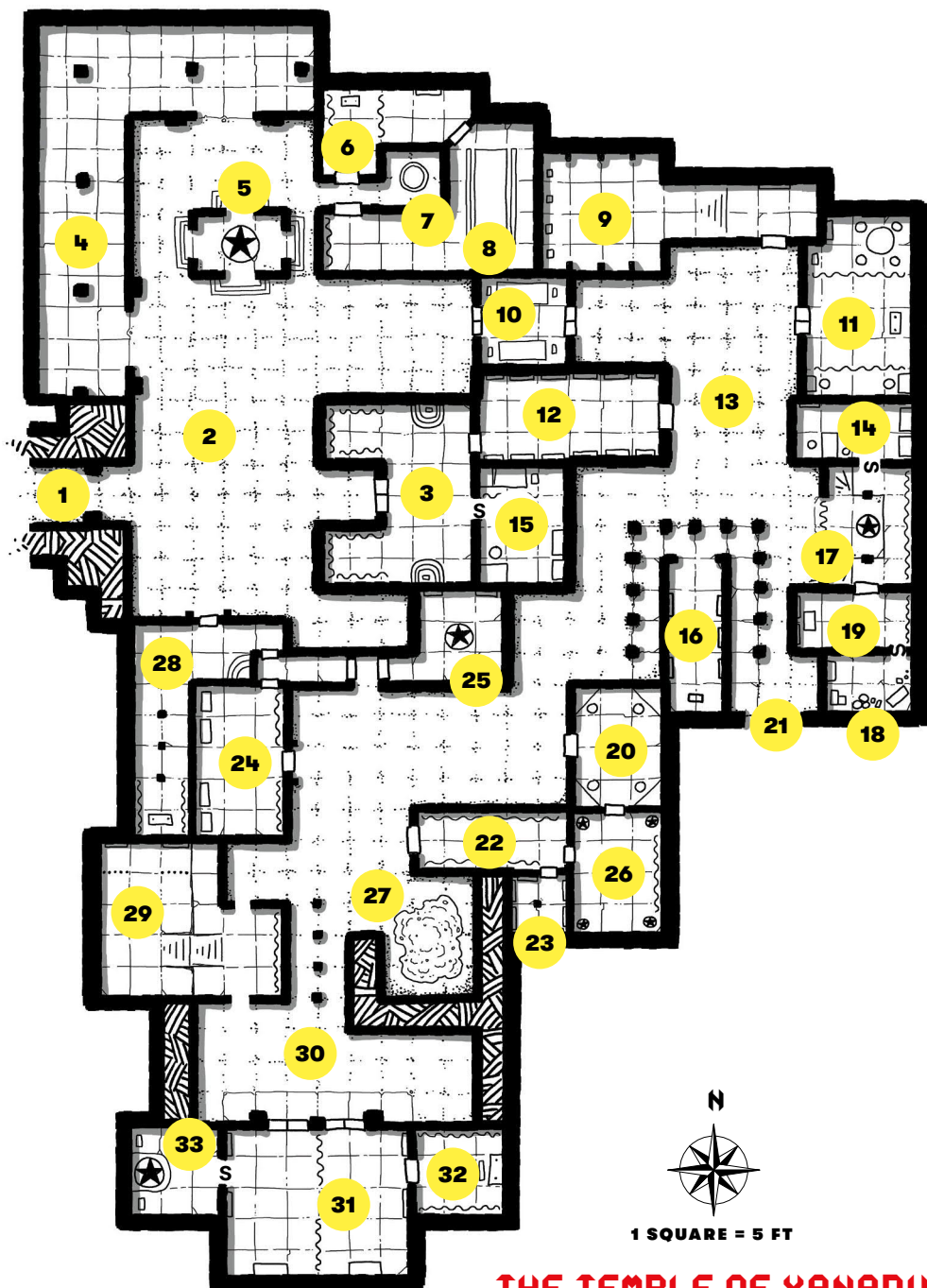

A WEIRD-FANTASY ADVENTURE FOR CHARACTER LEVELS 1 TO 2

XANADU



COMPATIBLE WITH
**DCC
RPG**

VASILI KALIMAN



THE TEMPLE OF XANADU

MAP AREAS

1. **ENTRANCE:** Portal made of swirling plasma (*page 11*)
2. **GLOWING LANTERNS:** Floating creatures which are hungry (*page 12*)
3. **INNER CHAMBER:** Mosaic on floor, contains major clue (*page 13*)
4. **HALL OF EVERLASTING LIGHT:** Some dead bodies, loot them (*page 13*)
5. **STATUE:** Humanoid statue, valuable gems for eyes but a death trap (*page 14*)
6. **PANTRY:** A few odd pieces of loot (*page 14*)
7. **PIT LATRINE:** Open toilet, gross odor, potential gas explosion (*page 15*)
8. **DINING HALL:** A place to eat, nothing interesting here (*page 15*)
9. **BIBLIOTECHEA:** Trapped door, shelves full of interesting books (*page 16*)
10. **WORKSHOP:** Two magic potions (*page 17*)
11. **SERVANTS QUARTERS:** A chess game and a few oddities (*page 17*)
12. **EMBALMING ROOM:** A magic ring to wear, magic dust to snort (*page 18*)
13. **MUSIC OF THE SPHERES:** Melodies made by metal spheres (*page 18*)
14. **PHASE DAUGHTER:** Encounter with a creature carved of stone (*page 19*)
15. **SILENT SANCTUM:** Secret room with fascinating items (*page 20*)
16. **CHAMBER OF DELUSION:** Promise of treasure, but an illusion (*page 20*)
17. **PREGNANT STATUE:** Fertility statue which drains magic (*page 21*)
18. **CELL OF WOES:** Torture room (*page 21*)
19. **BRONZE GONG:** Ring the gong and summon creatures (*page 22*)
20. **GLASS CASKET:** Sarcophagus, dead body wearing a magical mask (*page 23*)
21. **PORTAL:** Small inter-dimensional creatures come through here (*page 24*)
22. **HAUTE COUTURE ATELIER:** Clothing workshop, some great items (*page 24*)
23. **WINE CELLAR:** Drinkable vintages, nothing much else (*page 24*)
24. **TEMPLE MUSEUM:** Preserved heads, can tell jokes (*page 24*)
25. **ACID BLADDERS:** Trapped room with explosive creatures (*page 25*)
26. **THE TOOTH FAIRY:** The major encounter of this adventure! (*pages 26–27*)
27. **THE COUTURIER:** She wears an outfit made of human skin (*page 28*)
28. **GARDEN:** An indoor nursery, with a deadly variety of creeper (*page 29*)
29. **THE CLOCKS:** A puzzle which switches off portals (*pages 30–31*)
30. **HALL OF BLUE MOSS:** Affects memory when stepped on (*page 32*)
31. **ART STUDIO:** A magic ring is here (*page 32*)
32. **GRAND SUITE:** Bed chamber of importance, full of special loot (*page 33*)
33. **THE FILTH:** An encounter with a truly disgusting creature (*page 34*)

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ONE WALL,
SURROUNDED BY
TROPHIES
YOU CAN GO SOUTH
AND WEST.

OK

EXAM SKULL

THE MOUTH IS
LOOSE

PRESS MOUTH

THERE IS A
CLICKING NOISE

PRESS MOUTH

THE MOUTH LOCKS
OPEN

IN

A WEIRD-FANTASY ADVENTURE FOR CHARACTER LEVELS 1 TO 2

XANADU

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This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games.

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Some material in the *Starter Arcana* table (p.9) from *Electric Bastionland* (2020) by Chris McDowall.

PUBLISHER

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COMPATIBLE WITH
DCC
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PLAYER GENERATION :

STRENGTH.....
AGILITY.....
STAMINA.....
CHARISMA.....
WISDOM.....
INTELLIGENCE...

M/F-
RACE-
TYPE-
NAME-

SATISFACTORY (Y/N)-

RACES:

- 1-HUMAN
- 2-ELF
- 3-DWARF
- 4-HOBBIT

TYPES:

- 1-FIGHTER
- 2-CLERIC
- 3-WIZARD
- 4-THIEF

WHAT IS THIS?

This is a short, weird-fantasy adventure that takes place in the cult temple of **Xanadu**. The temple could be of interest to adventurers in a variety of ways. The next few pages include a story background, hooks, and rumors as to why the party may wish to visit.

WHAT YOU NEED TO PLAY

- Requires **Dungeon Crawl Classics** Rules.
- 4 to 8 players and a Judge. Character levels 1 to 2 are suggested.
- Pencil, paper, dice, and imagination.

WHERE THIS TAKES PLACE

- Place the temple in the region of *Ostaria* (see *Aquilus Issue 2*, a zine also published by *Singing Flame*).
- Or place this in your ongoing campaign as a side quest.
- Or play this as a one-shot, old-school, *dungeon crawl*.

WHAT THE PLAYERS KNOW

- Choose one of the **Adventure Hooks** (page 7), or develop your own.
- Roll a **Cult Name** and provide the party with a few **Rumors** (page 8).
- Give each PC a curious item from **Starter Arcana** (page 9).

JUDGE ADVICE

- Read through this adventure at least once. It's very easy to run.
- The party should be comprised of a number of classes. They will need fighters, thieves, and casters.
- There is a mixture of puzzles, traps, and encounters. Some characters probably won't survive.
- This adventure does not include random encounters or events. The Judge can add their own, or use some of the creatures within, especially if the players are spending too much time in one area.
- The adventure does not include randomly placed minor valuables such as gold coins. The Judge should distribute these when and where appropriate, such as to reward player ingenuity, combat victories, solving clues, disarming traps, and imaginative roleplaying.

