

CRYPT OF THE DEVIL LICH

DCC
RPG

5E



PLAYER HANDOUT BOOKLET



CRYPT OF THE DEVIL LICH

A VICIOUS DUNGEON CRAWL

PLAYER HANDOUTS

APPENDIX G

PLAYER HANDOUTS



PLAYER HANDOUT 1



PLAYER HANDOUT 2

THE RHYME OF SHARDS

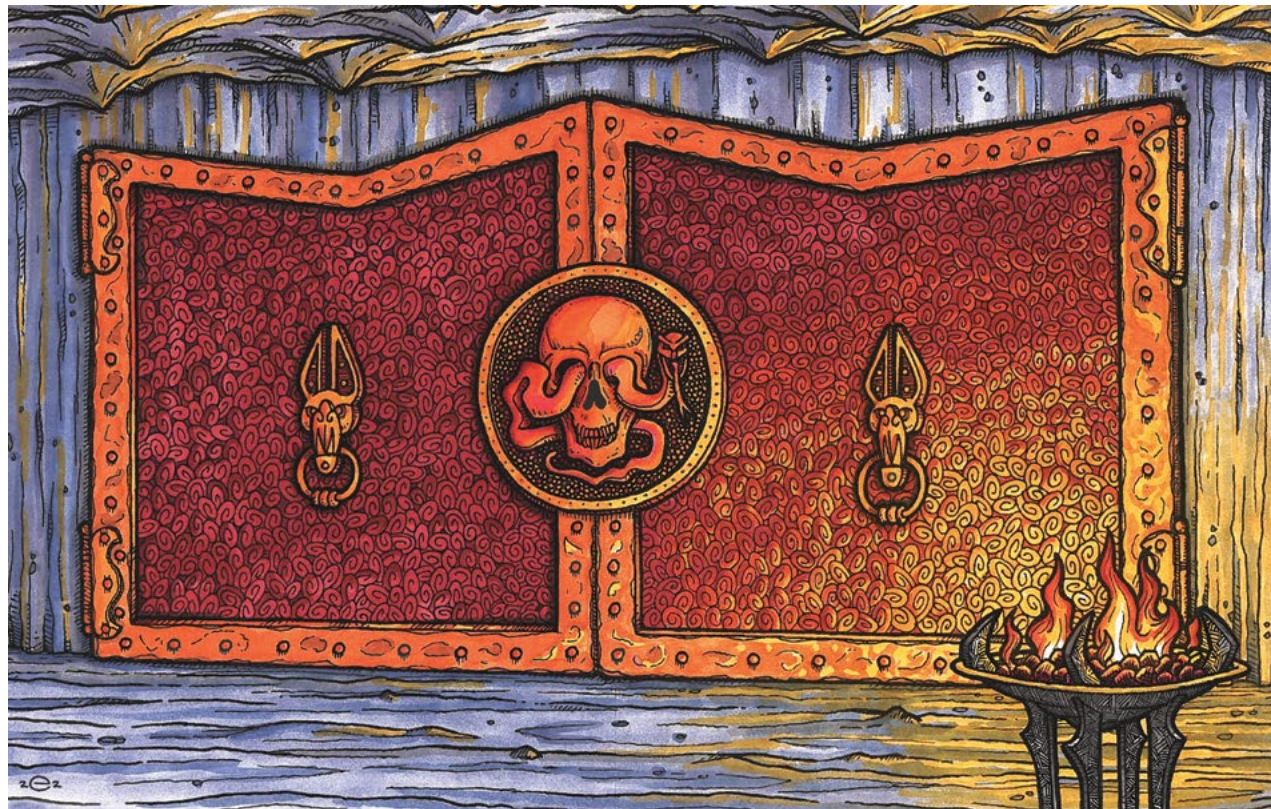
The shards of True Death are key,
Scattered about on levels three.
Encased in a prison without a door,
But only the first, there are five more.

I hold the next shard of True Death,
but beware of my fiery breath.
This shard is as safe as it can be,
Hidden behind the reverse of a party.

Stuck fast is this shard,
Removing it is tortuously hard.
Beyond the constant crimson drips,
Cloaked in darkness this shard sits.

Lest all hope fade,
Guarded by gold.
Solve this riddle of swords,
The last shard behold.

