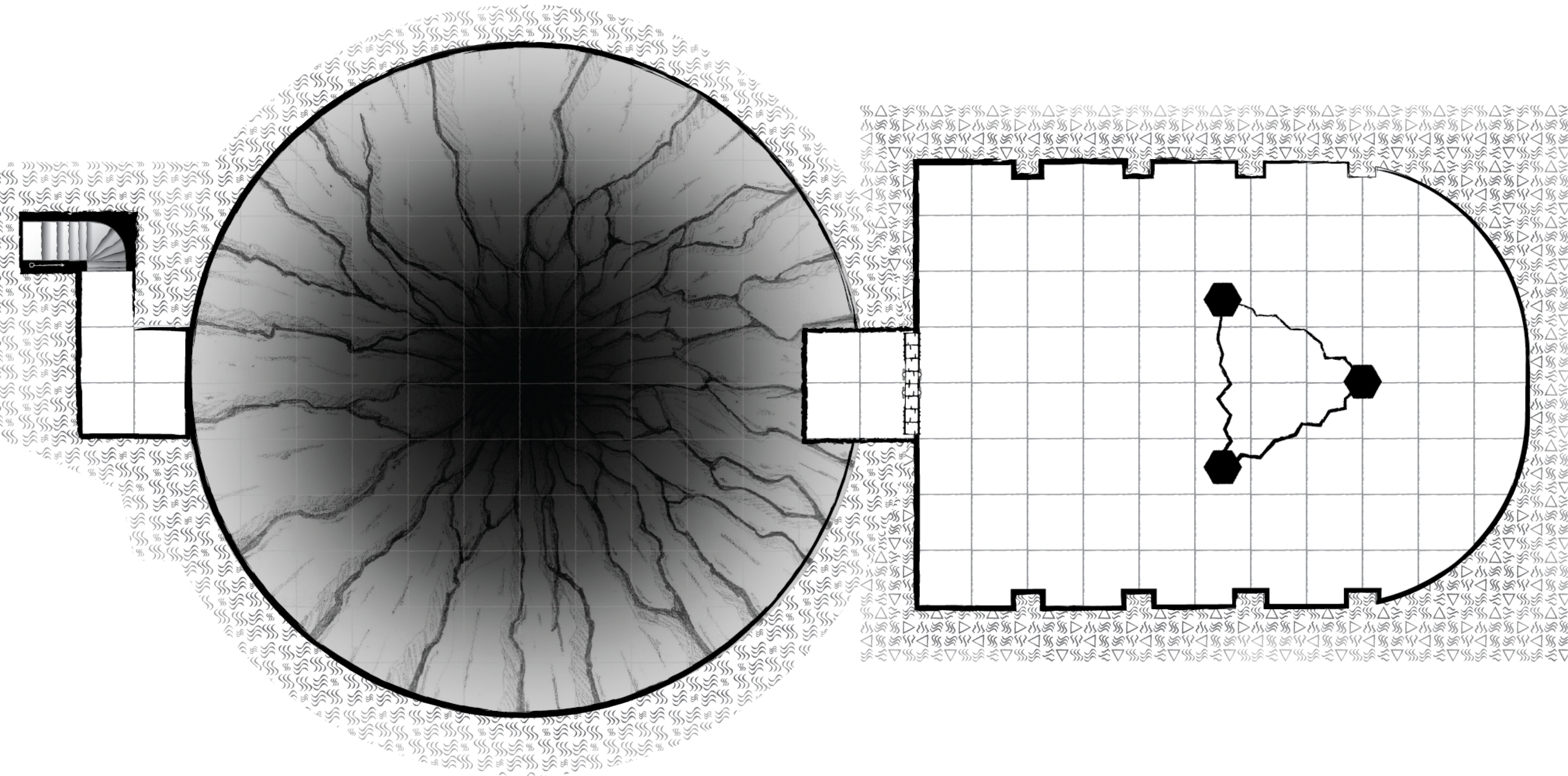
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