BACKGROUND

WHAT REALLY HAPPENED

- The cult opened a portal to another dimension. It was activated by adjusting the hands of three pendulum clocks in a particular sequence.
- Once the veil of reality was ruptured between this world and another, **The Tooth Fairy** stepped through. She originates from a dimension made of sweet stuff.
- **The Tooth Fairy** slaughtered everyone in the temple for their teeth, which she extracted and ate like candy.
- *The Tooth Fairy* spared **The Filth**, the temple's clockmaker who invented the pendulum clocks, and his wife **The Couturier**, the temple's couturier.
- *The Tooth Fairy* also spared their child, which she imprisoned in a stone wall as **The Phase Daughter**.
- In exchange for the promise of eventually returning their daughter's form to flesh, **The Tooth Fairy** forced the couple to magically seal the temple entrance, so that any explorers or adventurers entering would never be able to leave. This would ensure a steady supply of teeth for the fairy.
- **The Couturier** and **The Filth** are still inside the temple. They become totally insane, adrift in their own worlds.
- **The Tooth Fairy** is currently in her dimension. Her appetite is ravenous and she is waiting to be summoned again. Rewards and riches may await those who dare to perform the ritual...

MAIN ENCOUNTERS

- **The Phase Daughter.** Carving in wall that animates. Child of *The Couturier* and *The Filth*. She is in AREA 14.
- **Molar Minions.** Summoned creatures which kill for teeth.
- **The Couturier.** Married to *The Filth*. She is hiding in the communal pool in AREA 27.
- **The Tooth Fairy.** The major encounter in this temple. She can be summoned by a ritual in AREA 26.
- **The Filth.** Clock-maker, discovered how to open the portal, married to *The Couturier*. He is lurking in AREA 33.

WHAT THE PARTY CAN DO

- Explore for treasure and magic items.
- Solve how to complete a ritual that summons *The Tooth Fairy*.
- Discover unusual books and maps, useful as hooks for further adventures.
- Determine how to deactivate the portals so they can escape.

KEY THEMES & IMAGERY

- Body horror
- Tooth extraction
- Sugar
- Summoning
- Pregnancy
- Butterflies
- Couture
- Portals
- Doppelgängers

ADVENTURE HOOKS

INVESTIGATE

The party passes through a village. Distraught residents report numerous villagers have been slain in the past few weeks, their bodies permeated with tiny bite marks. All had their teeth brutally removed.

They suspect it is the workings of the nearby cult temple of Xanadu. The village sent mercenaries to investigate, but they have not returned.

They will pay a handsome reward if the party investigates...

PREVENTION

The party meets a former cult member who escaped from the nearby temple of Xanadu.

They are traumatized and speak in unintelligible fragments. They talk of fairies, dimensional portals, summonings, and tiny creatures.

They insist the temple will bring about the end of the world. They must be stopped...

TREASURE HUNT

An ancient map has come into a party member's possession. It reveals the location of the cult temple of Xanadu.

You have been told the temple is empty or abandoned. Glorious treasure and magic items are within...

COMING HOME

Party member returns to their childhood village. They discover their home is devoid of residents.

The sole remaining occupant is an aging cleric. He tells that families were driven out by a horde of small entities.

The cleric is too weak to fight, but he has tracked the entities back to their source, the nearby cult temple of Xanadu...

RIVALS

A cult has contacted the party through a patron. A rival cult at the temple of Xanadu has stolen a magical mask belonging to their leader.

They will provide a map of the cult's location and pay a significant reward if the mask is returned...

MISSING PERSON

A half-crazed caster sends a note to the party for help.

The caster has a sister who is a renowned couturier and cult member at the temple of Xanadu. He has not heard from her in months.

He will pay a reward if the party investigates and returns with information...

CULT NAMES & RUMORS

NAME & SPECIALTY (D16)

1. **Sect of Insight.** They are arcane scholars.
2. **Chosen Hands of Lost Wisdom.** They are philanthropists.
3. **Oracles of Piety.** They are a mob.
4. **Voices of the New Reality.** They are explorers of states of consciousness.
5. **Children of Twilight.** They are night people.
6. **Gatherers of Secrets.** They are terrorists.
7. **Society of Joy.** They are couriers.
8. **Spartans of Radiance.** They are tricksters.
9. **Searchers of Illumination.** They are singers and entertainers.
10. **Foundation of the Four Gods.** They are artists.
11. **Martyrs of Paradise.** They are apocalypticarians.
12. **People of the White Sign.** They are not from this world.
13. **Wanderers of Radiance.** They are misfits and outcasts.
14. **Avengers of the Sun.** They are information brokers.
15. **Congregation of Reparations.** They are price fixers.
16. **Order of Eternal Rebirth.** They reject science, and believe in feeling and instinct.

CULT RUMORS (D10)

1. They are controlled by a dysfunctional family that tortures each other. Leader collects human teeth.
2. They preserve corpses indefinitely. Leader lives in their own filth.
3. They are addicted to sugar. Leader wears an outfit made of human skin.
4. They require obscure materials for summoning rituals. Leader is in league with inter-dimensional entities.
5. They are creating a plague to ruin the economy and destroy the world's wealth. Leader can walk through walls.
6. The temple has been contaminated from an experiment gone wrong. Leader is flamboyant, addicted to opulence.
7. Visitors to the temple have visions and never recover. Leader collects ephemera from the past.
8. They are engaging in cloning experiments. Leader worships a fairy.
9. They created a recipe for immortality. Leader is a master of ritualistic pain.
10. Exiles find refuge here. Leader has been destroyed by greed, betrayed a family member to their death.

STARTER ARCANA

ONE FOR EACH PLAYER (D20)

1. **Oil.** When rubbed onto an object, it comes to life for the next hour as a faithful servant. One dose.
2. **Silk handkerchief.** Repairs any object it is draped over for an hour. The object must be small enough to be covered.
3. **Small stone.** When placed under the tongue, causes harmless green vapor to spill from your mouth.
4. **Bag.** Always has fifteen marbles inside, no matter how many are removed.
5. **Tumor.** Visible growth absorbs the next harmful effect to enter your body, whether poison, parasite, curse or otherwise, before dropping off.
6. **Mirror.** Shows anything reflected in it, but something is always missing.
7. **Pebble.** Transforms into whatever inorganic substance it last touched. Currently the leather of your pouch.
8. **Bottle.** Contains liquid that releases bubbles that glow in the dark.
9. **Ball.** Hollow metal ball that rolls behind you and never stops trying to follow you. Can pop open to store a 12' diameter-sized object or smaller.
10. **Floating orb.** Removes all odors from the air in a few minutes.
11. **Bug.** Metal replica of a beetle that can perform simple tasks.
12. **Flower.** Anyone sleeping in the same room as this flower suffers horrible nightmares. When they wake, they bring back something minor from their nightmare. Does not affect the owner.
13. **Clay blob.** Takes on mysterious shapes when left alone.
14. **Key.** When placed in a keyhole, utterly annihilates door. 1-in-6 chance of annihilating itself too, causing 2d10 damage to anyone within 10'. One use.
15. **Jar.** A small jar of black paint that refills itself each day.
16. **Red capsule.** When swallowed, hardens the drinker's flesh for one hour, granting +2 to AC. One use only.
17. **Book.** Tiny leather-bound journal, contains one piece of writing such as a story, a poem, or a recipe. Each day, a new piece of writing magically replaces the previous one.
18. **Pellets.** A bag full of tiny stones that explode into miniature sparks on impact. No damage, but creates a popping noise as they explode.
19. **Whistle.** When blown, creates noise from a random animal.
20. **Skull.** If you die, your body disintegrates into ash and immediately regenerates into something not human, but retaining all your memories.

Some material in this table is from *Electric Bastionland* (2020) by Chris McDowall.



START...

1. ENTRANCE

Swirling plasma, like thick syrup, moving in circular motion, covering entrance from ground to ceiling.

Smells electrical, like after a thunderstorm. **Sounds** like grinding, large circular slabs of stone rubbing together.

If someone approaches it: welcoming, peaceful, like having a near-death experience when there is a *light* which compels you to enter.

If something is thrown into it: items disappear with a sucking sound, and can be found on the ground outside the other portal in AREA 21 (*Portal*).

If the PCs walk through it: they appear directly on the other side in AREA 2, covered in what looks like syrup. It's gross but sweet, edible, smells like fairy floss. They are disorientated, nauseous, feels like seasickness.

Side effects of walking through: make a Luck check. Is they succeed, gain a random trade good from DCC RPG rulebook p. 22-23. (This is presumably from unlucky adventurers who walked through before.) If they fail, one mundane item each PC carries disappears forever, determine randomly. Each PC also rolls on the table to the right for a *Random Effect*.

If PCs attempt to walk back through portal once in AREA 2: they can't. If they walk back out, they simply end back in AREA 2 again.

How to deactivate the portal: can only be accomplished by adjusting the hands of the three pendulum clocks in the correct sequence in AREA 29 (*The Clocks*).