PLAYER HANDOUT 3



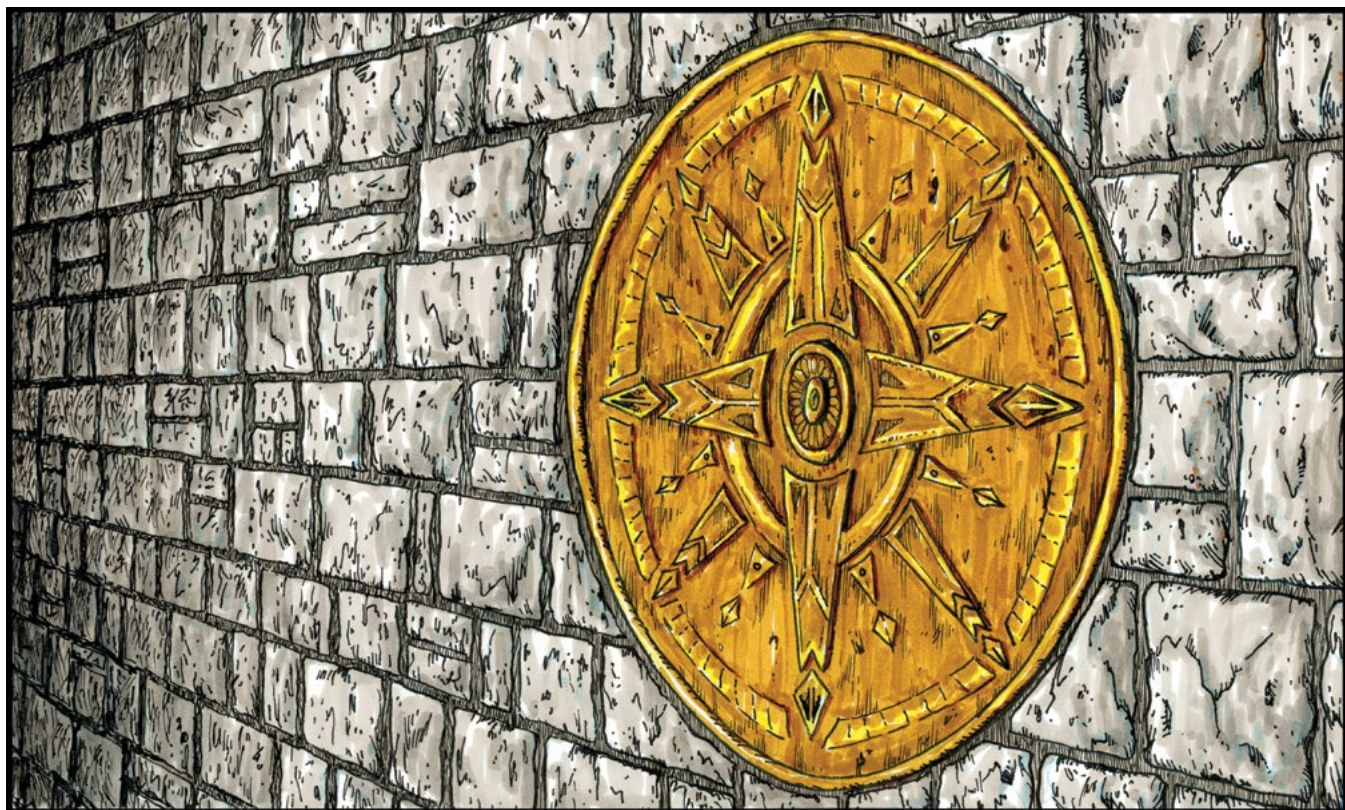
PLAYER HANDOUT 4



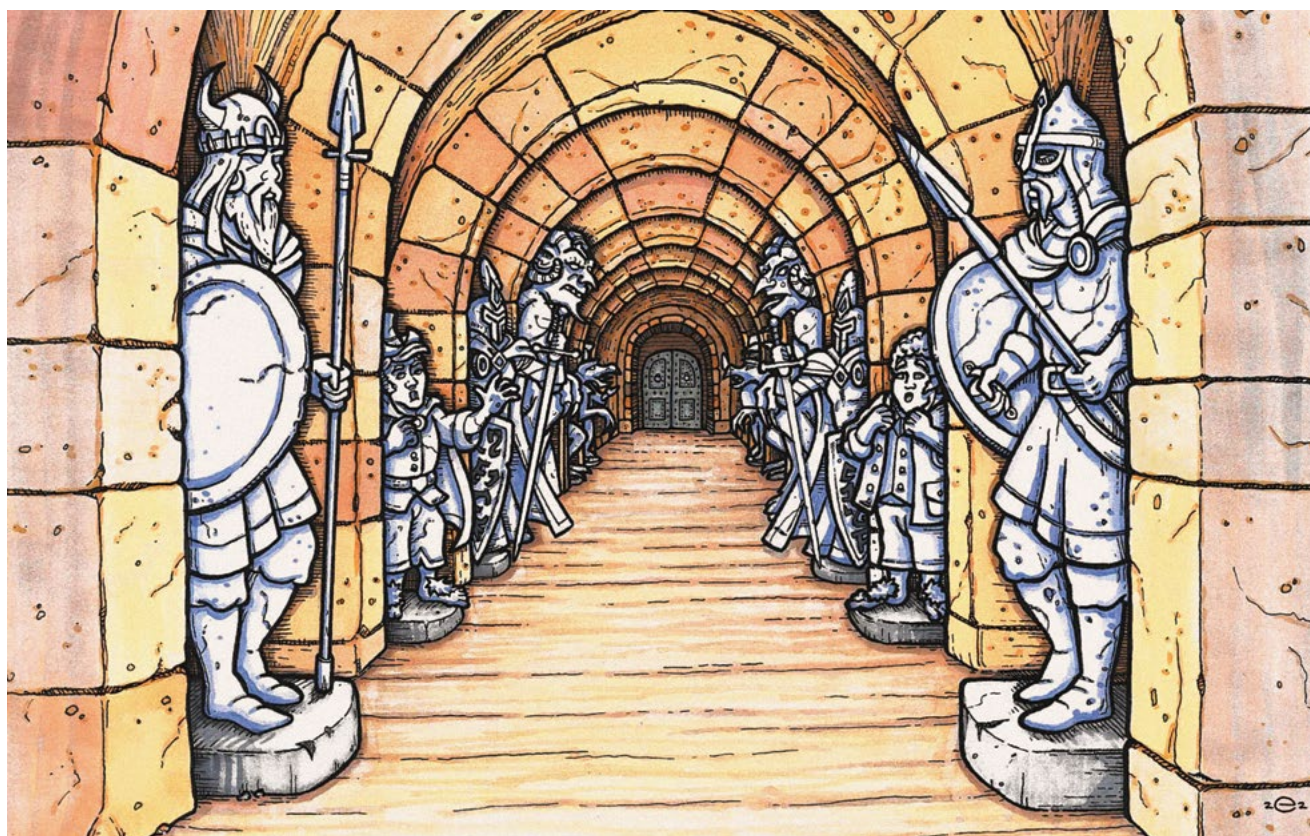
PLAYER HANDOUT 5

*Concealed with guise:
Among my 35 allies,
Serpent's bite bereft.
Twist me to the left.*

PLAYER HANDOUT 6



PLAYER HANDOUT 7



PLAYER HANDOUT 8



PLAYER HANDOUT 9

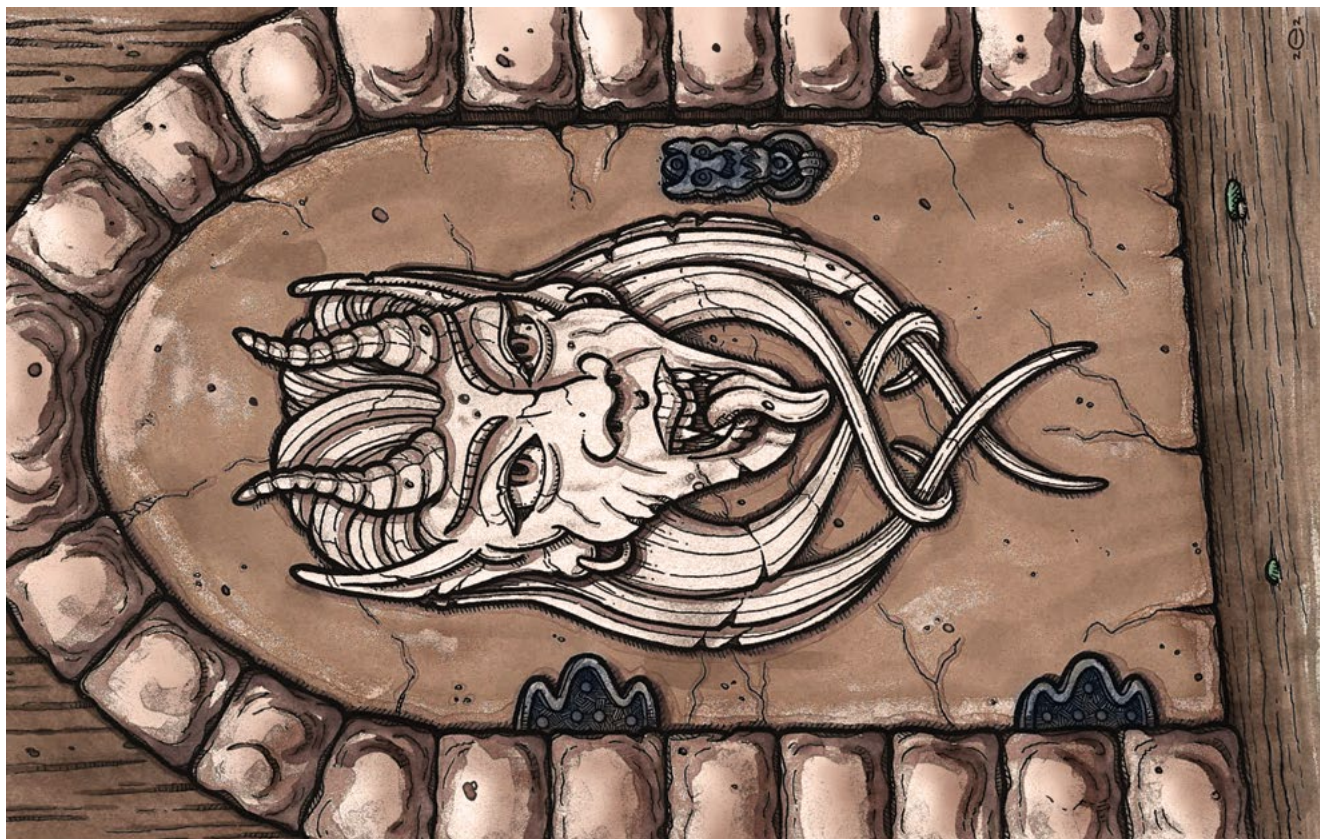


Ring #1	Ring #2	Ring #3	Ring #4	Ring #5	Ring #6	Ring #7	Ring #8	Ring #9
Y	R	E	R	A	L	A	U	A
T	B	U	E	O	E	R	T	B
R	O	T	D	D	A	K	L	H

