

## Dungeon Crawl Classics 13 Crypt Of The Devil Lich

Dungeon Crawl Classics  
 Dungeon Crawl Classics #67  
 Depths of Madness  
 Dungeon Crawl Classics #68  
 Dungeon Crawl Classics #12. 5  
 Dungeon Crawl Classics #6  
 Rappan Athuk  
 Crypt of the Devil Lich - DCC RPG Edition  
 Dungeon Crawl Classics 25  
 Dungeon Crawl Classics #83: The Chained Coffin (DCC RPG Adv., Hardback)  
 Citadel of the Demon Prince  
 Dungeon Crawl Classics 33  
 Crypt of the Devil Lich - 5e Edition  
 Dungeon Crawl Classics Lankhmar #6: Cheating Death (DCC RPG Adv. )  
 Four Against Darkness  
 Dungeon Crawl Classics Role Playing Game  
 Dungeon Crawl Classics Horror #5 - Creep, Skrag, Creep  
 Fever Swamp  
 The Thieves of Fortress Badabaskor  
 Shrine of the Fallen Lama  
 Dungeon Crawl Classics Lankhmar #9 - Grave Matters (DCC RPG Adv. )  
 Dungeon Crawl Classics #9  
 The Dragonfiend Pact  
 Dungeon Crawl Classics #74  
 Crypt of the Sorcerer  
 The Mysterious Tower  
 Dungeon Crawl Classics 39  
 Dungeon Crawl Classics #67  
 Destiny Aurora  
 Castle Whiterock  
 Crypt of the Vampire  
 Dungeon Crawl Classics 61: Citadel of the Corruptor  
 Dungeon Crawl Classics 13  
 Original Adventures Reincarnated #1 - Into the Borderlands  
 The Citadel of Chaos  
 Dungeon Crawl Classics Annual Foil Ed. (DCC Compilation, Foil, Hardback)  
 Dungeon Crawl Classics #13  
 Dungeon Crawl Classics #71  
 Dungeon Crawl Classics #68  
 Dungeon Crawl Classics Lankhmar #4: Violence for Votishal (DCC RPG Adv. )

*Dungeon Crawl Classics 13 Crypt Of The Devil Lich*

Downloaded from <ftp.wtvq.com> by guest

### **DALTON KAMREN**

*Dungeon Crawl Classics* Goodman Games LLC

A level 4 adventure set in Lankhmar! Votishal the Silent is on the rise! Ascending from antiquity, the religion threatens to dominate Lankhmar's Street of the Gods. Alas, something is killing the clergy! Desperately offering a fortune in reward, they've abandoned their temple. But it is by no means vacant. Intrepid souls must face nickers, alley-bashers, and magical guardians, while avoiding sinister traps to uncover the building's secrets. Even the sewers have something to hide. Only keen minds and blades can stop the violence for Votishal! Made in the US.

[Dungeon Crawl Classics #67](#) Goodman Games LLC

Punjar: wide-eyed madmen stalk the streets pronouncing the end of days, mail-clad priests crush the skulls of heathens underfoot, and timorous virgins are offered up in sacrifice within sooty temples. But even the greatest of shining temples and the strangest of mystery cults don't dare to challenge the terrifying finality of death. Until now. In *Blades Against Death*, the adventurers cross between the realms of the living and the dead, and wager their souls in a desperate bid to steal a soul from Death's hoary grasp. To win over the God of Dooms, you must be the most daring, stalwart and cunning and - when all else fails - willing to test your blades against Death! A mid-level adventure for the *Dungeon Crawl Classics* Role-Playing

Game, *Blades against Death* offers characters a once in a lifetime escapade. Those that return from the Realms of the Dead will have earned the true title of Adventurer, while those that fail will spend eternity in Death's service.

[Depths of Madness](#) Goodman Games LLC

A level 15 adventure for 5E Goodman Games is proud to announce the re-release of one of its most cherished - *Dungeon Crawl Classics: The Crypt of the Devil Lich*! Updated and converted for 5E, the dreaded Tomb of Horrors inspired this classic deathtrap dungeon! The heroes are sent into the Devil Lich's crypt to destroy her before she can return to power, as foreseen in a prophecy. However, the unknowing heroes have actually been tricked into entering her crypt to free her from her prison. If they are truly heroes, they will uncover the deception and defeat the evil Devil Lich before she can unleash her dark designs on the surface world. This adventure module is a fifth edition conversion of the classic dungeon module DCC #13: *The Crypt of the Devil Lich*, originally published in 2004 by Goodman Games. The *Crypt of the Devil Lich* was truly a unique design, an homage to the classic meatgrinder-style trap-filled dungeons popular in the late '70s and early '80s. The adventure is designed for a group of four to six 15th-level characters. The original adventure was designed for the 2004 1st Annual GenCon *Dungeon Crawl Classics* Team Tournament, a tradition that continues today. With some effort on the GMs part, the adventure can be used for campaign play. All-new cover art by Sanjulian! A detailed introduction chapter including notes on how to adjust the adventure for higher or lower levels, using it during campaign play, notes on how to run the adventure as a team tournament, and the devilish backstory of the Devil Lich and her dark machinations. All new interior artwork and cartography