RANDOM EFFECT (1D20)

1. Saliva is lethal to any who bites you, save vs poison or die.
2. Immune system collapses, you no longer have save vs disease. DC 15 Fort save or die.
3. Gain thermal vision up to 30'.
4. Minor magic items within 10' glow.
5. Drip a viscous, sweet, sugary slime trail. Personality -1.
6. Grow to 7' in height. Strength +1
7. Can smell blood, wounds, within 30'.
8. Become slightly magnetic.
9. Can eat something small and cause someone else to vomit it up.
10. Body radiates light 10', 1 hour per day.
11. Third eye grows on back of your head.
12. Eyes go milky white. Personality -2.
13. Can implant a false memory by touch into the mind of a target, once per day.
14. Permanently lose sense of smell.
15. Age rapidly, 2d10 years. Strength -1, Intelligence +1.
16. Urinate vial of holy water once a day.
17. Permanently lose ability to see colors, everything is shades of gray.
18. Turn transparent, hideous. Personality -6.
19. Can absorb recent memories by touch from mind of target once per day.
20. Vulnerable to wood, suffer double damage from wooden weapons.

2. GLOWING LANTERNS

Ambient light, green, soft. **Floor and walls**, stone, coated in moss. **Glowing lanterns**, 1d20+10 of them, floating, scattered randomly throughout, at least 30' away, advancing towards party. **Sounds** like clunking, grinding gears, emanating deep underground, mild vibrations arising through floor.

GLOWING LANTERNS

Organic, like an exposed brain, 3' in diameter, levitating, several 4' long tendrils hanging down, sharp thorns at the end.

Translucent sac as body, swollen, filled with swirling green gas, emits radiance equal to a dim candle, a sight to behold.

If PCs just observe them: they gradually advance towards the party, hungry, craving the syrup covering the PCs.

GLOWING LANTERNS

Number 1d20+10. **Init** -2; **Atk** tendrils +0 melee 10 reach (1d4) and/or spit +0 missile fire (1d4, 10'); **AC** 10; **HD** 1d4; **hp** 1; **MV** 30; **Act** 1d20; **SP** 10% chance of insemination on successful spit attack, explosive if hit by edged weapon or fire, chance of lanterns combusting when Glowing Lanterns destroyed; **SV** Fort +0, Ref +0, Will +0; **AL** N.

Spit: discharges smelly, creamy substance, aimed at victim's face, acts like poison on skin.

Insemination: if victim is hit by spit, there is a 10% chance it entered victim's mouth, in which case they become impregnated (DC10 Fort Save to avoid); otherwise in 1d4 months, a baby lantern will travel up from the victim's stomach and exit from the mouth, killing them by suffocation; pregnancy can be terminated by magical means.

Explosive: if lantern is hit by edged weapon or fire, gas that gives creature buoyancy explodes, doing 1d4 fire damage to all victims within a 10' range.

If creatures are destroyed: any lantern within 5' of lantern that combusted has a 50% chance of exploding, continuing chain reaction of explosions; victims within 5' radius of exploding creatures take 1d4 damage, DC10 Ref save to avoid.

3. INNER CHAMBER

Wooden door, opens easily. Carved relief, image shows humanoid creature stepping out of shape like a slit or rupture. **Mosaic**, composed of tiles, embedded into floor.

Secret door to AREA 15 (*Silent Sanctum*).

What is odd here: light sources dim when entering, even magical ones flicker.

MOSAIC

Minuscule, colored tiles. 10' wide circle, numerous circular, square, hexagonal, and triangular shapes within, hypnotic pattern, all connecting with lines. Looks like a flow chart, suggesting if one thing is done, then it will lead to another, and so on. Becomes intricate in the center. Appears instructional, magical.

If a read magic or comprehend languages spell is cast: suggests how clocks can be used to open dimensional portals, but without precise instructions on how to accomplish it.

What this really is: a clue that moving hands of clocks in AREA 29 (*The Clocks*) will open and close the portals in the temple (AREA 1 and AREA 21).

SECRET DOOR TO AREA 15

How to open it:

- Anyone can find with DC 15 Intelligence check. Thieves can add Find Traps bonus.
- Wizards, Elves and Clerics can divine verbal command with DC 15 Intelligence check.

4. HALL OF LIGHT

Pillars, running down center. **Wall paintings** throughout. **Candles**, high up on walls, regular intervals, piercing blue flame. **Dead bodies**, 2d4 of them, randomly distributed around room.

Smells fragrant, like fresh air.

WALL PAINTINGS

Full-body portraits of multiple races, including beings not of this world, all wearing red robes, emblazoned with the cult symbol.

CANDLES

If a detect spell is cast: candles are magical, burn for 2d6 months each outside the temple, and forever within, casting a soft light at 10' (worth 50 gp each).

How to remove them from the room: 4d4 candles in total, 20' above ground, someone like a thief will have to climb the wall.

Glowing Lanterns: will not enter this area, the candles repel them.

DEAD BODIES

If carefully examined: desiccated, bodies covered in thousands of small bite marks. If mouths are inspected, all the teeth are missing. All wearing robes like the ones in wall paintings.

If bodies are searched, you find:

- **Rope.** Short length, with 7 knots tied into it, on every body.
- **Tiny book.** Vellum-bound, *Masks of Life*, full treatise on the art of disguise. 12 hours studying this book bestows +1d on Disguise self checks for any thief.
- **Deck of playing cards.** All are blank.
- **Drawing.** Skillfully rendered, image of shrunken head with lips sewn shut.

5. STATUE

Stone stairs, leading up to small vaulted chamber. **Statue**, 12' high, standing in the middle.

STATUE

Female, she is grand, smiling, joyous, body is chipped in placed. One arm extended holding a bowl. Gems embedded in eyes, red garnets (worth 700 gp each). Small wings growing from her shoulders.

If the bowl is examined: it is empty.

If something is placed in the bowl: nothing happens. Only one item can be placed in here that will have some kind of effect (see below on *how to disarm the trap*).

If search for traps is made: gems in eyes are trapped, DC 14 Find Traps.

If attempts are made to remove gems from the eyes without disarming the trap: a disintegration ray will shoot out at the PC touching the gem, PC must make a DC 15 Fort save or be obliterated.

How to disarm the trap: a human tooth must be placed in the bowl. It will melt into a sugary syrup, the syrup will disappear from the bowl and secrete from her mouth, parts of the chipped statue will begin to heal, the eyes will glow red for 1d6 rounds, at which time the gems can be safely removed. Can also be disarmed on a DC 16 Disable traps.

What this really is: statue is carved entirely from polished, compressed human teeth, chips heal if teeth are placed in the bowl.

6. PANTRY

Shelves and cupboards, wooden, numerous. **Smells** like rotting food.

SHELVES & CUPBOARDS

Shelves, drawers and cupboards line this room. Spoiled food inside pantry. Drawers contain basic cutlery.

If carefully searched, you find:

- **Recipe book.** Gourmet food (worth 50 gp to the right chef).
- **Drugs.** Addictive, in exotic resin blocks.
- **Abacus.** Pocket-sized, beads made from pure silver. Mathematical inscriptions on base (worth 125 gp).
- **Wooden necklace.** Beaded, distorts the voice of the owner when worn, giving them an alien, buzzing speech pattern.
- **Spinning top.** Wooden, colorfully painted, spins indefinitely until stopped (worth 50 gp).

7. PIT LATRINE

Small corridor, leads to dead end.

Dark, illumination required. **Floor**, very slippery. **Stench**, wafts throughout, potent, reeks like a toilet.

What this really is:

an open toilet, sewer under temple is blocked, the human waste has fermented to flammable gas.

If anyone approaches

with an exposed

flame: gas has 40% chance per round to ignite if someone within 5' of drain is holding a flame.

On ignition, anyone within 5' makes DC 15 Ref save or take 2d6, (half on save). Anyone between 5' to 15' of the drain makes DC 12 Ref save or suffer 2d4 damage (half on save).

Furthermore, victims within 5' who take damage on the first round and attempt to flee, DC 12 Agility check to get out (due to slippery floor) or take additional 1d6 damage.

8. DINING HALL

Locked doors from AREAS 6 and AREA 7, wooden, need to be picked (pick locks DC 13) or smashed upon (Strength check DC 14). **Communal table**, long, wooden, benches on either side. **Empty bottles**, strewn about the floor. Nothing of real interest is here.



9. BIBLIOTHECA

DOOR

Door, sandstone, arcane locked, painted with cult symbol.

If door is touched: it is magically trapped. Touching the door causes (roll 1d20):

- **Result of 1–18:** a fireball for 2d4 damage to everyone within 10' of the door (DC 14 Ref save to take ½ damage).
- **Result of 19–20:** a lightning bolt to explode for 2d20 damage to everyone within 10' of the door (DC 14 Ref save to take ½ damage).

How to disarm the door: trap is deactivated by pressing a release button behind one of the stone pillars next to door. DC 16 to find the fireball trap on door and DC 18 to disarm. If the trap is found and disarmed without activating it, the spell can be copied from the door into a spellbook or scroll. PCs will have to be able to learn a new spell to learn it, or can cast it one time as per a scroll. Both processes take 3 days.

Stone pillars, flanking door, each carved with a representation of female creatures with wings, similar to statue in AREA 5.

Bookshelves, filled with tomes, various bindings, sizes. **Smells** like wax, stale incense.

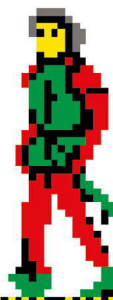
BOOKSHELVES

Books of various shapes, sizes and colors. Some are ancient, some modern. Volumes of esoterica, occult, directories, almanacs, local histories, etc. There is nothing magical here.