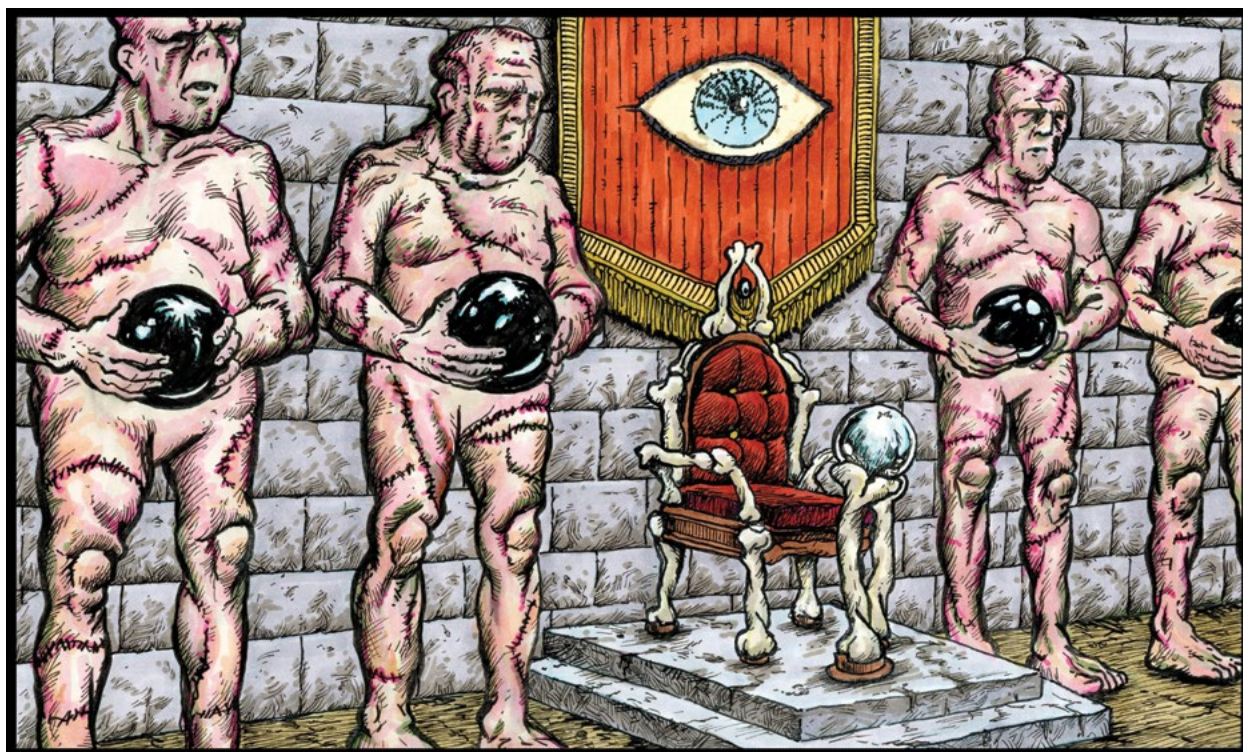
PLAYER HANDOUT II



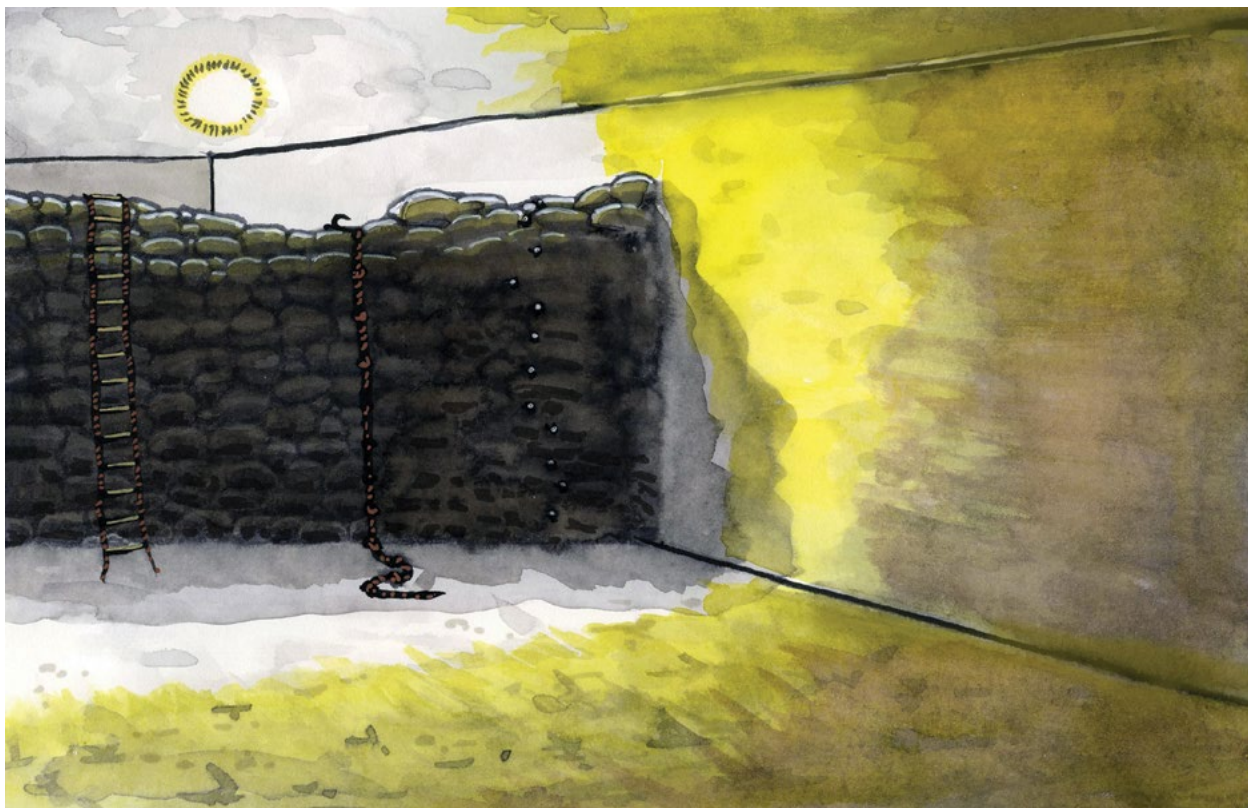
PLAYER HANDOUT 10



PLAYER HANDOUT 12



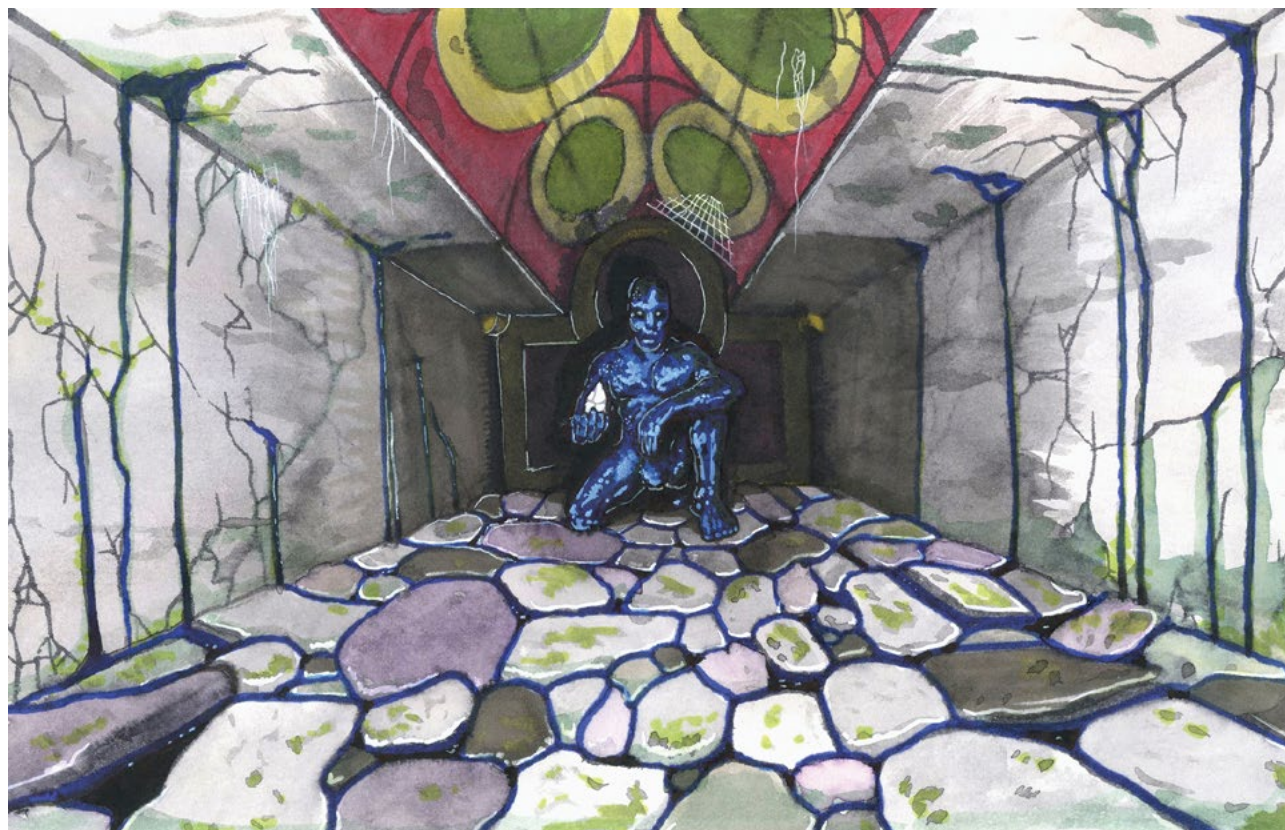
PLAYER HANDOUT 13



PLAYER HANDOUT 14



PLAYER HANDOUT 16



