

PURPLE DUCK GAMES PRESENTS...

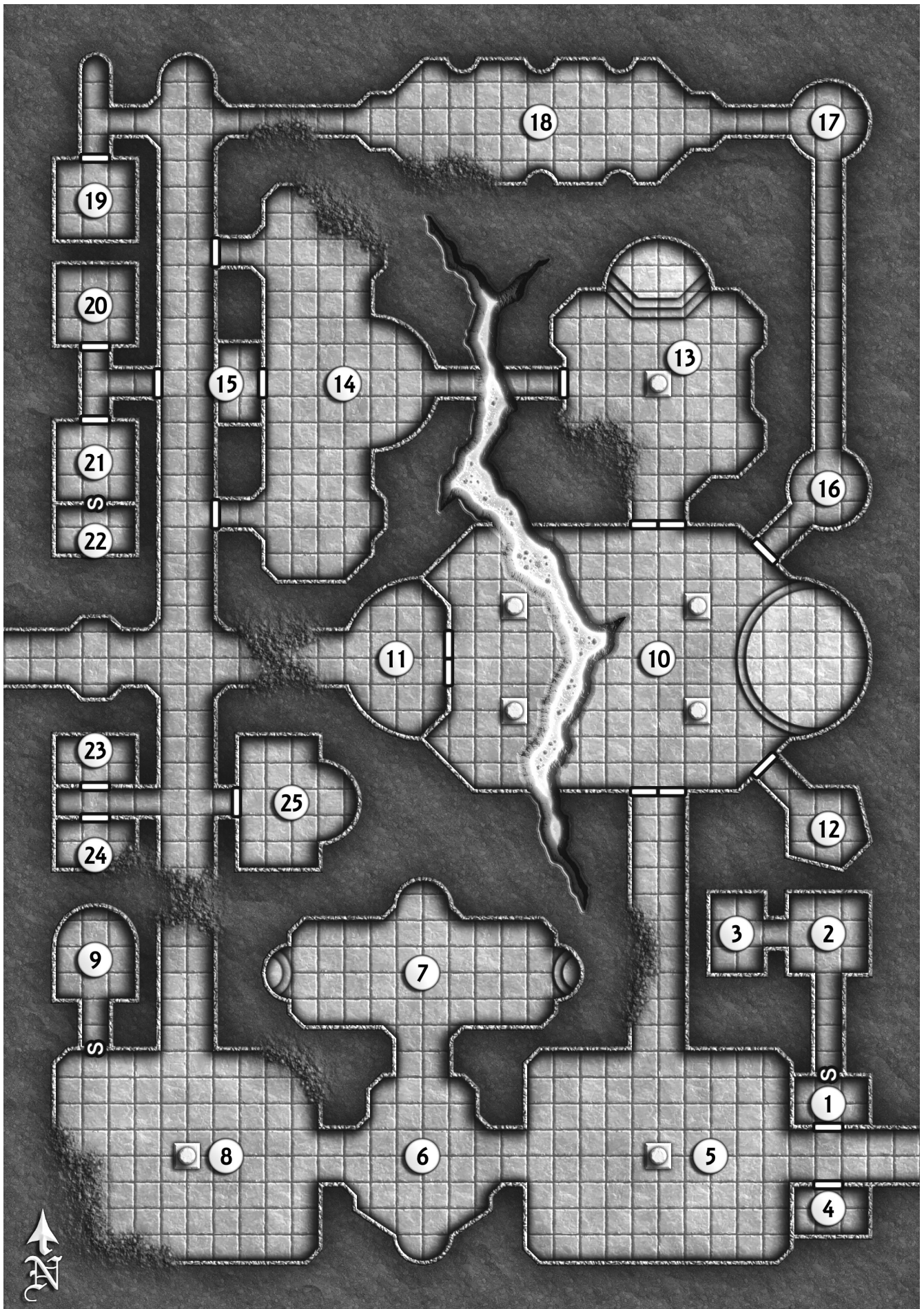
BONE HOARD OF THE DANCING HORROR

by Daniel J. Bishop



COMPATIBLE WITH

**DCC
RPG**



Bone Hoard of the Dancing Horror

A Level 2 Adventure Locale

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All products in the Adventure Locale line present one or more dungeons that can be quickly picked up and used for a session of the Dungeon Crawl Classics Role Playing Game.