Dozens of player handouts, in the tradition of the classic modules Tomb of Horrors and Expedition to the Barrier Peaks. Six fully developed pre-generated Player Characters based on the original tournament player characters. The original team tournament scoring system. Designed for Fantasy Grounds version 4.1.8 and higher.

#### **Dungeon Crawl Classics #68** iBooks

A Sci-fi Action novel filled with mystery and thrills. Join the eclectic crew of the Coalition ship, Destiny Aurora, as they set out to find the assassin responsible for the murder of Inspector Jayce Carver's wife. But what they find will be the last thing they expect and may change them all forever. In the vein of Star Wars, Star Trek and Guardians of the Galaxy all rolled up into one. If you're a fan, you'll love the twists and turns and humor of this futuristic adventure story.

#### **Dungeon Crawl Classics #12. 5** Goodman Games LLC

Since time immemorial you and your people have toiled in the shadow of the cyclopean ruins. Of mysterious origins and the source of many a superstition, they have always been considered a secret best left unknown by the folk of your hamlet. But now something stirs beneath the crumbling blocks. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the encircling darkness? The secrets of Chaos are yours to unearth, but at what cost to sanity or soul? An introductory adventure for the Dungeon Crawl Classics Roleplaying Game, Sailors on the Starless Sea pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes. Delving beneath the crumbling ruins, the characters discover ancient crypts, a starless sea, and an ancient ziggurat, where death and treasure await in equal measure!

#### **Dungeon Crawl Classics #6** Goodman Games

Four Against Darkness is a solitaire dungeon-delving game that may also be played cooperatively. No miniatures are needed. All you need is this book, a pencil, two dice, and grid paper. Choose four characters from a list of classic types (warrior, wizard, rogue, halfling, dwarf, barbarian, cleric, elf), equip them, and venture into dungeons created by dice rolls and your own choices. You will fight monsters, manage resources, grab treasure, dodge traps, find clues, and even accept quests from the monsters themselves. Your characters will level up, becoming more powerful with each game... IF THEY SURVIVE.

#### **Rappan Athuk** Fighting Fantasy

The last thing she remembers is seeing her friends die... Now it's her turn. Eldritch and forgotten arcana wait within its vaults. Twisted accidents of magic prowl its halls. Sinister forces lure the unsuspecting deeper into death or madness. Its victims don't remember how they got there. No one remembers how to get out...

#### **Crypt of the Devil Lich - DCC RPG Edition** Createspace Independent Publishing Platform

The first in the "R" series of D20 System dungeon modules by Necromancer Games, Rappan Athuk -- The Dungeon of Graves: The Upper Levels is the grand-daddy of all dungeon crawls! This dungeon of caverns, passages, traps and hidden chambers defies even the most experienced adventurer to travel its halls. This module features six levels of this evil, multilevel dungeon, including monsters your characters have never imagined in their worst nightmares. Rappan Athuk awaits!

#### **Dungeon Crawl Classics 25** Goodman Games LLC

#### **Dungeon Crawl Classics #1**

#### **Dungeon Crawl Classics #83: The Chained Coffin (DCC RPG Adv., Hardback)** Goodman Games LLC

It has been years since the last virgin was sacrificed: and now the pit beast awakens once more! Every generation it stumbles forth on undulating tentacles from its resting place deep below the great ravine, its towering blubbery mass ravaging the land before returning to slumber for decades. But this time is different. The Great Beast strikes with intelligence: bands of faceless gray-robed men emerge from the tenebrous depths, herding the beast's roaming tentacles before them. The enigmatic people of the pit live despite the passage of ages! The earth shakes each night as they herd the primordial tentacles ever further, while the villagers ask: is any man brave enough to put the sword to this menace?

#### **Citadel of the Demon Prince** Goodman Games

Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting the downfall of the good folk of the Vale of Willow. His battle plans are laid, his awesome army equipped, and attack is surely imminent, and YOU are the Vale of Willow's only hope!

#### **Dungeon Crawl Classics 33** White Wolf Publishing

An ancient evil is stirring in the bowels of the earth, and the land is blighted. After being entombed for one hundred years, the necromancer Razaak has been re-awoken and is poised to fulfill his promises of death and tyranny. His army of undead is at large across Allansia, bringing death and destruction to all who resist. It is up to YOU to find the only weapon to which Razaak is vulnerable: his own magic sword!