PLAYER HANDOUT 17



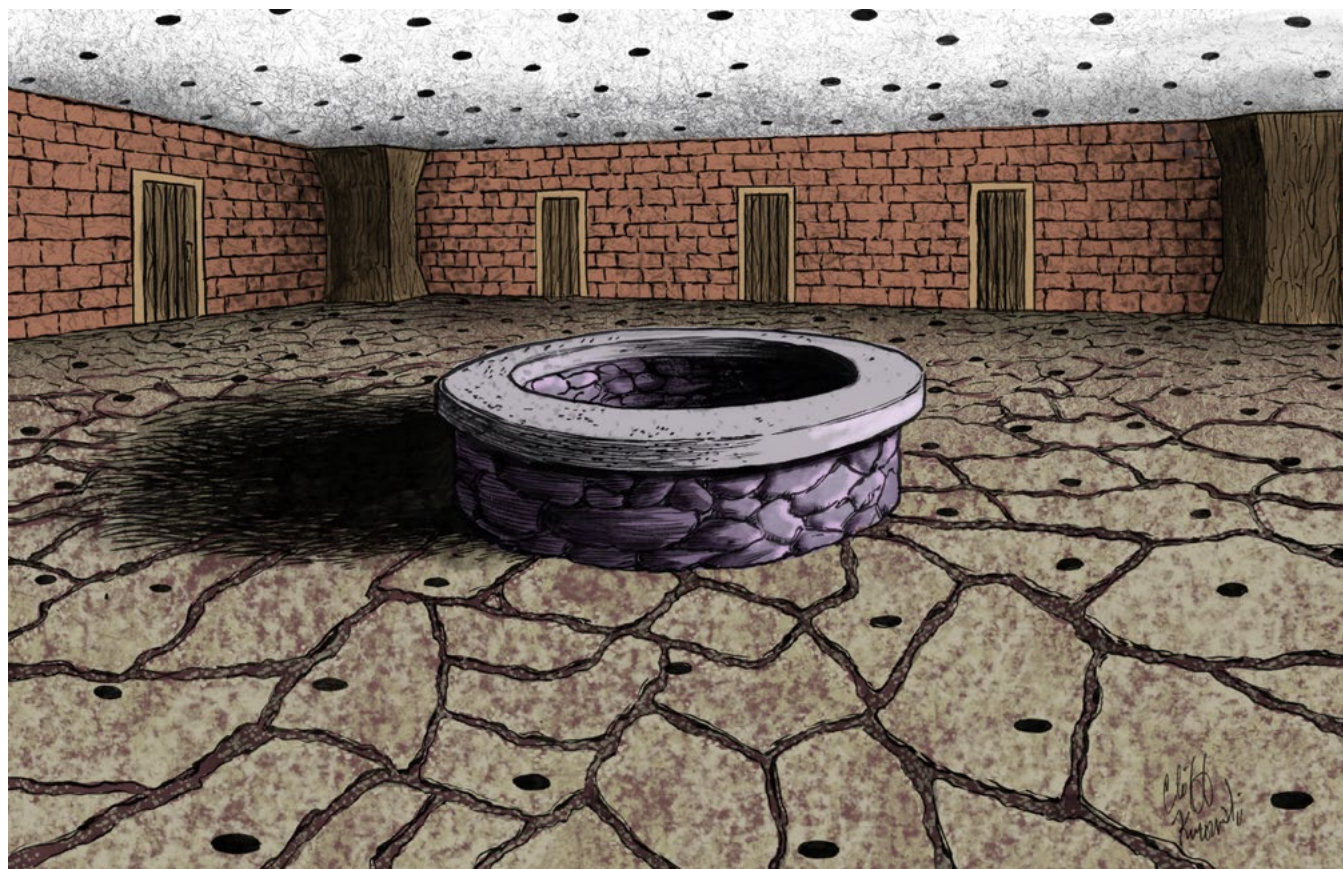
PLAYER HANDOUT 18



ONCE BEFORE, THE CRYPT WAS LOOTED.
THE ROBBER BORE ONE SACK OF GOLD;
HIS HENCHMAN STOUT BORE TWO SACKS.
TO PROCEED, YOU MUST WALK THE PATH
OF HE WHO BORE THE HEAVIER LOAD.