Background

In ages past, a cult worshiping the Chaos Lords Yvis and Balmug created a temple deep underground. There they trafficked with dark things from beyond this plane, calling forth a weird growth that dripped a strange nacreous fluid with the power to transform men. When they were driven forth by the forces of law, rumours were whispered of weird music, human sacrifices, strange hopping dances, and even stranger growths upon the cultists.

The scourged temple stood empty for a long time, lost to history, until Dellspero the Philosopher, a neutral wizard interested in artifice, learned rumours of the temple and of the strange fluid once found within it. Although the search took years, Dellspero was able to locate the temple. Within it he placed his workshop and made his home. He found a remnant of the dripping growth and nurtured it back to cancerous health, believing that the fluid it created could be bound into a blade that would turn its own power against chaos.

In this regard Dellspero was correct, and it became the Fellblade of Dellspero.

Such a creation offended the Chaos Lords, however, and they sent an earthquake in revenge. The temple cracked. Areas of it were buried in rubble, and a

vast crack filled with the nacreous fluid opened beneath the wizard’s feet. Dellspero fell into the fluid-filled rift. When he emerged, he was...changed. As a Nascent Piper, Dellspero took the bones of his apprentices and allies alike. Thus he began the accumulation of his hoard of bones, and the Chaos Lords were contented.

For the Judge

This adventure is intended to be played on its own, or easily inserted into an ongoing campaign. You may wish to place this adventure in the characters’ path if they travel down a corridor that you have not yet detailed. As an alternative, they may have heard rumours of the Fellblade of Dellspero, and be actively seeking out Dellspero the Philosopher’s workshop.

The adventure is designed to flow from east to west, so it is better to have the players begin at the eastern entrance. Although the Dancing Horror is not as effectively foreshadowed, the adventure can work from west to east as well.

Likewise, although the adventure is designed for Level 2 characters, the judge can increase or decrease the difficulty to suit his own group.

Because the area was a wizard’s workshop, there are more magical items available here than in a typical Dungeon Crawl Classics adventure, and few treasures of a more common sort. This is actually in keeping with the advice in the rulebook: “A core concept of the DCC RPG is lack of predictability in the nature of foes encountered, both in their combat abilities and the treasure that is rewarded.”

Most of the magic awarded here is single-use. Some requires additional work to determine how to use it or to learn command words (which places its availability in the hands of the judge). One item is extremely fragile when used. Only the Fellblade of Dellspero is a clearly useful magical treasure – and it has its own agenda! Finally, the judge can and should ensure that other spellcasters seek out anyone who displays magical wealth. That is the nature of the DCC universe!

General Layout

The map shows several areas where rubble has fallen, in some cases blocking off passages. It takes 30 minutes of labour to clear a single five-foot square enough for a single character to pass through these areas, and there is a 1 in 7 chance every 5 minutes of work that a minor rockfall occurs, causing 1d4 points of damage to all within 15 feet. If a minor rockfall has occurred, the odds increase to 1 in 6 of a major rockfall per 5 minutes of work, resulting in 2d6 damage to all within 20 feet.

The Judge should feel free to describe minor (non-obstructive) rubble in any passage, indications of the quake that occurred here long ago.

Area Descriptions

1. Old Storeroom: *Whatever was once kept in this dusty storeroom has long since fallen to dust. Cobwebs adorn the corners, as well as the partially collapsed wooden shelves. Only a tarnished brass candlestick remains on one of the far shelves.*

Pulling the candlestick causes the secret door catch to softly click open, which opens the door a crack, but actually opening the door requires about 10 minutes work clearing wooden debris out of the way.

2. Scything Blade: *The narrow passage leads into a smallish room, seemingly empty save for dust and old cobwebs. An archway exits through the centre of the left-hand wall.*

The archway is trapped with a pressure plate and a scything blade (Atk +4, 1d8 damage), but it is easily found and disarmed (DC 10 each). It can be bypassed by pressing a discoloured brick near the arch, which disarms the trap. There is a 1 in 6 chance of the trap being triggered each time a creature passes the arch, until it goes off.

3. Alchemical Stores: *This small room is filled with wooden shelves, many of which have collapsed, and shards of broken glass. There is a chemical smell in the air, which is vaguely disturbing. Near one corner, a golden-coloured balloon bobs near the ceiling.*

This was once an alchemical storeroom, although nothing now remains save the *Golden Balloon of Dallspero*: This is a golden coloured bladder of some unknown substance, extracted from some creature from another plane of existence. It floats freely, being lighter than air, and is anchored with a three-foot long twine string. The *golden balloon* holds the *breath of life*, which can be used once to restore any recently slain creature back to life, although it does not repair massive wounds (thus

potentially creating something horrible). Any creature so restored permanently loses 1 point of Stamina. The *golden balloon* may then be filled with up to 1 cubic foot of any other gas or liquid the owner places within it.