Books found here: roll on the right for every turn spent searching. Each book is worth 2d20 gp to an antiquarian book dealer.

ON THE BOOKSHELVES (D20):

1. Instructions on exotic poisons. Thieves +1d on Handle poison skill.
2. History of The Temple.
3. Methods of smuggling, extortion and various other activities this cult is involved in.
4. Treatise of personal sins.
5. Names and notations that look like a collection of financial debts.
6. Journals of notes from failed experiments.
7. Guidebook to invisibility. Wizards/Elves +1d on cast Invisibility spells.
8. Interviews with the undead.
9. Handbook of cannibalistic recipes.
10. Opus on tales of astral seas.
11. Travel directory to other planets.
12. Formulas to perform the summoning ritual in AREA 26 (*The Tooth Fairy*).
13. Almanac listing locations of the birthplace of all monsters.
14. List of undiscovered cities.
15. Ancient torture methods.
16. Picture-book of decadent fashion.
17. Volume of love poetry.
18. Reference work on arcane dentistry.
19. Guide to ancient meditation techniques.
20. Manual of unpopular magical theories. Includes Cantrip spell (see DCC RPG core rules p.130 for more info).



10. WORKSHOP

Metal doors, securely locked from both AREA 2 (*Glowing Lanterns*) and AREA 13 (*Music of the Spheres*). Pick Locks DC 12 to open, DC 15 Strength check to bash the doors. **Floors and walls**, constructed from smooth opalescent substance, like interior of clamshells. **Two workbenches**, one covered in equipment, the other has two small flasks resting on top.

WORKBENCHES

If the first bench is inspected: equipment used in chemical experiments, glass containers, charcoal burners, ceramics, platter of powders, peculiar ingredients (collectively worth 50 gp to an alchemist).

If the other bench is inspected: two small glass flasks sitting on top, both sealed with corks.

TWO GLASS FLASKS

If flasks are inspected: one flask is labeled *Immortality*, contains liquid, gradually changes from one color to the entire spectrum of a rainbow. The other flask is labeled *Lightning*, half-filled with liquid and yellow sparks, furiously jumping around.

If liquid from *Immortality* is ingested: considerably old and has diminished in strength. DC 14 Fort save or drinker takes 1d20 damage. If save is made, drinker gains 1d100 temporary HP, which decrease by 1d100 per hour, until drinker reaches HP prior to ingestion.

If liquid from *Lightning* is ingested: potion explodes in drinker's mouth, discharging electrical energy, 10' diameter. Drinker suffers 2d10 damage with no save. Victims caught in range suffer 1d6 damage, DC 12 Ref save for ½ damage.

11. SERVANTS QUARTERS

Wooden door, rotting, gives way easily effortlessly. **Spartan room**, basic, humble. **Shelves**, lining walls, a few casks and crates. **Mirror**, full-length, mundane. **Chessboard**, sitting on small table, halfway through game. **Ring of keys**, dangling beside door.

CHESS GAME

If someone makes a move and continues the game: other chess piece will move on it's own in response.

If someone steals a piece from the boards: it is impossible to remove piece from this room. It will fly from their hands, tear through armor, to be back on the board.

If someone knocks down the pieces: they stand again on their own.

If someone continues the game and wins: it will reassemble itself to begin another game. Congratulations!

KEYS

Opens door to AREA 25 (*Acid Bladders*).

SEARCH THE ROOM

Shelves mostly empty, casks empty, crate contents have spilled on the floor.

Amongst the crate contents, you find:

- **Coiled whips.** Used for self punishment. They have seen use.
- **Small velvet pouch.** Contains teeth and parchment with list of dates. Next to each date is short anecdote about how the tooth was lost.
- **Ransom note.** Details of kidnapped cult member.
- **Metal coin.** Very heavy, but floats on water (worth 20 gp).

12. EMBALMING ROOM

Doors, both open. **Stone stairs**, going down. **Table**, marble, against wall. **Shelves**, above marble table, lined with bottles, jars. **Acrid smell**, saturates air, bitter, stings eyes.

TABLE

Slab of marble: various implements scattered on top, suggesting elaborate burial preparations.

Jar: contains 4d20 human teeth, dental tools next to jar used to strip teeth from subjects' mouths.

Judge advice: these teeth can be utilized in the summoning ritual in AREA 26 (*The Tooth Fairy*).

SEARCH THE ROOM

If the shelves are inspected: rare oils and spices in jars (2d10 jars, worth 25 gp each), embalming liquids.

You also find:

- **A silver ring.** Unpleasant to handle, afflicts owner with unnerving dreams. User must make a DC 10 Fort save each day or be at -2d casting spells and when magically healed. Can only be removed by magical means once placed on a finger (worth 125 gp).
- **Vial of blue dust.** When snorted, user is filled with feeling of euphoria and gains +1 to melee attacks, and +2d6 temporary HP for 1 hour. At the end of the hour, user is exhausted and falls asleep for 3d8 hours. A result of 3 or 24 means they will never wake up, except by magical means.
1d3 doses.

13. MUSIC OF THE SPHERES

Mist, luminescent, provides ambient light, swirls with every breath. **White marble floor**, veined with black and gold. **Music**, emanating from within, soft, sounds like religious choral music. **Metal spheres**, numerous, floating, chest height.

METAL SPHERES

A few inches in diameter, the spheres bounce very slowly in the air. They are the source of music. Each is radiating the sound of a different instrument. When heard together, it's glorious, mesmerizing.

If a divine caster listens to this music:

On a successful DC 12 Personality check, cleric's current disapproval is reduced 1d4 points. If no disapproval, +1d on next casting of a clerical spell (can only be done once). Their deity is extremely pleased they have exposed themselves to such majesty.



14. PHASE DAUGHTER

Secret door. Can be detected by a Thief on DC 16 Intelligence check, opens by pushing a brick in the wall in AREA 16. **Table** against one wall, marble, various objects on top. **Two chests**, sitting on floor, locked. **Wall carving**, within stone-work, depicts a female,

TABLE

Covered with green cloth, bearing a statuette (worth 100 gp), incense burner, chalice, scrap of cloth, and hand-written book on the history of illusionist magic (worth 150 gp to a antiquarian book dealer).

CHESTS

If they are examined: folded robes inside, emblazoned with the cult symbol.

WALL CARVING

Exquisitely carved wall relief, very realistic. This is **The Phase Daughter**, if closely inspected within 3' she will animate and attack.

THE PHASE DAUGHTER

What she really is: the daughter of *The Couturier* (AREA 27) and *The Filth* (AREA 33). Was formerly human, now imprisoned in this wall by *The Tooth Fairy* (AREA 26).

THE PHASE DAUGHTER

Init +5; **Atk** grab +4 melee (1d6) and special; **AC** 15; **HD** 5d8; **hp** 22; **MV** 30; **Act** 1d20; **SP** Surprise on 1-4/6, must remain in contact with earth or stone or lose 1 hp/round, +2d Fort save vs. petrification; **SV** Fort +3, Ref +3, Will +5; **AL** N

Special: Victims surprised on 1-4; immune to spells; if she steps out of wall, she must remain in contact with earth or stone or lose 1 HP per round; +2d to Fort save vs petrification.

Drag into stone: Drags into wall if attack roll succeeds by 4 or more. Victim must make DC 10 Fort save each round or swiftly suffocate and die within 1d3 rounds, victim takes 1d6 damage each round on failed save.

Destroys wood: Her attack destroys any wood weapon it touches, PC allowed DC 12 Reflex save to avoid. Magical items not affected.

If defeated: She turns back into human form, lying dead.

15. SILENT SANCTUM

Secret door from AREA 3 (*Inner Chamber*).

Workbenches, tools scattered on top, messy. **Wooden shelves**, lined with glass jars. **Map**, pinned to the wall.

Writing desk, large book resting on top, pile of scrolls and parchment overlay one another, skull perched on top like a paperweight.

MAP

Cloth map, different colored pins protruding from it. Map represents whatever world the campaign is set in. Pins designate locations, which could be other adventure sites.

WRITING DESK

If carefully examined, you find:

- **Parchments.** Contain maps and notations on nearby temples.
- **Coin.** Inscribed with a female face on one side, similar to the statue in AREA 5. Owner develops the urge to hold and stroke this at all times (worth 100 gp to a coin collector or dealer).
- **Spell-book.** Contains one 2nd or 3rd level arcane spell of the Judge's choosing.
- **Marriage certificate.** Bride and groom are the temple's couturier (who is now *The Couturier* in AREA 27) and the temple's clockmaker (who is now *The Filth* in AREA 33).
- **Armor oil.** Wondrous metal cleaner. One dose of polishing any armor for one hour will gain +1 AC (maximum possible is +2), this effect lasts for 1 day. Three doses (worth 50 gp a dose).
- **Large book.** Describes fairies from other dimensions, book is open on illustration of figure stepping through a wall, This is an important clue for AREA 26 (*The Tooth Fairy*).

16. THE CHAMBER OF DELUSION

Stone walls, polished stone, illuminated from within. **Metal altar**, against wall at south end of room, gleaming gold object on top, surrounded by halo of golden sparks. This room is **cursed**.

If someone looks into room from the entrance: impossible to determine the room's size, length or shape. Something is odd here.