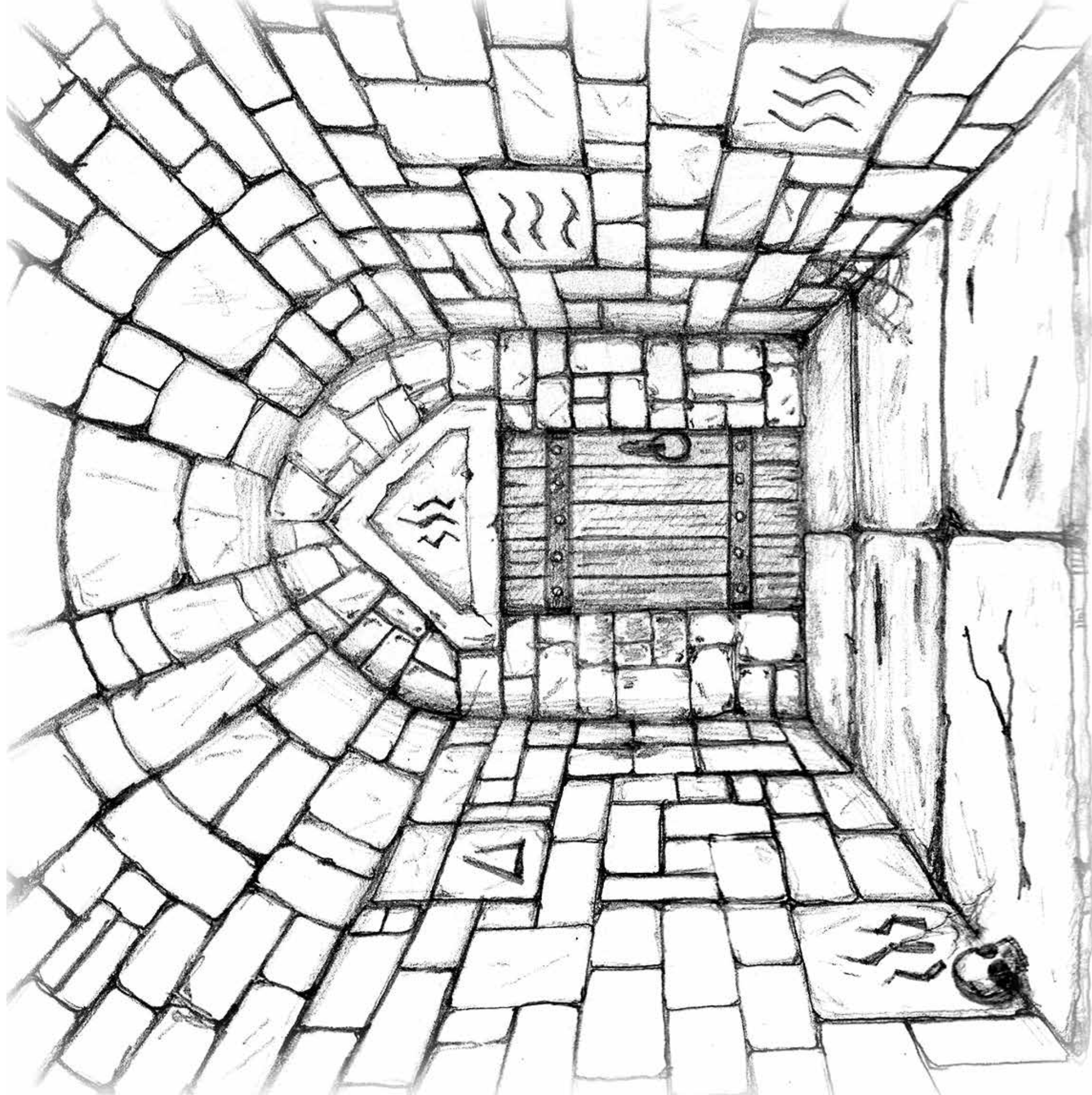


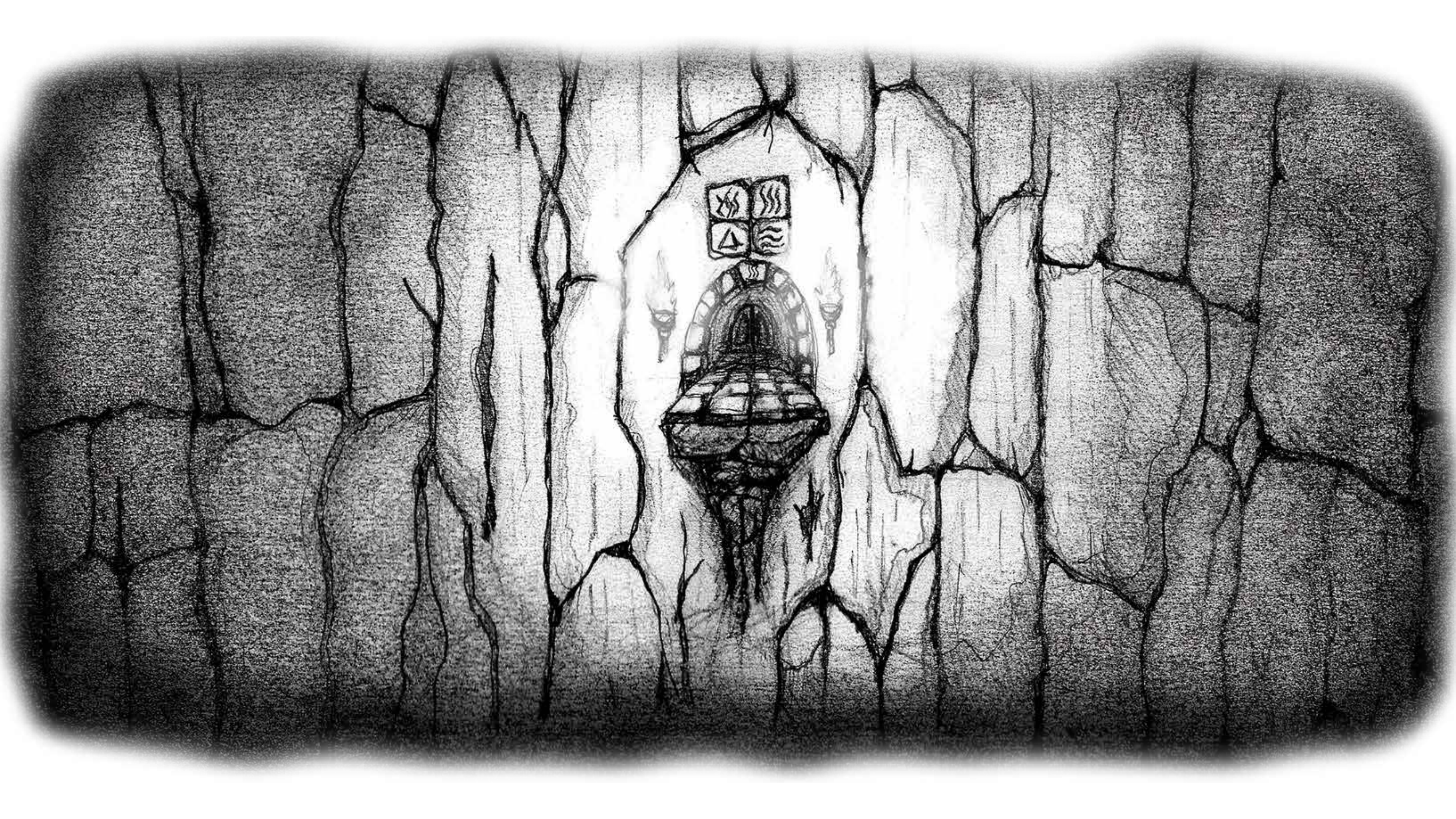