PLAYER HANDOUT 21



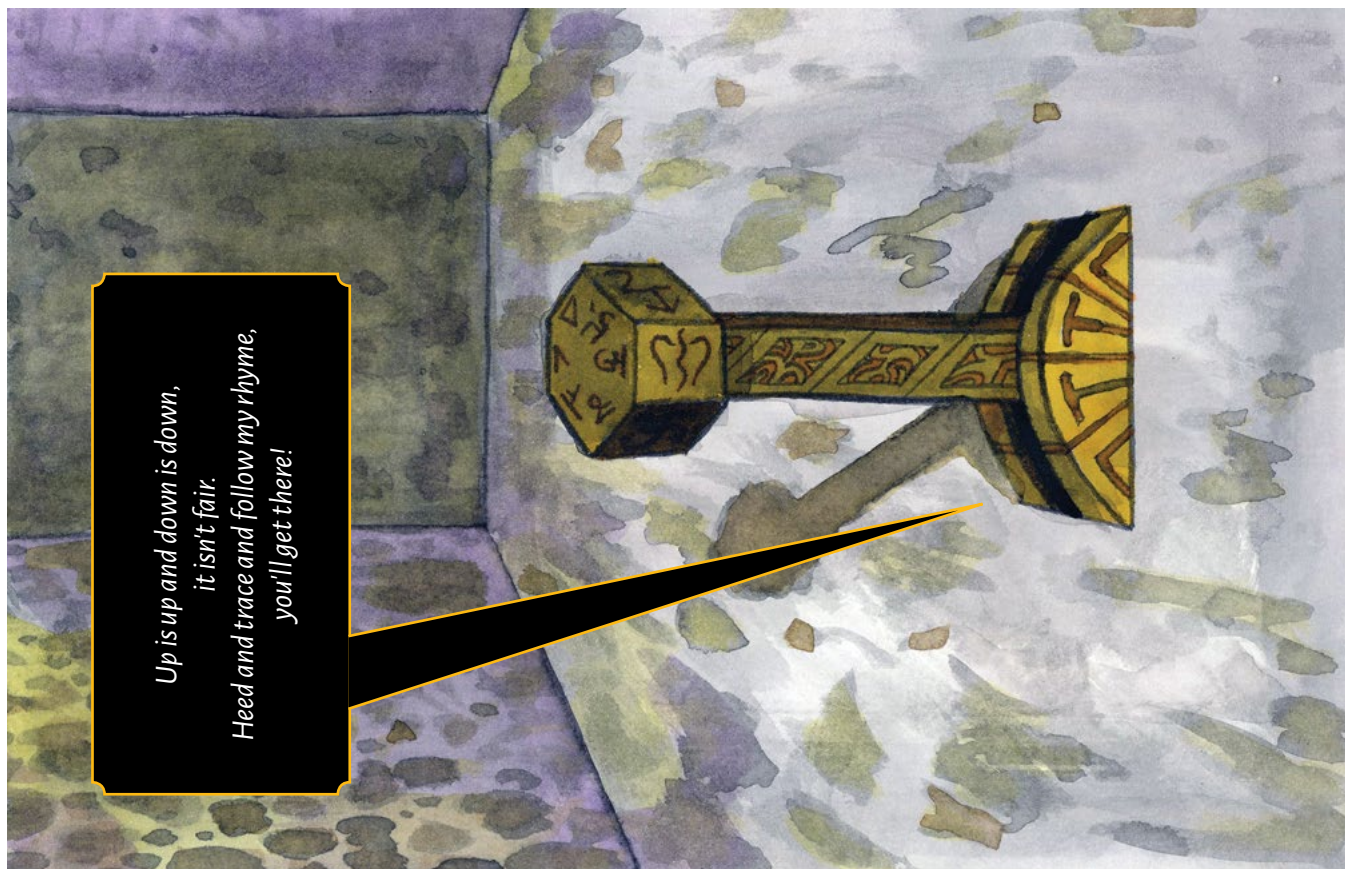
PLAYER HANDOUT 22



PLAYER HANDOUT 23



PLAYER HANDOUT 24



PLAYER HANDOUT 25



PLAYER HANDOUT 26



PLAYER HANDOUT 27



PLAYER HANDOUT 28



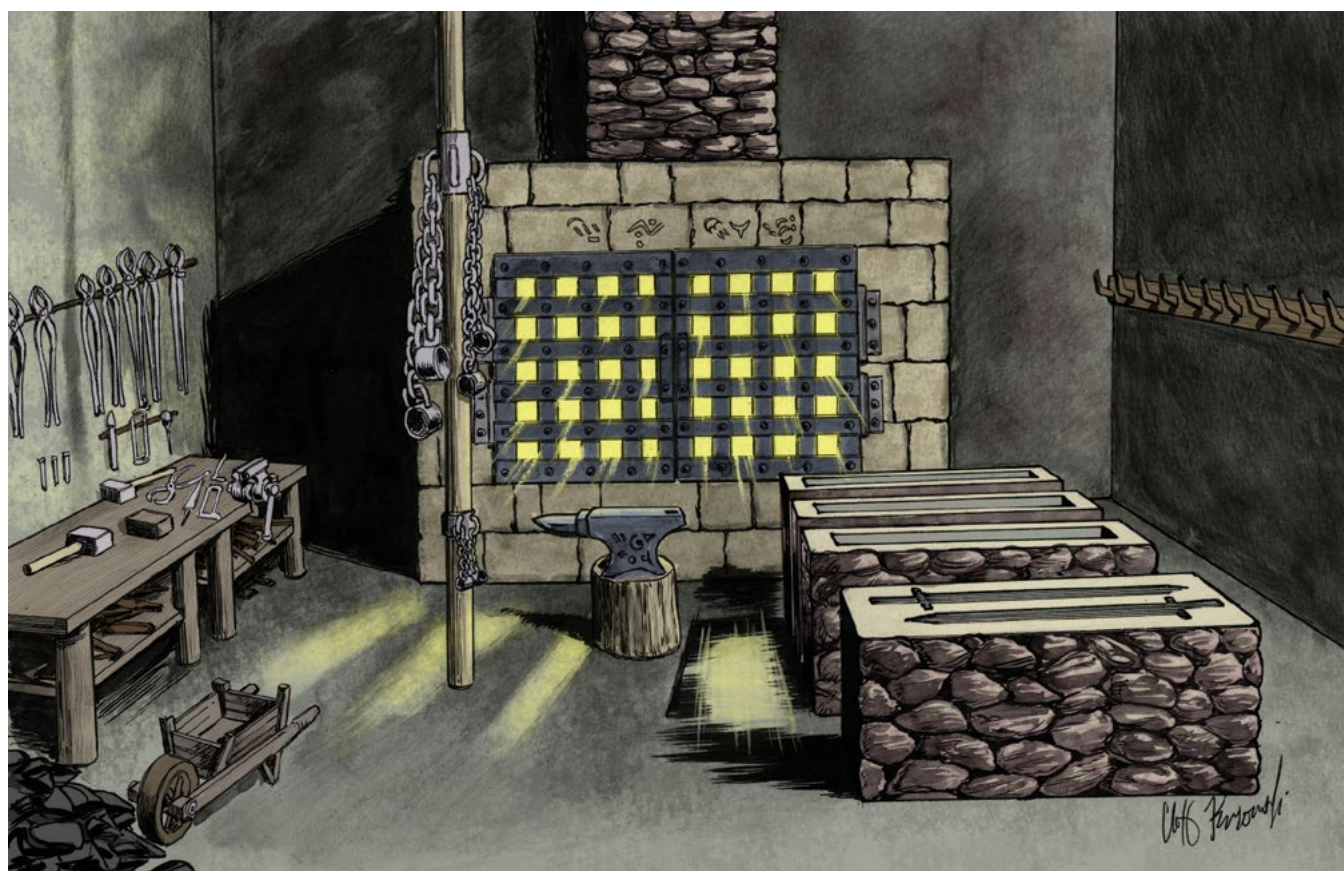
PLAYER HANDOUT 29

To cross this chamber safely,
Don't be hasty.
Follow the rainbow hues,
But be careful how you choose.

PLAYER HANDOUT 30



PLAYER HANDOUT 33



PLAYER HANDOUT 34



Bane, artifact, +4 longsword: INT: 18; Communication: speech and telepathy; AL L; Banes: chaotic creatures (damage +1d4 [2] + ability score drain. Roll 1d5: (1) strength, (2) stamina, (3) agility, (4) intelligence, (5) personality), vampires (Fort save vs. 10+ to-hit for half damage from vampires); liches (all creatures within 120' must make a contested Will save or attack the lich, treat as +3); special purposes: destroy Chalychia, serve its wielder, slay chaotic creatures; SP detect invisible 1/day, holy brand (+4 damage to Chaotic creatures), *force manipulation* (result 32+) 1/month, vampiric touch (when inflicting 10 damage wielder heals 1 point), defender (increase bearer's AC by reducing attack bonuses for round), flight 30', life drain 1/day (all creatures within 50' radius suffer 50 points damage, Fort save vs. 18 for half [25]), spell resistance (spells targeting the wielder suffer a -2 spellcheck penalty).



TRUE DEATH

Weapon (longsword), legendary (requires attunement)

True Death is a sentient defender longsword. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Magic. *True Death* can cast *fly* and *globe of invulnerability*, two times per day each, using its Intelligence as its spellcasting ability. It saves at least one use of each power to complete its special purpose (see below).

Sentience. *True Death* is a sentient lawful good weapon with an Intelligence of 18, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