If altar is approached: anyone within 20' of the altar must make a DC 15 Will save or become temporally misplaced, vanishing for 2d10 minutes and reappears at the entrance of the room. A roll of 20 means they vanish forever.

Anyone making successful save and reaching within 3' of the altar, realizes the object is an illusion. They are also cursed! Roll d10 below.

CURSE (D10):

1. Shrink to 1' high for 1d6 days. Half Strength & Stamina, Agility+1.
2. Armor turns to water.
3. Metal items carried turn to sand.
4. Fumble during combat, -4 on attack rolls, if total roll is 1 or less, treat as fumble for 1d4 days.
5. Weapon of choice changes to the next material they touch.
6. Suffer double damage for 1d4 days.
7. All spells are lost for the day if they are a caster.
8. Becomes a pacifist and will not attack a living thing for 1d4 days.
9. Weapons used have 1-in-6 chance to break during combat. Lasts 1d6 days.
10. Next item they grabs is bound to their skin for 1d6 days.

17. PREGNANT STATUE

Carved statue, 8' tall, white stone, nude, pregnant female, one hand holding her belly, other hand extended and pointing finger. **Two pillars**, holding up ceiling. **Butterflies**, circling statue, assortment of colors. **Tapestry** on wall, mundane. **Floor**, smooth, black slate.

STATUE

Drains magic. For each 10 minutes in the room, wizards or elves must roll DC 14 Will save or forget a randomly selected spell. The statue then absorbs this spell and immediately turns it against the party. The spell manifests from her pointed finger.

If the statue is attacked: can be hit automatically, pushed over and damaged. Does not animate or fight back. Can withstand 20 HP of damage before being destroyed. Once statue is pushed over, belly will rupture.

If the belly is ruptured: it contains 1d4 arcane and divine 1st and 2nd level spells (determine randomly), captured from casters in the past, and stored inside her. Spells combust in phlogistic magical energy which fills the room, and are all cast against the party simultaneously. Each PC in the room must make a DC 15 Fort save or be afflicted with a Corruption. Determine by rolling 1d6 modified by Luck. 1 greater, 2-3 major, 4-6 minor See corruption results p. 116-119 in DCC RPG core rules.

18. CELL OF WOES

Secret door, can be opened by ringing gong in AREA 19 (*Bronze Gong*). **Pitch black** within, unearthly, illumination required. **Cold feeling**, bleak, bitter, without hope.

If someone tries to speak in here: they can't, under effect of a *permanent silence* spell to mute screams by victims.

ILLUMINATING THE AREA

Sawdust, covers floor, blood soaked.

Small wooden chest, sitting on floor. **Large tapestry**, hanging on wall, instructional scenes of gruesome dismemberment. **Large book**, lying on ground, leather-bound with latch, closed.

WOODEN CHEST

Locked, must be picked, DC 16 to Open locks. Trapped with poison dart, needs to be disarmed, DC 15 to Find traps, DC 15 to Disable. Poison effect: 2d8 damage, DC 15 Fort save for half

If chest is opened: assortment of jewels stolen from torture victims (worth 2d10 x 100 gp).

LARGE BOOK

If book is examined: written information extracted from those put to the question. Most pages feature scrawled, illegible signature at the bottom.

Lists those tortured here, including names, origins, date of torture, what they confessed, and ultimate fate, harrowing (worth 200 gp to a collector of sadistic ephemera).



19. BRONZE GONG

Swollen door, stuck closed due to moisture. **Bronze gong**, hanging from ceiling with chain. **Ringling mallet** on floor, ornamented (worth 100 gp). **Tapestry** on wall, torn and tattered.

BRONZE GONG

8' in diameter, hangs from ceiling with brass chain (chain worth 75 gp).

If someone rings the gong: deep-toned sound, echoes for a minute or so. Secret door opens to AREA 18. Within 1d4+1 rounds, 4d10 **Molar Minions** are summoned from the portal in AREA 21 (*Portal*) and rush towards this room. PCs hear sound of running footsteps on approach.

MOLAR MINIONS

Extra-dimensional beings who can be summoned. They polymorph into a miniature version of the PC that rang the gong. 1' tall, cheeky, glimmer of evil in their eyes.

What they really want: to kill the PCs and extract their teeth. The teeth are for *The Tooth Fairy* (AREA 31). These creatures are her groupies and devotees.

MOLAR MINIONS

Number 4d10 **Init** +1; **Atk** weapon +1 melee (half damage- see special); **AC** 13; **HD** 2d8; **hp** 6; **MV** 45; **Act** 1d20; **SP** weapons do ½ of impersonated character's weapon, un-dead traits, instantly destroyed on hit from gong mallet; **SV** Fort +3, Ref +3, Will +5; **AL** C

Special: +1 initiative due to speed; if PCs use ringling mallet to attack, creatures are instantly destroyed on successful hit; un-dead traits, can be turned.

If they are turned or destroyed: disappear into puff of smoke, leaving a small pile of fairy floss behind. Edible, tasty, and nutritious, eating a handful heals 1 HP, once per day.



20. GLASS CASKET

Stone walls, coated in frost. **Glass sarcophagus**, center of room, sitting on stone base. **Glass cases**, 10 of them, human sized, similar to sarcophagus, empty, stacked on south wall. **Torch sconces**, empty, fastened to walls. **Butterflies**, circling sarcophagus, variety of colors. **Sounds** like clunking, grinding gears, emanating deep underground, minor vibrations coming through floor.

TORCH SCONCES

3d4 in total, line walls of room, equally spaced. Made of polished bronze (worth 20 gp each).

GLASS SARCOPHAGUS

Glass case, filled with cloudy liquid, humanoid form visible inside. Case sitting horizontally on simple stone base, crudely carved.

If the case is closely inspected from the outside: looks like body is made of transparent flesh, transparent organs, preserved in some kind of fluid, wearing a funerary mask.

If the case is opened: body is jelly-like, disintegrates into messy blubber on contact with air, death mask remains. Liquid inside smells like sweet brine.

THE MASK

If the mask is inspected: black onyx, engraved with musical notations around the edge, smiling mouth, holes for eyes, cheerful visage (worth 2500 gp).

If someone puts the mask on: it is magical, *The Serenader's Vizor*. It adapts and fuses permanently onto the wearer's face. Mask can only be removed if the user dies and it is cut from their skull.

What happens to the wearer when the mask is put over their face: their flesh and internal organs become transparent over time, yet they still remain alive.

Adventure hook: The Judge can allow the mask to be removed if the wearer completes a quest to identify its origin and find its maker.

THE SERENADER'S VIZOR

Once per day, it can be commanded to sing one of the following two songs:

1. The Song of Death: any enemies within a 30' radius must make a DC 15 Fort save or be obliterated for 4d8 damage, which is spread equally amongst those that failed the save.

2. The Song of Valor: 1d4 allies within a 30' radius gain +2 bonus to attacks, damage, defense (AC) and saves for the duration of the battle.

Complication: demands life energy from wearer, leeches pigment from skin and internal organs, wearer ages twice as quickly and loses 30% of any of their earned xp.

21. PORTAL

Swirling plasma, like thick syrup, moving in circular motion, covering wall from ground to ceiling, similar to entrance at AREA 1 (*Entrance*). **Butterflies**, circling at opening, variety of colors.

What is ominous here: any creature within 10' of the portal casts no shadow.

If something is thrown into it: the items disappear into a sucking sound and reappear up in AREA 2.

If the PCs walk through it: they reappear in AREA 2,

22. HAUTE COUTURE ATELIER

Workbenches, wooden, scraps of fabric scattered on top. **Clothing**, lavish outfits, mostly half-finished. **Wooden cabinet**, open doors. **Sewing equipment**, metal and wooden. **Smells** musty.

What this room really is: the former clothing workshop of *The Couturier* (AREA 27)

SEARCH THE ROOM

Cutting tools which may be used as weapons, or sold for very little.

You also find:

- **Poison potion.** Powerful, DC 16 Fort save or take 2d10 points of damage.
- **Leather-bound book.** *The Glorious Tome of Extraordinary Explanation*, blank, magical, will answer 4 simple questions in total, one question per week, with a few words of text appearing on blank pages with answer. Does not work in the temple. Disintegrates once 4 questions are asked.

23. WINE CELLAR

Bottles, aged wine, stacked on wooden shelves around room. **Wooden barrels**, filled with ale. **Large table**, wooden, center of room. **Chairs**, six of them, surrounding table. Nothing else of interest is here.

24. TEMPLE MUSEUM

Jumbled mess, tables, vials, beakers, powders, hoses, shelves, mechanical contraptions. **Wooden cabinet**, lined with shelves, glass front. **Two tapestries**, one on each wall flanking doorways. **Floor**, black tiles, covered in etched with a map showing another location nearby.

WOODEN CABINET

Shelf contains dozens of shrunken heads, all look like the same person, lips are sewn shut (each worth 25 gp to a collector of such things).

What these actually are: heads of extra-dimensional beings called Molar *Minions* (AREA 18)

If the lips are cut free: they will talk endlessly, telling jokes with corny punchlines, irritating after a while.

TWO TAPESTRIES

On the left: scene of several humans, dressed in cult robes, seemingly walking on air, looking to the right, serene expressions, smiling.

On the right: scene of fire-filled pit, several humans, naked, horrific expressions on faces, tormented, looking to the group at the left as they tumble into flames.

