

Dungeon Crawl Classics 13 Crypt Of The Devil Lich

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Dungeon Crawl Classics 13 Crypt

Dungeon Crawl Classics #13: Crypt of the Devil Lich Paperback – December 1, 2004. by Chris Doyle (Author) 4.3 out of 5 stars 3 ratings. See all formats and editions. Hide other formats and editions. Price. New from. Used from. Paperback.

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paizo.com - Dungeon Crawl Classics #13: Crypt of the Devil ...

Dungeon Crawl Classics #13: Crypt of the Devil Lich - Gen Con 2004 Tournament Module For 15th Level Characters Remember the good old days, when adventures were underground,

Dungeon Crawl Classics #13: Crypt of the Devil Lich ...

This is the Dungeon Crawl module used at the First Annual Dungeon Crawl Classics tourney at GenCon 2004. It was a tournament module, which means that it was designed to be played by several groups in rounds, and uses a scoring technique to allow the DM to rate different groups' successes.

Amazon.com: Customer reviews: Dungeon Crawl Classics #13 ...

Dungeon Crawl Classics #13 Crypt of the Devil Lich AN ADVENTURE FOR 15TH LEVEL CHARACTERS Official Tournament Module Dungeon Crawl Classics First Annual Open Tournament Gen Con Indy 2004 Sample file

Dungeon Crawl Classics #13: Crypt of the Devil Lich

Dungeon Crawl Classics (DCC) is a series of tabletop role-playing game modules published by Goodman Games. The modules have been published for the third and fourth editions of Dungeons & Dragons and for the Dungeon Crawl Classics Role-Playing Game (DCC RPG). Some of the modules have been ported to the first edition of Advanced Dungeons & Dragons as well as Castles & Crusades.

List of Dungeon Crawl Classics modules - Wikipedia

Access Free Dungeon Crawl Classics 13 Crypt Of The Devil Lich The Crypt is a 3-floor branch, its entrance found on Vaults :2 or 3.

Dungeon Crawl Classics 13 Crypt Of The Devil Lich

The Crypt is a 3-floor branch, its entrance found on Vaults :2 or 3. It is filled with all manner of undead opponents, and although it does not contain a rune of Zot, it does hold the mummy -guarded entrance to the Tomb, as well as a significant amount of treasure guarded by powerful undead foes on the final floor.

The Crypt - CrawlWiki - crawl.chaosforge.org

2004 - Dungeon Crawl Classics #13: Crypt of the Devil Lich; 2004 - Dungeon Crawl Classics #4: Bloody Jack's Gold; 2003 - New Glory Naval Base; Cover artist. 2005 - Dungeon Crawl Classics #21: Assault on Stormbringer Castle; 2004 - Dungeon Crawl Classics #14: Dungeon Interludes; 2004 - Dungeon Crawl Classics #9: Dungeon Geomorphs

Chuck Whelon - Wikipedia

The story of the devourer and his wight army is told in Dungeon Crawl Classics #12: The Blackguard's Revenge. Now, in the Iron Crypt of the Heretics, the heroes must venture into a crypt designed by the world's greatest thieves, magicians, and seers, solve its puzzles and deadly traps, and seal it once more from the outside world.

Dungeon Crawl Classics #12.5: Iron Crypt of the Heretics ...

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Dungeon Crawl Classics #12.5: The Iron Crypt of the ...

traps (caster level 13, Will save) instead of ungol dust traps. The water in areas 1-4, 1-6, and 1-8B applies bestow curse(caster level 13, randomly roll for ability which receives -6, Will save DC 19) in addition to the

diseases when touched to bare skin - no injury required. Add two wizard levels to Srihoz. Getting the Players Involved

Dungeon Crawl Classics #25: Dread Crypt of Srihoz

Jon Hook's 'Evil Reborn' is for Fourth Level characters. Although this is a standalone adventure, it can also be run as a sequel to Dungeon Crawl Classics #13: Crypt of the Devil Lich. Since the events of that scenario, the devil-lich Chalychia has been trapped for centuries, but that has given the time to devise a means to escape.

Reviews from R'lyeh: Goodman Games Gen Con Annual III

Its followers were imprisoned in the Iron Crypt of the Heretics. But now someone has broken into the crypt! The heroes must enter this ancient site of blasphemy and defeat the horrors that lie within. For Character Levels 11-13

The Iron Crypt of the Heretics - RPGnet RPG Game Index

Dungeon Crawl Classics (DCC) is a series of roleplaying adventure modules published by Goodman Games under the d20 open gaming license. It includes more than 50 adventures, and features celebrated game designers such as Michael Mearls, Dave Arneson, Chris Doyle, Adrian Pommier, and Monte Cook, as well as classic TSR artists like Jeff Dee, Jim Roslof, and Jim Holloway.

DnDWiki:Dungeon Crawl Classics | Dungeons and Dragons Wiki ...

An adventure for character levels 11-13. This sequel to "The Blackguard's Revenge" is designed to be played on its own or as a direct follow-up to the original d20 Dungeon Crawl adventure. Centuries ago, a treasonous order of paladins was defeated, and its followers imprisoned in the Iron Crypt of the Heretics.

paizo.com - Dungeon Crawl Classics #12.5: The Iron Crypt ...

Solitaire Dungeon Crawl. This is a Crypt of the Shadow Lord solitaire dungeon drawl adventure for one first-level, lawful cleric (AD&D/D&D3.5). Crypt of the Shadow Lord is written for one, first-level, lawful cleric. ... Gaming Honors DCC RPG Dungeon Crawl Classics - Exodus of Wolfbane New. \$13.49. \$14.99 + \$4.80 shipping .

Crypt of the Shadow Lord Solitaire Dungeon Crawl RPG ...

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