The *golden balloon* is fragile, and is easily popped (AC 10, 1 hp). If popped, there is a thunderous noise, and the contents are spread over a 20-foot radius. This may have some strange effects, if the Judge so desires. Any creature within 60 feet must make a Fortitude check (DC 10) or be deafened for 1d6 hours. The pieces of the popped balloon disappear, never to be found again.

Reference to the *golden balloon*, and what is within it, can be found in Area 11.

4. Store Room: *Beyond the door is a small room. Several wooden shelves once lined the walls, but they have collapsed from the passage of time.*

Searching this room uncovers two vials of a glittering, opalescent liquid. These are samples of the *nacreous fluid* found in Areas 7 and 10, and has the same properties. Brief contact causes a curious sensation, as though the liquid were attempting to bond flesh to bone. Prolonged contact or sipping the liquid causes 1d3 points of permanent Agility damage as flesh becomes bone, but increases Armour Class by +1. Actually drinking the liquid causes 2d6 points of permanent Agility damage as bones and flesh fuse (Fort save DC 15 for half), but Armour Class is increased by +2. This liquid can be used to attempt to restore victims of the Dancing Horror (see Area 10). Treat multiple sips as actually drinking the liquid.

5. Boneless Leech-Rats: *This is a larger room, supported by a central pillar. Bits of rock and masonry, fallen from the ceiling 20 feet overhead, are scattered across the broken slate tiles of the floor. A hissing comes from the dark corners, as several rat-like monsters pull themselves out of the darkness, each the size of a small dog. They flop and writhe like boneless worms, pulling themselves toward you seemingly by sheer force of will.*

There are 25 of these boneless leech-rats, creatures created by the combined effects of the Dancing Horror and the nacreous fluid found in Area 7. They flop and writhe bonelessly, but the flesh of their mouths has fused into a cartilaginous leech-like mouth, which can latch onto a victim and allow the creatures to feed.

There are 8 leech-rats in the room when the characters first enter; thereafter waves of 2d6 leech-rats enter from the west every 1d5 rounds until all are slain.

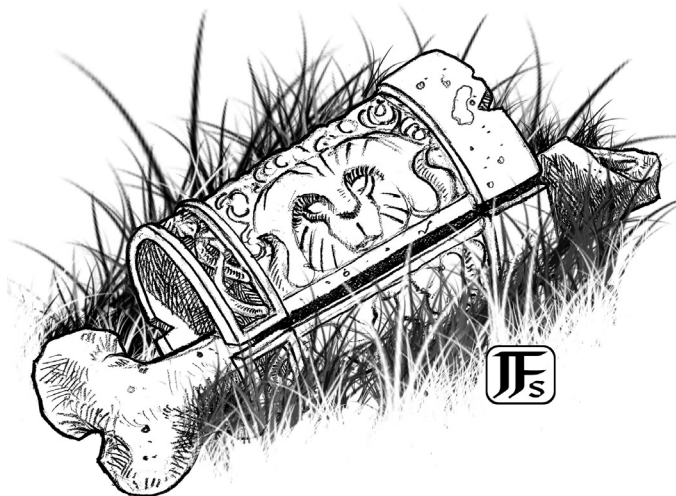
Boneless Leech-Rats (25): Init -2; Atk bite +0 melee (1d2 + blood drain); AC 9; HD 1d4; HP 1 each; MV 20'; Act 1d16; SP blood drain (1d4 hit points, automatic damage each round after successful hit until killed), half damage from bludgeoning weapons, infravision 30'; SV Fort -3, Ref -1, Will +0; AL C.

6. Empty Chamber: *This is an irregularly-shaped room. Apart from bits of fallen rubble and masonry along the floor, it appears to be empty.*

Searching characters find only rat droppings – but there is a strange opalescent sheen to the droppings.