25. ACID BLADDERS

Door from hall near AREA 27, locked, DC 12 Pick locks, or can be opened with keys from AREA 11 (*Servants Quarters*), or needs to be picked. **Sitting statue**, female, carved of marble, cross legged, holding crimson ruby (worth 300 gp). **Amber haze**, dense, very opaque, hovering beneath ceiling.

AMBER HAZE

Lurking above amber haze are 1d6+4 **Acid Bladders**, randomly scattered throughout room. PCs will trigger hanging filaments on 4-in-6 each round spent moving in here, Judge should roll for the PCs.

ACID BLADDERS

Translucent sacs: loaded with acid which affects flesh and metal, resembles milk, slowly inflating, swelling, throbbing silently.

Attached to ceiling: held in place with suction cups (like an octopus) attached to ceilings and walls, filaments hanging to the ground, which acts as triggers. When triggered, they produce loud snap, bladder bursts, pouring stored contents over victim.

ACID BLADDERS

Number 1d6+4, **Init** N/A; **Atk** acid +1 melee (1d6 + special); **AC** 10; **HD** 2d8; **hp** 6; **MV** 1'; **Act** 1d20; **SP** hit victim on roll of 10+, acid damage to items; **SV** Fort +1, Ref -1, Will +0; **AL** C.

Special: if triggered, strikes victim on a roll of 10+ regardless of AC, doing 1d6 damage to flesh. PCs hit by acid bladder roll two saves:

1. DC 12 Ref save for PCs for half damage from acid.
2. DC 12 Ref save for exposed metal weapons and armor caught in acid deluge. Metal armor reduces AC by 2 on failed save, metal weapons destroyed on failed save; wooden, cloth and glass unaffected.

If creatures are destroyed: striking engorged bladder with weapon results in creature exploding in spray of acid causing 1d6 damage to victims in a 10' radius, DC 12 Ref save for half damage.

26. THE TOOTH FAIRY

Statues, one in each corner, miniature versions of statue in AREA 5. **Silver bowl**, resting on floor center of room (worth 150 gp). **Tapestry**, lush (worth 300 gp). **South wall**, dark stain, 6' high, human impression and shape. **Floor**, gives off mild static discharge when walked over. **Feels** unearthly, cold. **Smells** of burnt sugar.

What this room actually is: a location where **The Tooth Fairy** is summoned through a ritual.

TAPESTRY

If the tapestry is examined: scene looks like this room. A bowl is on the floor, and a female with wings is stepping out of a wall. She looks like the statue in AREA 5.

SILVER BOWL

If the bowl is examined: inscriptions around the outer edge and interior. Tiny fragments of bone inside, Intelligence check to realize they are teeth.

If a detect spell is cast: radiates extremely powerful, extra-planar magic and chaos.

SUMMONING RITUAL

Inscriptions on silver bowl provide comprehensive instructions on how to summon *The Tooth Fairy*.

The following methods can be used to read the ritual instructions on the silver bowl. More methods may be allowed at the judge's discretion!

1. *Comprehend Languages* result of 20 or higher.
2. *Read Magic* spell casting.
3. DC 14 Read languages check by thief.

How to perform the summoning:

1. Extracted human teeth must be placed in the silver bowl.
2. Each tooth placed in the bowl will give the ritual a 1% chance of succeeding (so 40 teeth = 40% chance of success).
3. Inscriptions on the bowl must be read out aloud.
4. Roll the dice...

If the summoning is successful: within a few minutes, the aroma of burnt sugar permeates the room.

The stain on the wall begins to glow, then rupture. **The Tooth Fairy** emerges from the wall, descending into the room.

She will be famished, kneel down, and immediately devour the teeth in the bowl. The party is transfixed (probably under a spell), powerless to act until she is finished.

If the summoning fails: the teeth in the bowl melt into useless sweet syrup. The party can try again.

THE TOOTH FAIRY

Sunken eyes, lean, emaciated, leathery wings on shoulders, made of stretched skin. Feeds on human teeth, takes satisfaction in cries of agony as she rips bone from mouths. Moves swiftly, leaving trails of fairy floss. It's delicious!

Who she really is: an entity from another plane, a dimension made of sweet stuff.

What she will do if summoned: immediately go to the bowl and eat the teeth. She needs 1d100+10 teeth to satiate her hunger.

What she will do if satisfied: she will reward the party with 2d20 regurgitated diamonds worth 250 gp each.

What she will do if still hungry: if there are insufficient teeth, she will attack the party and attempt to extract theirs. She will not attack the summoner.

What she really wants: faithful servants who provide her with the crunchy foodstuffs that she craves. She is not fundamentally evil, just an addict.

JUDGE ADVICE

Encourage the party into this room to activate this major encounter. Give them clues. Here are some tips:

- human teeth can be found in jars in AREA 12 (*Embalming Room*) and AREA 32 (*Grand Suite*).
- teeth from **The Couturier** (AREA 27) can be removed if she is killed.
- a book in the study in AREA 15 (*Silent Sanctum*) shows a drawing of a figure stepping through a wall. PCs can make a DC 14 Intelligence check to make the connection between the book in Area 15 and this room.

THE TOOTH FAIRY

Init +2; **Atk** slam +8 melee (1d10), claw +8 melee (2d6), bite +8 melee (1d10); **AC** 17; **HD** 10d8; **hp** 45 + absorption; **MV** 30; Act 3d20; **SP** absorption, +2 save vs. fire attacks, +2 on first attack on new victim; **SV** Fort +8, Ref +10, Will +12; **AL** C

Absorption: all damage rolled against victims adds to creature's HP total.

Special: +2 initiative due to speed; can use attacks independently on 3 different targets in melee range; first attack on victim is always at +2; +3 to save vs mental attacks; +2 to save vs fire attacks.

If she is seriously threatened: she retreats back into opening on the wall, back to her dimension; portal will stay open for 1d6 rounds after she departs.

If the PCs follow her into the wall rupture, here are some options:

- they are transported to another plane made of sugar.
- they leave this room and end up in AREA 2.
- they transform into bloody pulp and are ejected back into the room.
- gateway to another adventure!

If she is destroyed: teeth she has consumed during summoning have all transformed to glittering diamonds. They are within her belly (worth 250 gp each).

27. THE COUTURIER

Communal bath, overflowing water, looks like pulpy scum. **Small urn**, clay, next to pool. **Smells** putrid, nauseating. **Frost**, covering surrounding walls. **Stone floor**, multiple scratches in area.

POOL

If anyone approaches the bath: Chaotic characters feel physically ill when within 10'. Lawful characters must make a DC 15 Will save or jump in!

If someone inspects or disturbs the bath: opaque, froth and foam on surface. A creature is hiding within called **The Couturier**. She rises and attacks the party when they are within 5'. If a Lawful character has leaps in, she gets a free strike.

If victim is in pool:

1. PC must make a DC 12 Agility check to climb out.
2. Victim must also make a DC 15 Fort save each round, or suffer 1d6 damage due to immersion in sludge and grime.

URN

If inside of urn is searched:

- **Boottle of perfume.** Exotic, very rare (worth 125 gp).
- **Sewing needles.** Covered in dried blood.
- **Necklace.** Silver pearls (worth 150 gp)
- **Magic item.** Ring of Protection: +1 to AC and +1 to all Reflex saves.

THE COUTURIER

Facial features: sagging mouth, extra teeth around lips, puncturing through skin.

Patchwork skin: riot of hues, cut from victims, stitched into her skin, worn like a full-length dress.

Living heads: three of them, sewn into her stomach, partly alive, several wriggling tongues sewn onto her neck.

Stench: sewn flesh is decaying, putrid.

What she really is: celebrated clothing designer. Her workshop is in AREA 27 (*Haute Couture Atelier*). She is married to *The Filth* (AREA 33), and mother of *The Phase Daughter* (AREA 14).

THE COUTURIER

Init +1; **Atk** claw +6 melee (1d4), shears +6 melee (1d8); **AC** 17; **HD** 6d8+2; **hp** 30; **MV** 30; **Act** 2d20 (claws) or 1d20 (shears) or 1d20 (spells); **SP** cast the following at +8 spell check: Magic Shield, Darkness, Paralysis; **SV** Fort +5, Ref +5, Will +5; **AL** C.

Special: once per day, she can use the following spell-like abilities: *darkness*, *paralysis*, and *magic shield*.

If she is destroyed: parts of other humans sewn onto her, like heads and tongues, are still alive and in agony, but can't attack.

28. GARDEN

Indoor garden, variety of plants, covering walls and floor. **Butterflies**, thousands, fill the air, predominantly blue and yellow in color. **Walls**, encrusted with mud. **Altar**, end of room, against wall. **Smells** delightful, dreamy atmosphere. **Sounds** like clunking, grinding gears, emanating deep underground, slight vibrations coming through floor. **Floors**, inexplicably warm to the touch.

If spells are cast here: swarm of butterflies attracted to magic will flock to caster immediately, enveloping and blinding them for 1d6+2 rounds, DC 12 Agility check to shake off butterflies, attacks are at -1d.

PLANTS

Abundance of plants covering ground, fungi, succulents. **Yellow Creepers** covering walls at the end of the room.

YELLOW CREEPERS

Large, climbing plants, bulbous root on ground, flowers like those of an orchid covering walls, bright yellow in color, splashes of purple.

What they do: surround and protect the altar, all need to be destroyed if PCs want to examine this area.