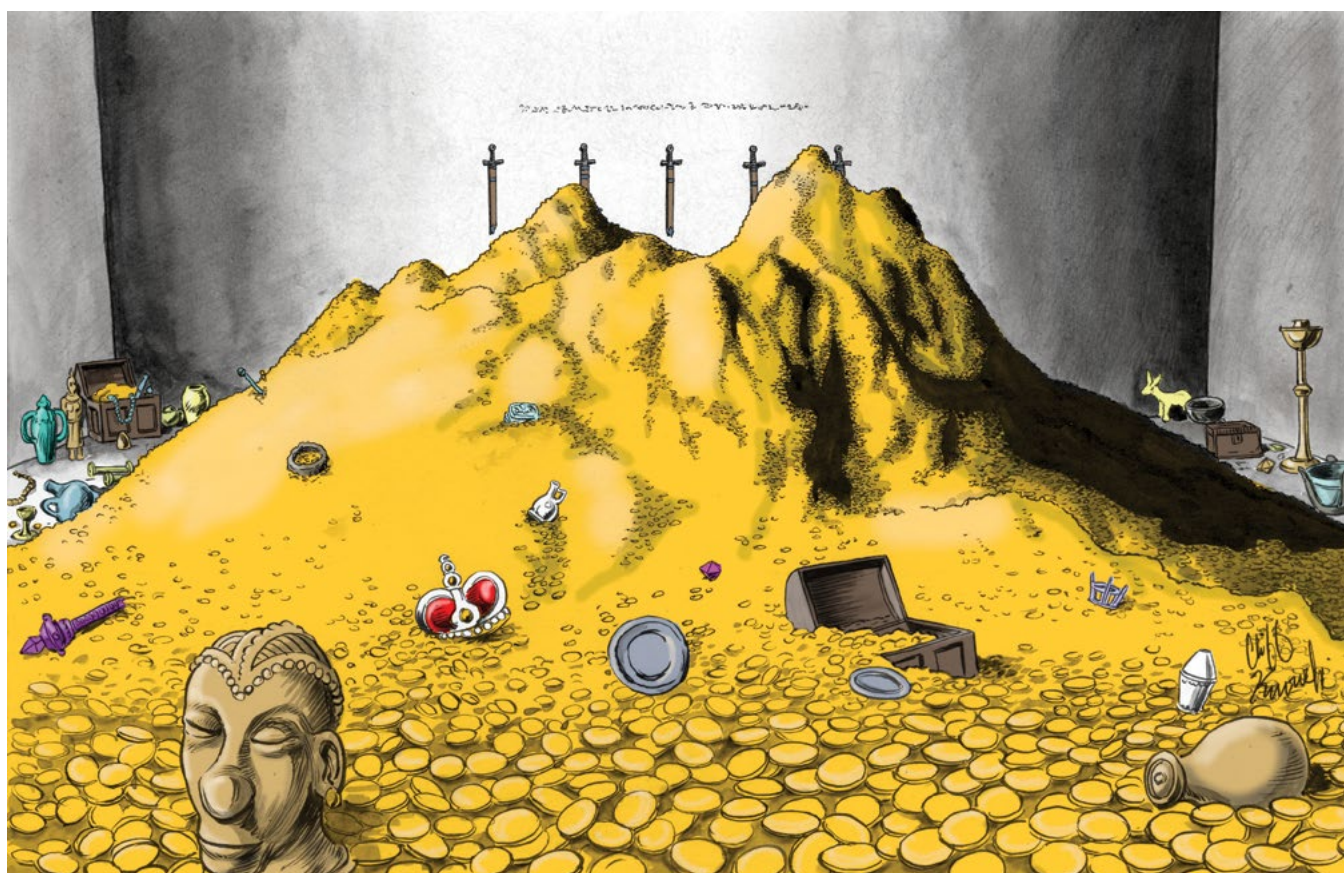
Personality. *True Death's* special purpose is to finish the task it began centuries ago: defeat the Devil Lich at any cost.

PLAYER HANDOUT 35 DCC RPG VERSION

PLAYER HANDOUT 35 5E VERSION



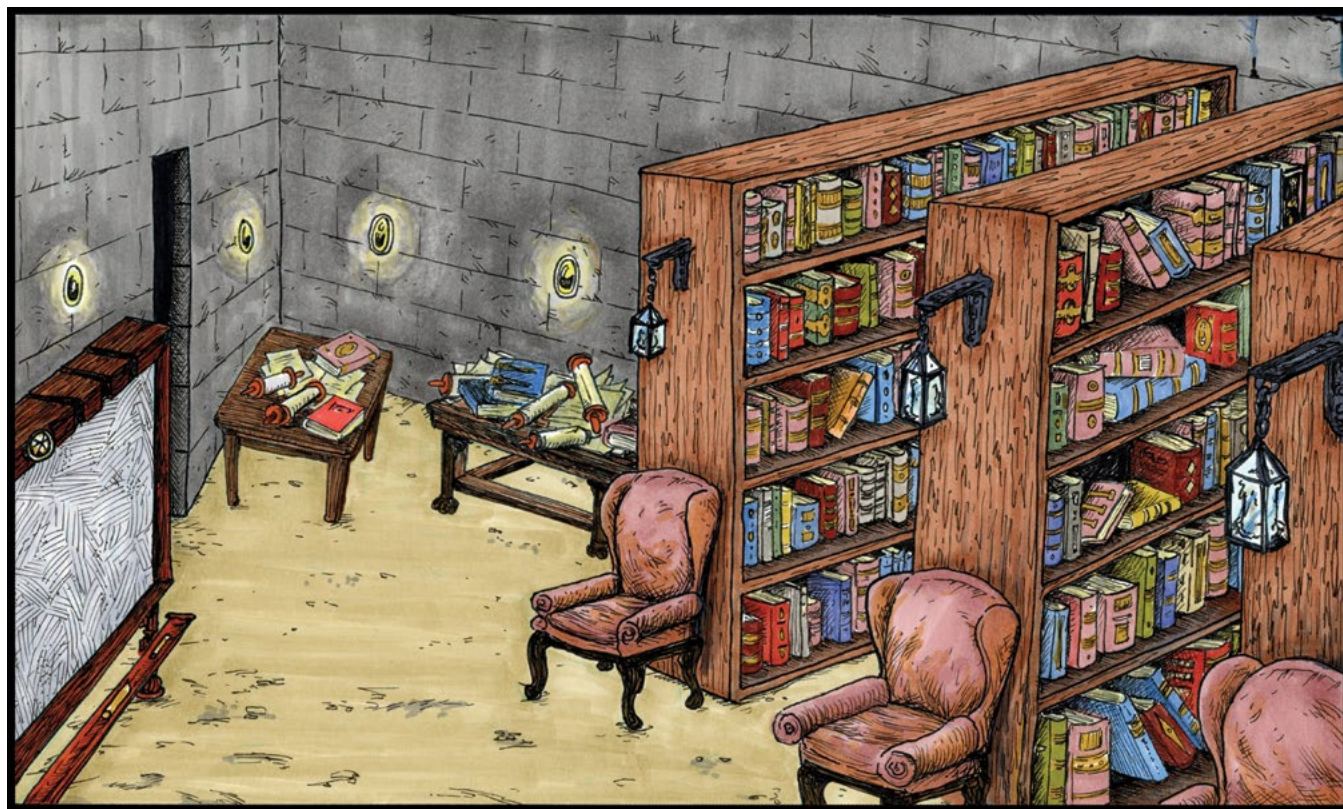
PLAYER HANDOUT 36



PLAYER HANDOUT 37

NEXT TO LAST LIES WHAT YE SEEK
THE SOUL OF THE ETERNAL QUEEN
RULER OF DARKNESS, LADY OF PAIN
WICKED MISTRESS OF ALL OBSCENE
SHARD OF LIFE MAY BRING DEATH
'TIS SIMPLE TO VANQUISH THE FIEND
SEEK ETERNITY'S COVENANT OVER NIGHT'S DEATH—
KNOW YE NOT WHAT ALL THIS MEANS?