7. Shrine of the Nacreous God: *The passage leads into a wide, narrow chamber vaulted to a height of about 20 feet. Alcoves to the right and left contain daises where strange and warped statues stand, a man to the right and a woman to the left, their flesh seemingly melted and rubbery, their faces nothing more than blank stone. Several small unlit yellow candles are before each statue; many have fallen, but some remain upright. Directly opposite the entrance is another alcove, where a pearly liquid drips steadily from a weird barnacle-like growth, forming a small puddle before disappearing into cracks in the floor.*

Clerics of any god will find this place disturbing; wizards and elves will sense its inherent power. Any spell cast here to summon or control extra-planar forces has a +4 bonus to the spell check, but it also has a 1 in 10 chance of summoning a Nascent Piper (see Area 10), which will form from the *nacreous fluid* dripping from the barnacle-like growth.



This *nacreous fluid* is the same as that found in Areas 4 and 10, and has the same properties (see Area 4 for details). Drinking the fluid here transformed the boneless rat victims of the Dancing Horror into the boneless leech-rats found in Areas 5 and 8.

The barnacle-like growth has AC 14 and takes 20 hit points of melee damage to destroy; it is immune to arrow fire and similar missiles. Destroying the growth stops the drip of *nacreous fluid*. However, each successful attack spatters that fluid, so that the attacker must make a DC 5 Reflex save or take 1d3 points of temporary Agility damage. This damage heals at a rate of 1 per minute after 1d5 minutes have passed (but there is no reason to let the players know that!). Lawful characters destroying this growth gain a permanent +1 bonus to Luck, and the removal of the growth will eventually cause the rift (see Area 10) to drain away.

There are three candles before the male statue. These are *candles of the silver flame*. They can burn for 10 minutes each, with a brilliant silver flame. So long as the candle burns, no chaotic creature from another plane (including the Dancing Horror or any Nascent Piper; see Area 10) can approach within 10 feet of the candle.

The five candles before the female statue are *candles of the dark flame*. These candles can burn for 10 minutes each. When set alight, their flame instantly becomes dark beyond human understanding of darkness, and a feeling of bleakness enters the souls of all living mortal creatures within 10 feet. These creatures must succeed in a Will save (DC 15) to take any action. The candle itself sheds no true light.

There is no way to tell the candles apart, unless the characters mark them or keep them separately.

8. Enhanced Boneless Leech-Rats: *The passage enters a large chamber, with a ceiling some 15 feet overhead supported by a single central pillar. The northeast and southwest corners have collapsed into mounds of rubble. More rubble is scattered throughout the room. There is another exit to the north.*

Five enhanced boneless leech-rats are hiding in this room, hoping to catch unwary explorers. They are better at moving – humping and stretching like inch-worms – and are better able to attack.

Enhanced Boneless Leech-Rats (5): Init +0; Atk bite +1 melee (1d3 + blood drain); AC 10; HD 1d6; HP 4, 5, 3, 3, 2; MV 30'; Act 1d20; SP blood drain (1d4 hit points, automatic damage each round after successful hit until killed), half damage from bludgeoning weapons, infravi-

sion 30'; SV Fort -1, Ref +1, Will +2; AL C. Crit M/1d4.

The secret door to Area 9 is 5 feet above the floor, and is opened by pushing inward and sliding upward. The tunnel to Area 9 is a mere 3 feet high. Humans and elves must crawl to enter here. Dwarves may crouch or crawl, and halflings can walk merely by ducking their heads.

9. Hidden Shrine: *The passage leads into a small, narrow shrine, apparently dedicated to a skull and a pair of shin bones, which rest upon a dusty velvet pillow in the farthest part of the room. The skull is covered in weird spirals and sigils that glow with a faint blue light. This entire area is thick with cobwebs and dust.*

These are the *Skull and Shinbones of Val'Kalru*. The *shinbones* can be used by a chaotic cleric to turn unholy with a +2 bonus if both are held aloft and used as a holy symbol. A chaotic wizard who mediates upon the *skull* for at least one hour gains the ability to cast *scare* through the *skull* once per day. If the wizard can already cast *scare*, he gains a +4 bonus to his spell check so long as he uses the *skull* as a focus for the spell.

A single character who presents both *skull* and *shinbones* to the Dancing Horror is ignored by that creature so long as the character does not attack it. However, the Hoardling will have a +4 bonus to attack rolls and damage. See Area 10 for details. A lawful character who destroys both skull and shinbones gains a permanent +1 bonus to Luck.