ALTAR

Carved 1' idol sitting on top, made of rare alexandrite, image of faceless female, pregnant, but belly ruptured. Newborn emerging out of stomach possesses wings (worth 2500 gp).

YELLOW CREEPERS

Number 1d6+4, **Init** -2; **Atk** vine +2 melee (1d4), hearts +6 melee (1d8); **AC** 12; **HD** 3d8; **hp** 12; **MV** 3; **Act** 4d20 (buds); **SP** if hit by bud victim, **DC** 13 Will save or walk into plant, intelligence drain, 20' reach for buds; **SV** Fort +3, Ref +2, Will +3; **AL** C

Buds: each creeper has 4 buds which extend up to 20'; when approached within 10', creeper will attack, flowers swaying in hypnotic dance before face of victim. Creeper can make 4 attacks per round.

If buds hit a victim: flower has puffed dust into victim's face, victim must make DC 12 Fort save or be enraptured and walk into mass of plant, resisting any attempt to restrain them; once victim is in heart of plant, roots attach to victim's skull, brain is devoured at rate of 1-4 Intelligence points per round and 1d4 damage per round; any hit on root of plant will cause it to release.

INT loss: INT loss is temporary and can be regained at rate of 1 point per day of rest; *lay on hands* will restore INT at 2 extra points per day; victim becomes permanently insane if INT reaches zero.

How to destroy creature: cutting flowers causes no damage, only way to kill the Yellow Creepers is to destroy the root. Thieves can backstab to target roots. Warriors and Dwarves can attempt deeds to target the roots. Spells or other area effects may hit roots if caster makes a Luck check.

If roots of the creeper are searched: soil on root covers various personal belongings of previous victims buried underneath.

29. THE CLOCKS

No doors, two open entrances. **Colored floor**, mosaic patterns, gold, white, red, and black. **Pendulum clocks**, three of them, standing against one wall.

CLOCKS

If clocks are inspected: the hands of each tell a different time.

What these clocks really are: used to activate and deactivate the portals in AREA 1 (*Entrance*) and AREA 21 (*Portal*). Clock hands must be manually adjusted into a correct sequence.

Judge advice: there is a clue about clocks in floor mosaic in AREA 3 (*Inner Sanctum*). Convey how unusual and uncanny these clocks are, perhaps get the PCs to make Intelligence checks.

HOW TO SOLVE THE CLOCK

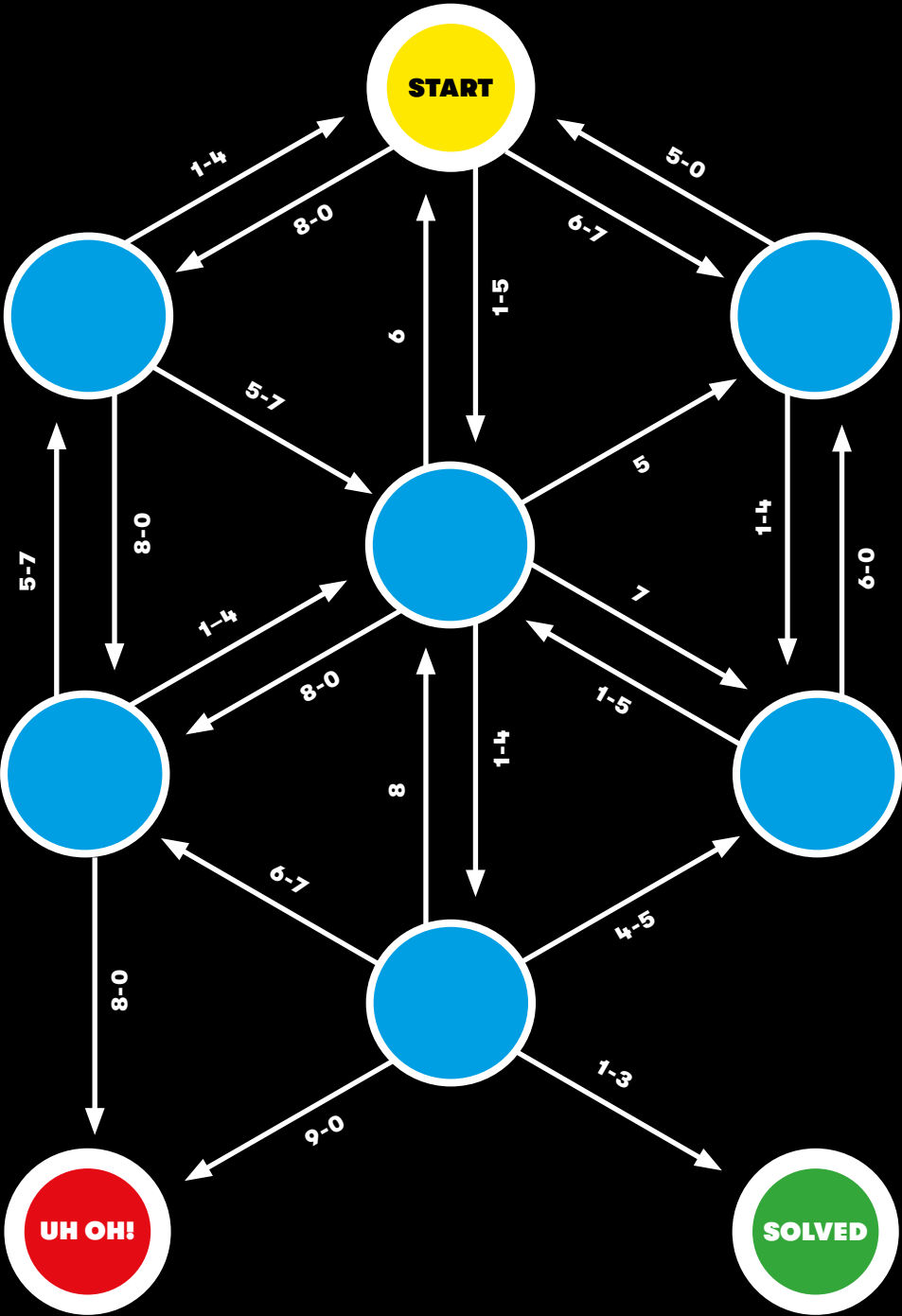
1. Go go the flowchart on next page.
2. One PC per attempt. Start at the top and roll 1d10.
3. PCs can spend luck to reduce their roll, including use of luck die for thieves, and 2:1 luck spend for halflings.
4. Keep rolling until you get a final result
5. You may end up at the START again, SOLVED, or finish at UH OH!, which means something has gone wrong, in which case, roll on table to the right.
6. If clock is SOLVED, it turns off portals and the players can escape. The portal in AREA 1 turns into an open entrance, the portal in AREA 21 turns into a solid wall.

RISKS OF EACH ATTEMPT

Roll 1d6 each time the party attempts to solve the clock. A roll of 1 results in 1d20 *Molar Minions* being summoned from the portal at AREA 21, who rush into this room to hinder the PCs. Increase this by 1 each time, so on a second attempt, there is a 2-in-6 chance of 2d20 *Minions* arriving, on a third attempt there is a 3-in-6 chance of 3d20 *Minions* arriving, and so on.

UH OH! (D10)

1. Solver's stomach bursts open. Death!
2. Solver's hands and arms obliterated.
3. Soul of solver is extracted and travels to The Tooth Fairy's plane. Party can enter portal in AREA 21 to retrieve it.
4. Thousands of *Molar Minions* descend into room and attack solver.
5. Veil of reality tears open briefly. 1d4 of the party are sucked into nothingness.
6. Solver's stats permanently reduced by 1d8 each, zero on any stat means death.
7. Cursed. Solver suffers -1d on every roll until removed by magical means.
8. Extra-planar feedback. Everyone in the room takes 1d20 damage.
9. Lucky. No effect.
10. Non-organic matter (except the clocks, walls and room) within 20' of the solver turns to water. Clothing, food, weapons, armor, etc. Everything!



30. HALL OF BLUE MOSS

Stone floor, walls. **Blue moss**, erratic patches on floor, damp, smells sweet. **Double doors**, south wall, two sets, carved wood, highly ornate.

BLUE MOSS

Stepping on the moss: anyone exploring this area has 1-in-6 chance per round of stepping on moss.

Th moss steals memories from magical classes, and combat bonuses from all other classes (such as to-hit, damage, or AC bonuses).

PCs must make a DC 16 Will save or suffer the following effects:

1. Wizards/elves will lose 1 randomly determined spell for 24 hours.
2. Warriors and Dwarves will lose their deed dies for 1d4 hours

If someone eats the moss: roll DC 15 Fort save or be sick for 2d10 minutes, unable to act, suffer 1d6 damage. PCs who make the save gain memories currently stored in moss.

Eater can gain temporary combat bonuses, or temporary spell knowledge. Eater can even be a non-caster (such as a fighter, thief, etc), and cast a low-level spell stolen from the memory of another caster.

Non-casters employing magic is perilous. Judge should randomly determine a 1st or 2nd level arcane or divine spell, which can be cast on a roll of d10+level and any intelligence bonus. Non-warriors/dwarves could get a 1d3 deed die for the duration. Memories last 1d4 hours.

How the moss is killed: fire and cold instantly kills a single patch.

31. ART STUDIO

Locked door, key inside bedside drawer in AREA 32 (*Grand Suite*). **Painting**, sitting on easel, work in progress. **Side table**, pile of drawings, small wooden box, potion bottle resting on top.