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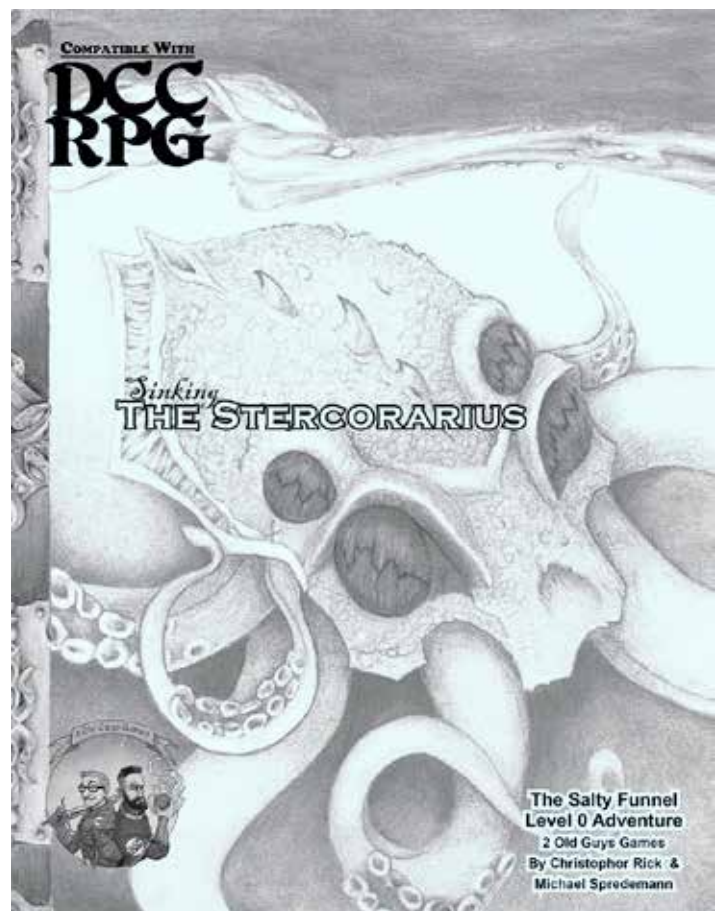
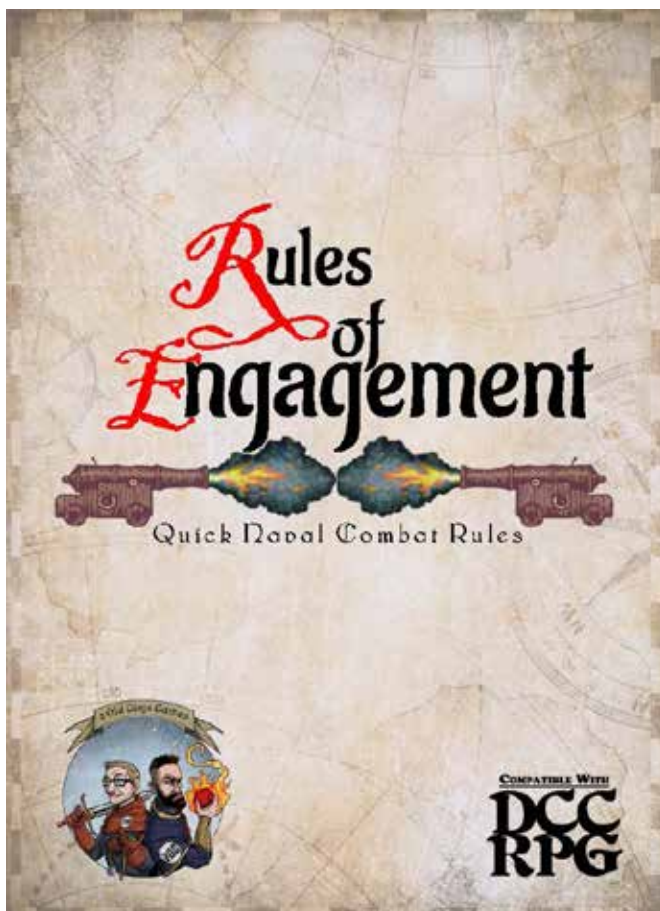