10. The Bone Hoard of the Dancing Horror: *The doors pull open to reveal a vast hall, at least 35 feet high, supported by four pillars. To the right, a circular dais is all but hidden under a pile of spilled bones – human, animal, and otherwise – that must have come from hundreds of creatures over decades or longer. To the left, a set of double doors is marked with a strange glowing orange sigil – the mark of Dallspero the Philosopher, a wizard who disappeared from history centuries ago. Between you and the marked door, though, is a rift in the stone floor that runs the length of the room, splitting the walls north and south. A weird and shimmering opalescent light comes from this rift, reflecting off the ceiling, and lighting the room with swirls of nacreous colour.*

The *nacreous fluid* in the rift is 5 feet below floor level, and the fluid itself runs in the rift to a depth of 1d5+2 feet at any given point. This *nacreous fluid* is the same as that found in Areas 4 and 7, and has the same

properties (see Area 4 for details). A normal character submerged in the fluid must make a DC 10 Will save or emerge as a Nascent Piper (see below). Even if the character succeeds, he suffers 1d6 points of permanent Agility damage each round, as bones and flesh fuse, until he has escaped the rift. The Dancing Horror and any Nascent Piper created are immune to these effects. Leaping over the chasm is a DC 10 to 15 task, depending upon where it is attempted.

After 1d7 rounds in the room, the characters begin to hear an eerie, toneless piping that seems to echo around the chamber. 1d4 rounds later, the Dancing Horror appears atop its bone hoard, in the far east part of the room. It was meditating and dreaming its strange dreams behind the bone hoard prior to this.

Dancing Horror: Init +2; Atk touch +4 melee (hold and bone theft); AC 14; HD 6d6; HP 22; MV 40'; Act 1d20; SP dancing, leg regeneration, hold, bone theft, connection to victims, bone sense 120'; SV Fort +1, Ref +6, Will +4; AL C. Crit M/d12.

The Dancing Horror looks like a faceless, vaguely man-shaped insect with opalescent skin, and long spindly limbs. Each hand and foot has six long fingers or toes. Its back is hunched with an enormous pocked hump with tumorous growths like weird white corals growing from it. The weird piping it makes comes from these growths.

The Horror hops, spins, and whirls rapidly as it moves, in a strange and graceful dance, both beautiful and repellent. The weird piping and dancing together fascinate creatures that can see the Dancing Horror; they must succeed in a DC 10 Will save to take any action. A Mighty Deed of 3 can injure a leg enough to stop the Horror's dancing for 1 round. A Mighty Deed of 4+ severs a leg and stops the Horror from dancing until it uses its action to grow a new one, which folds out of its body with a repulsive squelching noise. A Mighty Deed to trip or otherwise halt the Horror allows the creature a Reflex save with a DC of 10 + the result of the Deed Die to avoid the special effect.

When the Dancing Horror successfully attacks an opponent, it holds fast, and can only be dislodged with an opposed Strength check (the Horror has a bonus of +6 for this purpose) or a Mighty Deed. A Warrior or Dwarf must have at least 4 on the Deed Die to dislodge the Horror; otherwise it is merely unable to do damage on its next action as it gains a firmer grip on its victim.

On each action, including that of the initial attack, it can attempt to draw the bones forth from its victim's body. The initial attack only causes 1 point of Stamina dam-

age, but each subsequent action causes 1d5 points of temporary Stamina damage. A character can make a Fort save (DC 10) for half damage (rounded down, so that it is possible for the Horror to do no damage), or a Will save (DC 15) to take no damage. Players should be told their options before deciding what save to roll. If a character reaches 0 Stamina, its skeleton is pulled from its body.

As soon as the first point of temporary Stamina damage is done to a victim, diaphanous tendrils of shimmering ectoplasm connect the head of the Horror to the heads of each character until the Horror is slain or all of their bones are extracted. A character who is reduced to 0 Stamina can still speak, but *his voice comes from the Dancing Horror*. Each character must make a DC 5 Will save or take 1 point of temporary Personality damage.

Although the Dancing Horror cannot see, it can sense bones within 120 feet, and knows whether or not the bones it senses are still encased in flesh.

Characters reduced to 0 Personality are not slain, but join in the Dancing Horror's dance, mimicking its hops, spins, and other motions, so long as it exists. Neither are characters reduced to 0 Stamina slain in this case, although they may well wish they were, for they are boneless creatures able to do little more than flop and slither at a speed of 20 feet per round when they are restored to 1 point of Stamina. The remainder of their lost Stamina is lost forever, unless they can somehow be rejoined with their skeletons!

Note that the Dancing Horror only does hit point damage on a critical hit.

When the Dancing Horror is slain, it explodes into a shower of opalescent ichor. This ichor is attracted to exposed bones, and begins to flow toward them as though pulled by gravity. The coated bones take on an opalescent sheen. Ten minutes later, they begin to move on their own, slithering together over the course of the next 2d24 minutes to form the Hoardling.