PAINTING

Scene of people walking through a magical portal, their left arms raised.

If drawings are inspected: mostly mundane, but one charcoal sketch of map to nearby location with treasure marked.

Small potion bottle: contains minuscule stars and nebulae, like a bottled universe. Any liquid poured into the bottle takes on this quality (worth 200 gp to an astronomer).

If wooden box is inspected: locked, Pick locks DC 15 or DC 12 Strength check to smash it open, magical *Ring of Influence*

RING OF INFLUENCE

Forged of white gold, set with a sapphire of highest quality. Worth 3000 gp.

Effect: when worn, allows wearer to have influence over other humans as if their Personality was 19 (+3).

Duration: 10 minutes (consecutively) per day for increased Personality, fails if concentration is broken.

Spell abilities: allows wearer to cast *charm person* with D20 spell check of +CL and Int modifier

Range: 10'.

Complication: normal animals (such as riding mounts) despise the object and will not remain in its presence.

32. GRAND SUITE

Bed, carved, moldy mattress. **Opulent surroundings**, floor strewn with rugs, glorious tapestries cover walls (worth 1500 gp, although very heavy). **Furniture**, bedside table, drawers, writing desk, chair. **Pendulum clock**, standing in one corner. **Several garments**, hanging on wall, one remarkable red cloak (worth 250 gp). **Wooden floor**, covered in scratches and claw marks.

If someone puts on the cloak: Provides +1d to saves against any magic effect, but -2 on any Reflex saves (that are not vs. magic).

FURNITURE

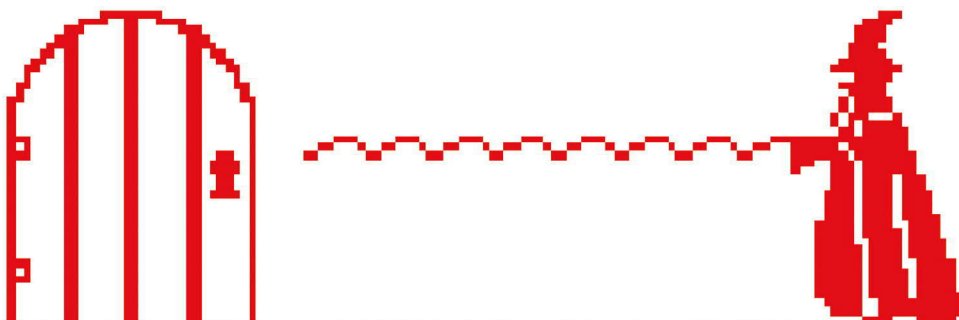
If writing table is examined: books on powers of the mind, such as clairvoyance, telepathy, and telekinesis. Dedicated study over an extended duration of time may provide a reader with basic abilities.

If the bedside drawer is examined: key to AREA 31 (*Art Studio*) inside.

SEARCH THE ROOM

You also find:

- **Small bone tray.** Carved with set of gold rings intended for each toe (worth 150 gp).
- **Jar.** Filled with 1d100+100 human teeth, several still have roots attached.
- **Deck of playing cards.** All are blank.
- **Wooden object.** Carved in the shape of a hand, kills any minor life forms (insects, small plants, etc) that come within 10 inches of it (worth 200 gp).
- **Elixir of healing.** Cures any ailment including deafness, blindness, rot, infection, poisoning, insanity or infestation, does not heal hit point damage. 2 doses.
- **Half plate armor.** Human size, made of bronze, with cult symbol on back.
- **Book.** An unfinished autobiography.
- **Yellow topaz gem.** Hardens the holder's heart, preventing them from feeling empathy (worth 250 gp to a masochist).



33. THE FILTH

Secret door, noticeable in crack on wall.

Humanoid statue, 8' high, yellow topaz gems for eyes, easily removed (worth 1500 gp). A creature called **The Filth** is lurking behind the statue, will attack if anyone enters. **Smells horrendous**, the worst odor the party has ever encountered.

THE FILTH

Tall, gaunt, muscular, once human, but now sickening. Looks like dried faeces, parasites, impurities cover this creature like a crusted skin.

Facial features: two openings for eyes, mouth is a circular opening with tongue hanging out. Makes constant high-pitched shrill, as if in extreme pain.

Oozing sores: covered in pus and foul goop, streaming from open sores on its body. Drops a thick, viscous ooze which trails behind it.

Who he really is: a skilled clockmaker, married to *The Couturier* (AREA 27), and father of *The Phase Daughter* (AREA 14).

THE FILTH

Init +2; **Atk** claw +5 melee (1d8), tongue +5 melee (special); **AC** 17; **HD** 6d8; **hp** 24; **MV** 50; **Act** 1d20; **SP** poison on tongue hit, immune to disease, poison and mind-spells, disease attack at death; **SV** Fort +9, Ref +6, Will N/A; **AL** C

Tongue: victims struck by tongue must make DC 14 Fort save or be at -2 or suffer cramping or suffer cramping, penalty -2 to attacks, melee damage, and initiative for 1d6 rounds; struck victims have 25% to contract disease which will cause death in 1d6 months, disease can only be removed by magical means; victims also become horribly disfigured if they contract disease, losing 1d6 Personality within hours, which can never be increased again, even if the disease is healed.

Special: immune to disease, poison, and any spell requiring a Will save.

If he is destroyed: will shriek for the last time and explode, covering everyone in a 10' diameter in wretched, horrendous filth. Victims in range roll a DC 15 Fort save or catch the disease as described above the disease as described above, death in 1d6 months!

APPENDIX 'X'

UNSOLVED MYSTERIES

- **Missing cult members.** Are they dead, did they flee? Did they step into the portal in AREA 26?
- **The Bronze Gong.** Why does the gong summon *Molar Minions*? Can it summon other entities?
- **The Phase Daughter.** Why did she become imprisoned in the wall? Can she be turned back into a human again?
- **Sarcophagus.** Who is preserved here? Why are they still wearing a death mask, considering this item is so powerful?
- **The Couturier.** How did she acquire a taste for wearing outfits made of human flesh?
- **The Clocks.** What happens if these clocks are taken out of the temple? Will they still work? What else can they do?
- **The Tooth Fairy.** What does she do in her dimension? What other entities reside there?
- **The Filth.** How did he create the pendulum clocks in AREA 29? Why is covered in such putridity?
- **Sounds under the temple.** What are these sounds heard in AREAS 2, 20 and 28? Is something under the temple, such as another level, an underworld, or some kind of machine?

INSPIRATION

MOVIES

- *Alien* (1979). Directed by Ridley Scott.
- *Poltergeist* (1982). Directed by Tobe Hooper.
- *Gremlins* (1984). Directed by Joe Dante.
- *From Beyond* (1986). Directed by Stuart Gordon.
- *Leatherface*, the main villain in *The Texas Chainsaw Massacre* series of horror films.
- *The Gimp*, a leather-clad character from *Pulp Fiction* (1994). Directed by Quentin Tarantino.

MUSIC

- *Signals I-III* (2014) by Sabled Sun. Released by Cryo Chamber.

RPGS

- The D&D B/X module *In Search of the Unknown* (1979) by Mike Carr. Published by TSR.
- *Technology Items and Artifact Use* flowcharts from *Gamma World 1e* (1978) by James M. Ward and Gary Jaquet.
- *Expedition to the Barrier Peaks* (1980) by Gary Gygax. Published by TSR.
- *The Book of Ebon Bindings* (1978). A handbook of Tsolyánu demonology in the world of *Tékumel*, for use in *Empire of the Petal Throne*, by M. A. R. Barker.

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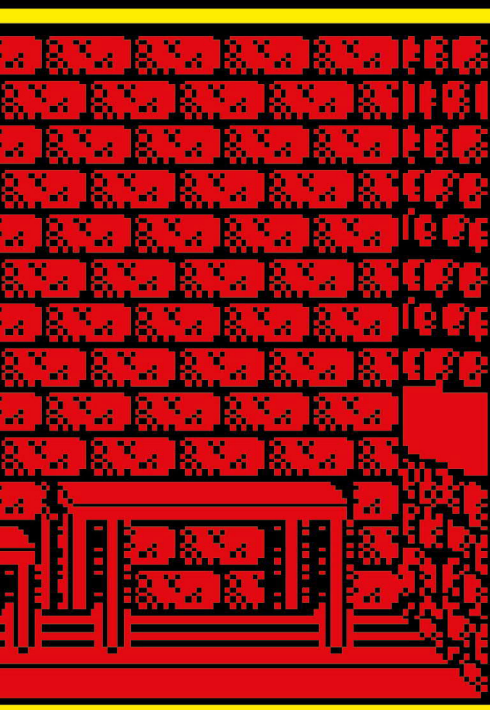
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KON. IT IS DECORATED WITH
ESTRIES AND PAINTINGS, a
LE AND SOME CHAIRS.



an IRON PLATE
SET IN ONE WALL
TO THE SOUTH
a DOOR
YOU CAN GO NORTH
AND WEST.

OK

EXAM PLATE

a METAL PLATE
STRIKE FORK ON
PLATE

a PASSAGE OPENED
UP IN FRONT OF
YOU. KOMPUTER
MOVES TOWARD
THE PASSAGE

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What was the mysterious cult doing at the temple? Was the veil of reality between this world and another ruptured? Why did the Tooth Fairy slaughter everyone, and what does she want?

Rewards and riches await those who venture forth to explore the temple and solve its secrets!

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