#### **Crypt of the Devil Lich - 5e Edition** Dungeon

In a world of arcane magic and divine might, some secrets are best left hidden. When the forces of the wicked Mountain King discover an eldritch weapon of unmatched power, the future of the Northlands hangs in the balance. Following in the wake of bloody, madness-induced slaughter, can the heroes prevail where an army has perished? Blood and madness are in store, for where Lord Ablair the Corruptor passes, death must surely follow. Only the most cunning and courageous of heroes can triumph against the Citadel of the Corruptor! Rules Set: 4E. This world-neutral adventure can be used alone or to launch a campaign in the epic fantasy world of ereth.

#### **Dungeon Crawl Classics Lankhmar #6: Cheating Death (DCC RPG Adv. )** Goodman Games

A level 1 adventure set in Lankhmar! Death has come to Lankhmar! It begins as a minor stirring of strange, dangerous coincidences. A ladder falls. A fire erupts. An onlooker plummets from a rooftop, skull cracking on the chiseled stone below. As conspiracies loom and rumors abound, your band of adventurers must survive the hostile streets of the city and discover the secret that will keep you from Death's cold reach. Made in the US.

#### **Four Against Darkness** Goodman Games

In the middle of a lonely wood, as night falls, you come upon a half-ruined mansion where dwells the undead Lord Tenebron among his servitors - depraved mortals, creatures of darkness, and luckless adventurers enslaved to his will. Your only hope of escape is to prevail against the dangers that beset you and battle your way to the very heart of the catacombs. There, in the deepest chamber of the vampire's crypt, you must face him and try to end his reign of terror for all time. This is fantasy adventure with a difference: YOU are the hero! A pencil, an eraser and two dice are all you need to embark on your quest. Success and vast riches - or failure and savage death - will depend on the decisions you make! Crypt of the Vampire was originally published as the first in the classic Golden Dragon Gamebook series.

#### **Dungeon Crawl Classics Role Playing Game** Wizards of the Coast

It has been years since the last virgin was sacrificed: and now the pit beast awakens once more! Every generation it stumbles forth on undulating tentacles from its resting place deep below the great ravine, its towering blubbery mass ravaging the land before returning to slumber for decades. But this time is different. The Great Beast strikes with intelligence: bands of faceless gray-robed men emerge from the tenebrous depths, herding the beast's roaming tentacles before them. The enigmatic people of the pit live despite the passage of ages! The earth shakes each night as they herd the primordial tentacles ever further, while the villagers ask: is any man brave enough to put the sword to this menace?

#### **Dungeon Crawl Classics Horror #5 - Creep, Skrag, Creep** Goodman Games LLC

Includes spinning wheel puzzle in plastic pouch.

#### **Fever Swamp**

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

#### *The Thieves of Fortress Badabaskor*

Goodman Games is proud to announce the Re-release of one of its most cherished Dungeon Crawl Classics: The Crypt of the Devil Lich! Updated and converted for both 5E and the DCC RPG rules sets, this classic deathtrap dungeon was inspired by the dreaded Tomb of Horrors! The heroes are sent into the Devil Lich's crypt to destroy her before she can return to power, as foreseen in a prophecy. However, the unknowing heroes have actually been tricked into entering her crypt to free her from her prison. If they are truly heroes, they will uncover the deception and defeat the evil Devil Lich before she can unleash her dark designs on the surface world. This adventure module is a conversion of the classic dungeon module DCC #13: The Crypt of the Devil Lich, originally published in 2004 by Goodman Games. The Crypt of the Devil Lich was truly a unique design, an homage as the classic meatgrinder-style trap-filled dungeons popular in the late '70s and early '80s. The adventure is designed for a group of four to six 7th level characters. The original adventure was designed for the 2004 1st Annual GenCon Dungeon Crawl Classics Team Tournament, a tradition that continues today. With some effort on the GMs part, the adventure can be used for campaign play.

#### **Shrine of the Fallen Lama**

Since time immemorial you and your people have toiled in the shadow of the cyclopean ruins. Of mysterious origins and the source of many a superstition, they have always been considered a secret best left unknown by the folk of your hamlet. But now something stirs beneath the crumbling blocks. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the encircling darkness? The secrets of Chaos are yours to unearth, but at what cost to sanity or soul? An introductory adventure for the Dungeon Crawl Classics Roleplaying Game, Sailors on the Starless Sea pits a mob of 0-level adventurers against the legacy of the Chaos Lords and their corrupted hordes. Delving beneath the crumbling ruins, the characters discover ancient crypts, a starless sea, and an ancient ziggurat, where death and treasure await in equal measure!