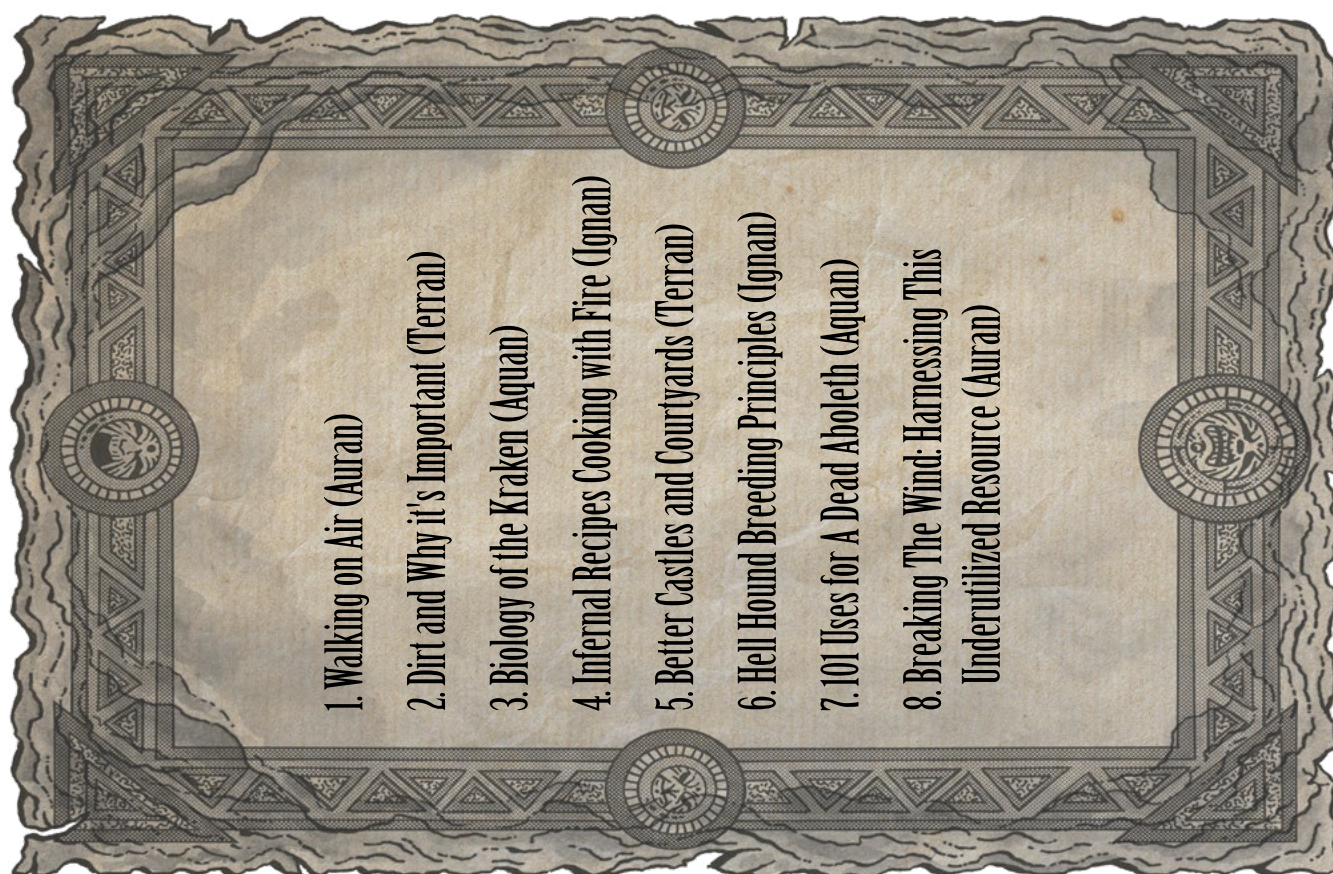
PLAYER HANDOUT 38



PLAYER HANDOUT 39



PLAYER HANDOUT 40



PLAYER HANDOUT 41



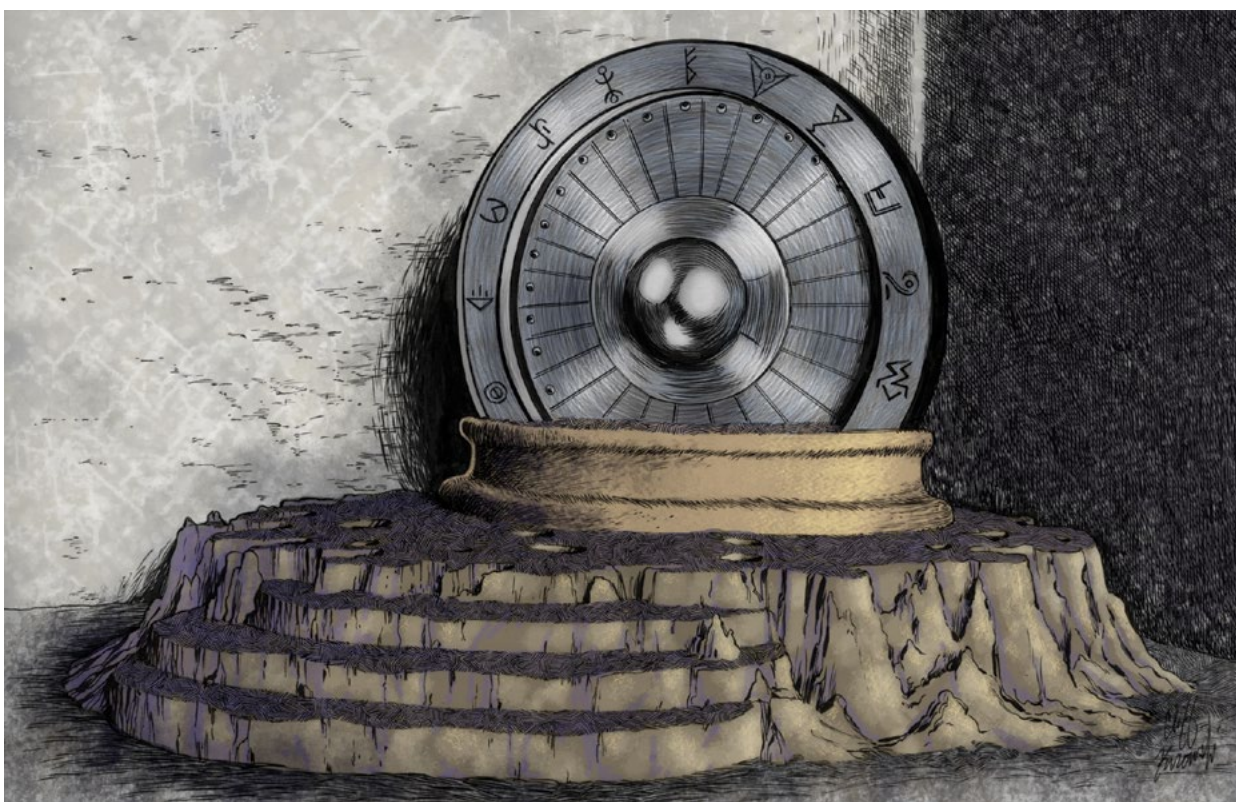
PLAYER HANDOUT 42



PLAYER HANDOUT 43



PLAYER HANDOUT 44



PLAYER HANDOUT 45



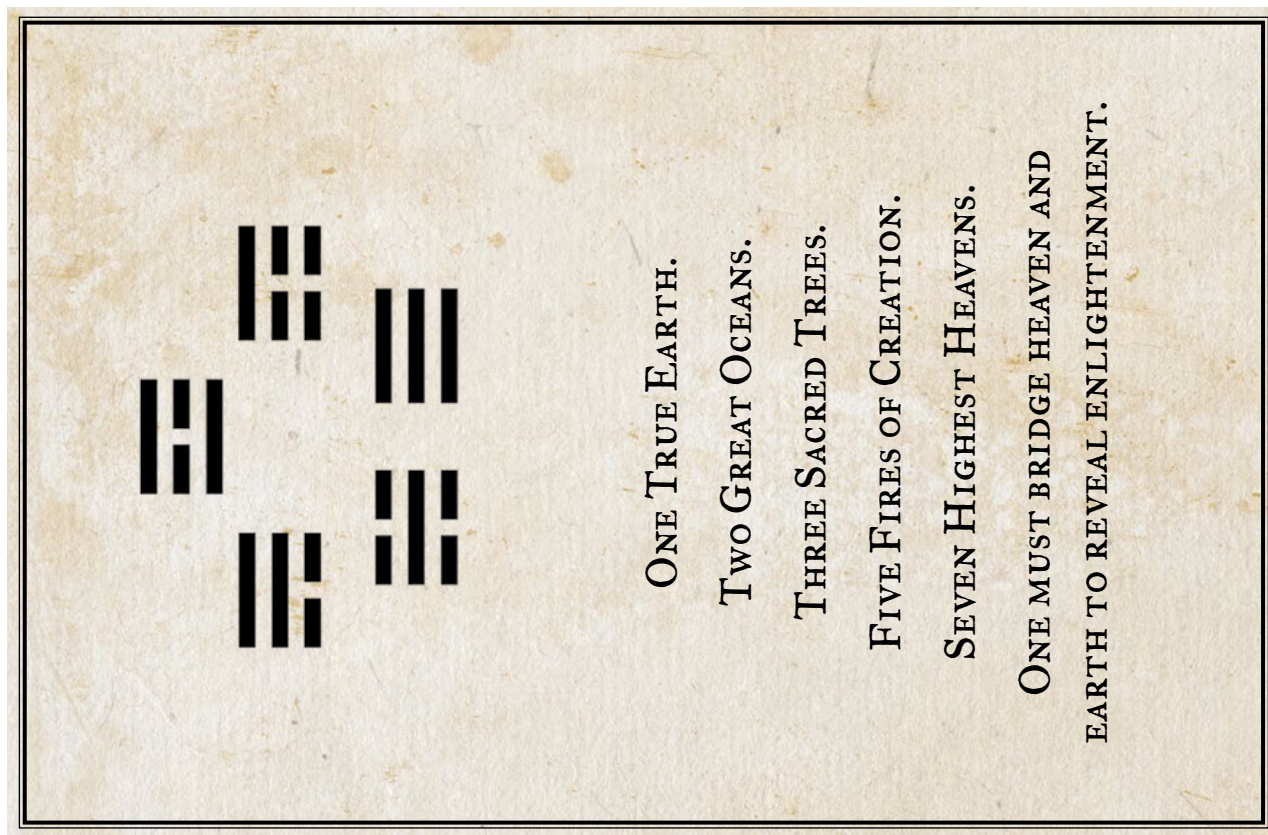
PLAYER HANDOUT 46



PLAYER HANDOUT 47

APPENDIX LL-C

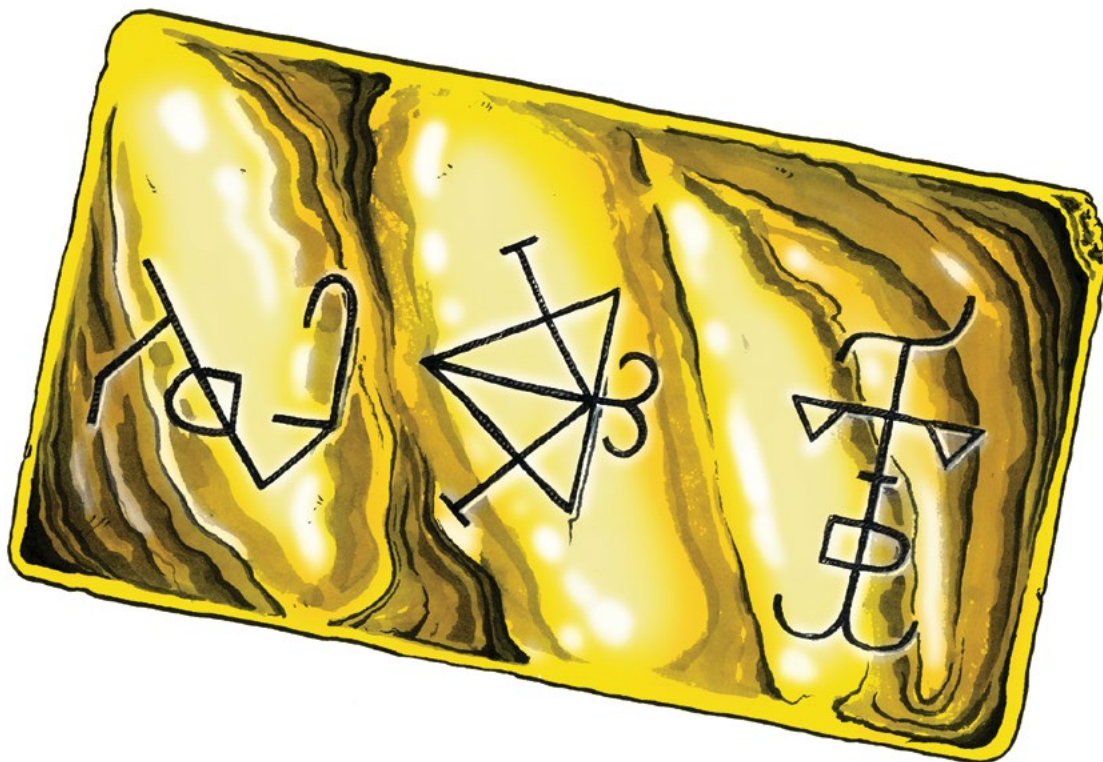
PLAYER HANDOUTS