Area 18, or the long hallway on the western edge of the map, are perfect places for the Hoardling to attack!

Hoardling: Init +4; Atk bite +3 melee (1d6 + poison DC 15 Fort or 1d6 Agility) or bone spear +4 melee (1d4 + impale); AC 12; HD 8d6; HP 27; MV 50'; Act 2d20; SP undead traits, infravision 80'; SV Fort +4, Ref +2, Will +6; AL C. Crit U/d12.

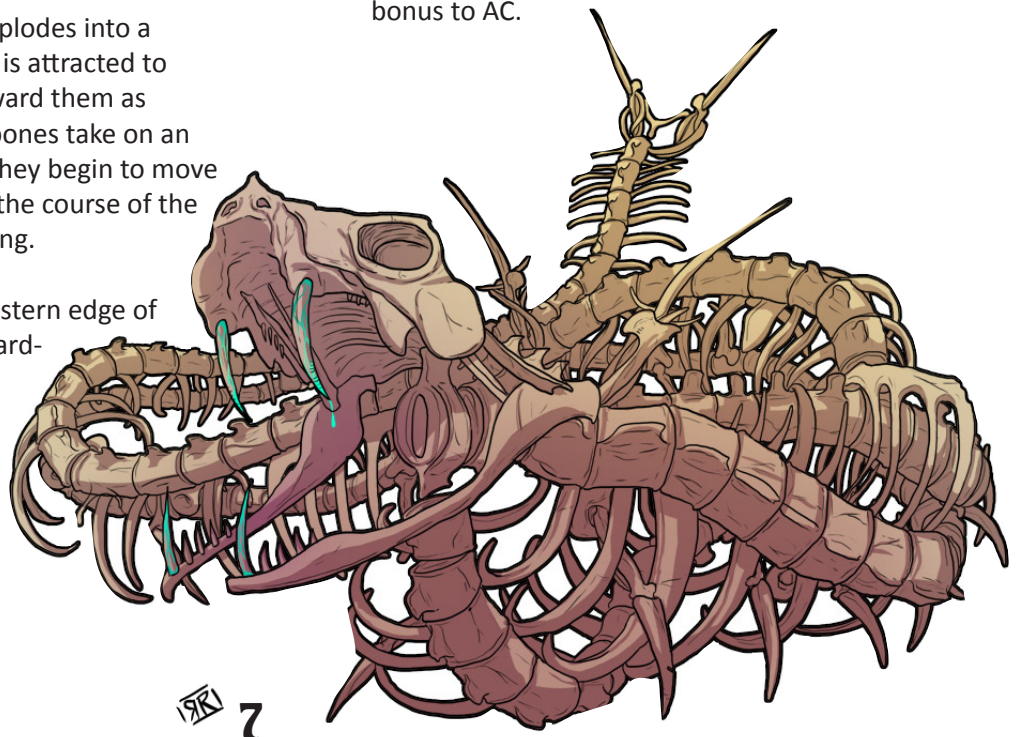
The Hoardling looks like an 80-foot long centipede, made of a conglomeration of bones. It walks on thousands of splintered ribs, leg bones, and arm bones. Its body mass is a twisting column of spines, pelvises, skulls, and the small bones of wrists and ankles. Its head is the skull of a gigantic serpent, and its fangs drip opalescent venom! Rising from its body behind its neck are two spears made of sharp, jointed bones. Two more bone spears are located at its rear end.

Any creature bitten by the Hoardling must make a DC 15 Fort save or begin to slow down (measured by a loss of Agility). Unlike normal ability damage, this Agility loss heals at a rate of 1 point per 10 minutes.

A creature struck by a bone spear is impaled, and the Hoardling can do automatic damage with any action die (an attack roll is still made to determine if a critical hit effect occurs). A character who makes a Strength check (DC 15) can end the impalement.

Characters that have their skeletons removed have three hopes of restoration:

1. They can attempt to drink a vial's worth of the *nacreous fluid*, which allows a Fort save (DC 15) to grow a new skeleton over a period of 2d10 minutes. This is painful, and causes 1d6 damage. Failure causes the normal result: 2d6 points of permanent Agility damage and a permanent +2 bonus to AC.