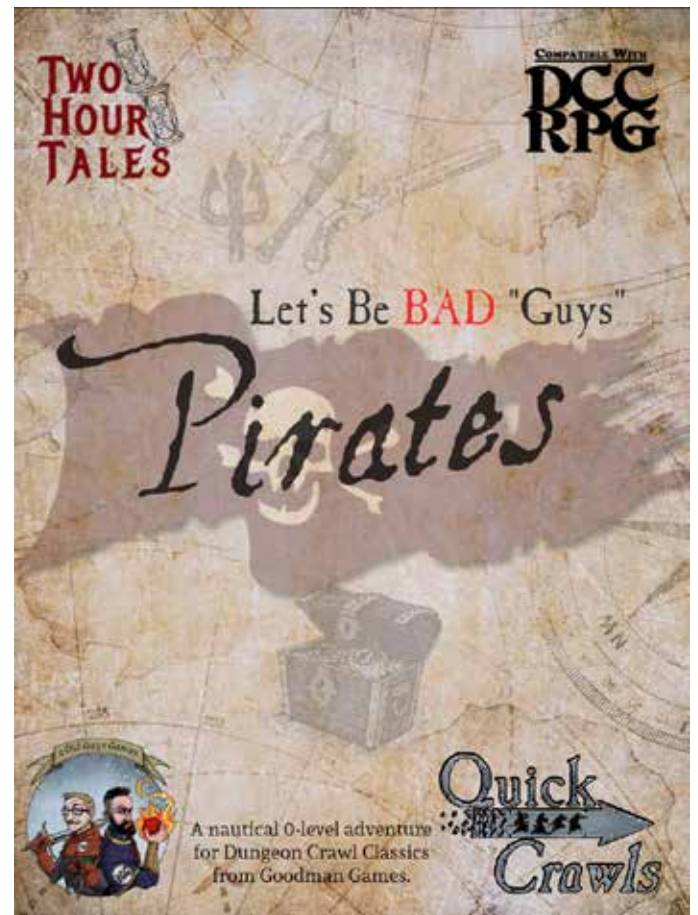
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