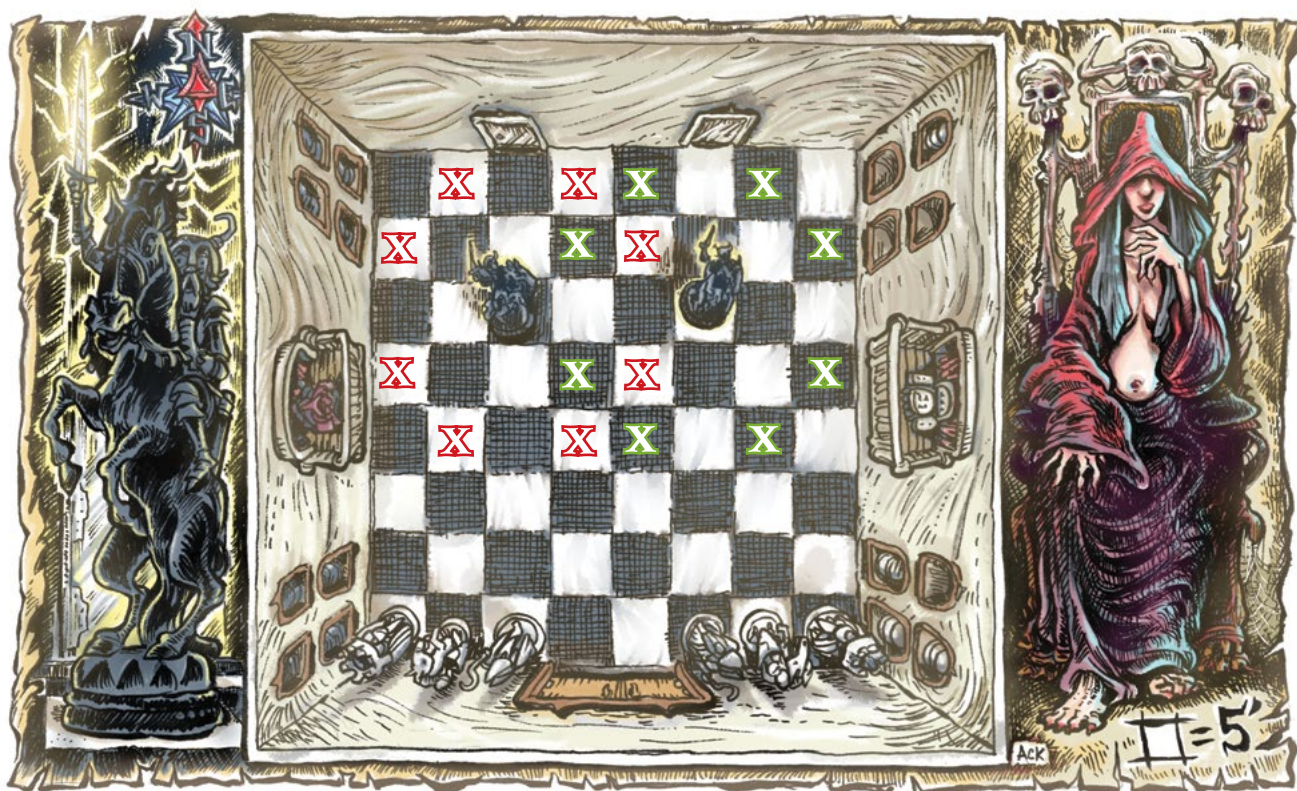
PLAYER HANDOUT 48



PLAYER HANDOUT 49



PLAYER HANDOUT 50



GM DIAGRAM 1



COVER ARTWORK BY DOUG KOVACS



COVER ARTWORK BY SANJULIÁN



COVER ARTWORK BY STEFAN POAG



3.5 COVER ARTWORK BY EROL OTUS
AND WILLIAM MCAUSLAND



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PLAYER HANDOUT BOOKLET



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