2. Complete submersion of both the character's skeleton and body in the *nacreous fluid* will merge them again if the character makes a DC 10 Willpower save. If successful, the character permanently loses 1 point of both Agility and Stamina. If the Will save is failed, the character instead emerges as a Nascent Piper (see below).
3. A cleric may beseech his god for divine aid (see pages 357-358 of the core rulebook), DC 18, to restore a single character.

A Nascent Piper appears exactly like the Dancing Horror, and has the same abilities. However, characters gain a +4 bonus to all saves vs. its special powers, and a Nascent Piper requires days to regenerate lost legs.

11. Dallspero's Forge: These doors are magically warded so as to require a DC 20 Strength check to open. Up to 4 characters can participate in the check.

This room is set up as a forge, with a great iron anvil in the centre of the area. Various tools lay, rusting away where they were placed centuries ago. Other tools, destroyed by time, hang from pegs on the walls. A small shelf still contains a few mouldy books.

The anvil has a minor enchantment on it that has prevented it from rusting, but it weighs 350 lbs. and is difficult to move.

Perusal of the books shows that they are all mouldy, and much of the writing has been effaced. Even flipping through them, however, will uncover a line that reads "... *my golden balloon, wherein I have stored the breath of life...*" (see Area 3). It also mentions the *Fellblade of Dallspero* ("*my greatest work at last complete!*"). A wizard who takes these books and spends time studying them can use them to learn *ward portal* and *sword magic*, although the Judge may require that the character seek out missing parts of the latter formula elsewhere.

12. Empty Room: *The passage leads to a small, pentagram-shaped room. Apart from dust and cobwebs, it appears to be empty.*

13. Partially Collapsed Chapel: *This area was once a chapel. Its walls still contain muted bas-relief sculptures of insect-like men, and dancing pipers, but they have been damaged by time and the collapse of the south-western corner of the room. A dais at the far end of the room is now empty. A single pillar*

holds the ceiling up. The room has a melancholy feeling to it.

There is nothing of interest here.

The jump DC to cross the rift to Area 14 is DC 5. The *nacreous fluid* in the rift there has the same properties as in Area 10.

14. Dallspero's Living Quarters: *This is a large and irregular area, which was obviously once a grand bedchamber. The remains of a great bed, woven tapestries and rugs, a desk, and a dressing set can be seen, although they have been damaged by time and masonry falling from the ceiling long ago.*

Three enhanced boneless leech-rats hide beneath the ruined bed.

Enhanced Boneless Leech-Rats (3): Init +0; Atk bite +1 melee (1d3 + blood drain); AC 10; HD 1d6; HP 6, 3, 3; MV 30'; Act 1d20; SP blood drain (1d4 hit points, automatic damage each round after successful hit until killed), half damage from bludgeoning weapons, infravision 30'; SV Fort -1, Ref +1, Will +2; AL C. Crit M/1d4.

Searching this room uncovers the following loot: a small jade statuette of a wood nymph worth 50 gp, a set of six horn spoons worth 2 cp each, a silver candelabra worth 15 gp, and a gold bracelet set with rubies worth 250 gp. In addition, a false back behind one of the desks drawers hides a small black velvet bag containing three *jet black marbles*. These marbles can each be crushed to create the effect of a *ropework* spell with a Spell Check of 18-19.

The jump DC to cross the rift to Area 13 is DC 5. The *nacreous fluid* in the rift there has the same properties as in Area 10.

15. Closet: *This small room contains the rotting remains of once-fine robes, dust, cobwebs, and nothing else.*

Searching uncovers two rotting small sacks containing 200 sp each.

16. Empty Room: *This round area has a high domed ceiling, some 20 feet up.*

17. Biting Spiders: *This round area has a high domed ceiling, some 20 feet up. It is thick with cobwebs.*

A narrow crack in the domed ceiling winds its way to the surface, allowing a group of 3 biting spiders to colonize this area. They are aggressive, but their poison is not very strong. Each is roughly the size of a human palm. They automatically gain free attacks with surprise, attacking from above with a +2 bonus to their initial attack rolls, if a group passes this way incautiously.

Biting Spiders (3): Init +0; Atk bite +1 melee (1 + poison DC 10 Fort or nauseated 1d4 rounds); AC 15; HD 1 hp each; MV 20'; Act 1d20; SP poison; SV Fort -4, Ref +4, Will +0; AL N. Crit M/d4.

The spider's nausea causes a -2 penalty to every d20 roll while the venom is active, and the venom from multiple bites is cumulative.

18. The Old Crypt: *This long hall has niches on either side which were once used to hold human remains. Some dried bodies still line the walls on either side, having been pulled from their niches long ago. The area is thick with dust and cobwebs.*

The dried corpses are all boneless, having been dragged from their niches by the Dancing Horror. This area, or the long hallway to the west, are perfect locations to stage a battle with the Hoardling. See Area 10 for more details.

19. Empty Room: *The door opens into a small room. It appears to have been long deserted, containing only thick dust and bits of fallen masonry.*

20. Empty Room: *The door opens into a small room. It appears to have been long deserted, containing only thick dust and bits of fallen masonry.*

21. Secret Door: *The door opens into a small room. It appears to have been long deserted, containing only thick dust and bits of fallen masonry.*

The secret door is opened by tripping a hidden catch on the floor. When the catch is tripped, the door slides up silently, revealing Area 22. However, seven of *Dallspero's Tin Soldiers* were left on guard within Area 22, and as soon as the door is opened, they leap out and attack! If characters are not being cautious as the secret door opens, there is a 3 in 6 chance that the soldiers will get surprise, as they are able to exit the secret door as soon as it has raised six inches.

Dallspero's Tin Soldiers (7): Init +7; Atk spear +2 melee (1 + slow); AC 16; HD 2 hp each; MV 30'; Act 1d20; SP

immune to critical hits and mind-affecting spells, resistant to non-magical weapons; SV Fort +8, Ref +6, Will +8; AL N. Crit III/d4.



Dallspero's tin soldiers appear as 6-inch high soldiers made of tin and bearing spears. Each of these soldiers can be commanded to attack (or perform other tasks) by a creature who knows the proper command word. They have an effective Strength of 4 for physical labour, and can carry out instructions in an intelligent manner. They take half damage (rounded up) from non-magical weapons and attacks.

Any creature struck by one of *Dallspero's tin soldiers* takes a cumulative -2 penalty to his Initiative count that lasts for 1d6 minutes after the last successful attack. A creature whose Initiative count is brought below 0 by these attacks is slowed to immobility, allowing the *tin soldiers* to automatically hit with every attack.

22. The Hidden Library: *Beyond the secret door is a small room containing a shelf of dusty books marked with arcane symbols.*

There are ten books related to arcane theory here, and each is large and bulky. A wizard who studies them all may learn three first level spells of the Judge's choosing. Shoved under the lowest shelf is a long wooden box containing six more of *Dallspero's tin soldiers*. There are empty places in the box for fourteen more. Their command word has been lost to time, however (and may be the subject of a new quest of the Judge's devising).

23. Empty Room: *This door opens into a small room, empty now save for dust and old cobwebs.*

23. Empty Room: *This door opens into a small room, whose far left corner has collapsed. It is empty now save for rubble, dust, and old cobwebs.*

25. The Fellbade of Dellsparo: *This room has an alcove in the far wall, which contains a stand for a single blade – a glittering two-handed sword whose blade gleams with an opalescent sheen. Three great opals adorn the sword's pommel and crossguard. Seven metal figures clutching spears, each 6 inches high, stand guard before the sword. The walls of this room are covered with bits or broken mirror, layered into a confusing mosaic that reflects everything within a thousandfold.*

Within the room, a magical *confusion* effect causes

characters to make a Will save (DC 10) to take any action as they intend. On a failed save, a character may still act, but has a 50% chance of targeting a friendly figure rather than the intended target with any attack or spell.

The metal figures are *Dallspero's tin soldiers* (see area 21). They are not affected by the *confusion* effect in this room. If targeted by ranged weapons or spells, all may take cover behind the sword stand, only attacking targets outside the chamber if their destruction seems likely otherwise.

Dallspero's Tin Soldiers (7): Init +7; Atk spear +2 melee (1 + slow); AC 16; HD 2 hp each; MV 30'; Act 1d20; SP immune to critical hits and mind-affecting spells, resistant to non-magical weapons; SV Fort +8, Ref +6, Will +8; AL N. Crit III/d4.

This sword is the *Fellblade of Dellsparo*, a lawful +1 two-handed sword with the following characteristics:

Intelligence 8 (Empathy)

Special Purpose: Jail the Guilty
Detect Water within a 40' radius

Great Strength: Wielder's Strength is increased by +4 while wielding the blade

Purple Duck Games Note: Thank you for picking up the first release in our adventure locale line. It was a blast to work with Daniel and the playtesters to bring this adventure to you.

More adventure locales are in development and we hope to see you again. If you have any questions do not hesitate to email me at gedakm@gmail.com.



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Blank Player's Map

