

DUNGEON CRAWL CLASSICS

JEWELS of the CAROLIFEX

#70: A LEVEL 3 ADVENTURE
BY HARLEY STROH



MULLEN

Plus a bonus adventure
with Nockmort the evil
treat: **Lost in the Briars**
by Brendan LaSalle



A LEVEL 3 ADVENTURE

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Playtesters: The Expendables (Dave and Rae Brown, Michael Crane, Doug Keester, Kate and Mark Zaynard) and the many other excellent playtesters at GenghisCon, Tacticon, and North Texas RPG Convention whose names we neglected to record. Special thanks to the crew that trekked up from New Mexico to get this one started and finished.

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JEWELS of the CAROLIFEX



INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This adventure is designed for 6 to 10 3rd-level characters aided by stout-hearted hirelings. The adventure can also be attempted by a smaller party of 4th- or 5th-level characters and will prove no less challenging. The adventure requires a balanced mix of warriors, wizards, thieves, and clerics, as the talents of each will prove invaluable in turn.

ADVENTURE BACKGROUND

TAt the end of a forgotten back alley, in the weird and otherworldly marketplace of faiths known as the Bazaar of the Gods, stand the ruins of a forgotten chapel. All that remains are a fallen staircase, a mound of toppled stones, and a sickly, leafless tree placed squarely in the center of the ruins.

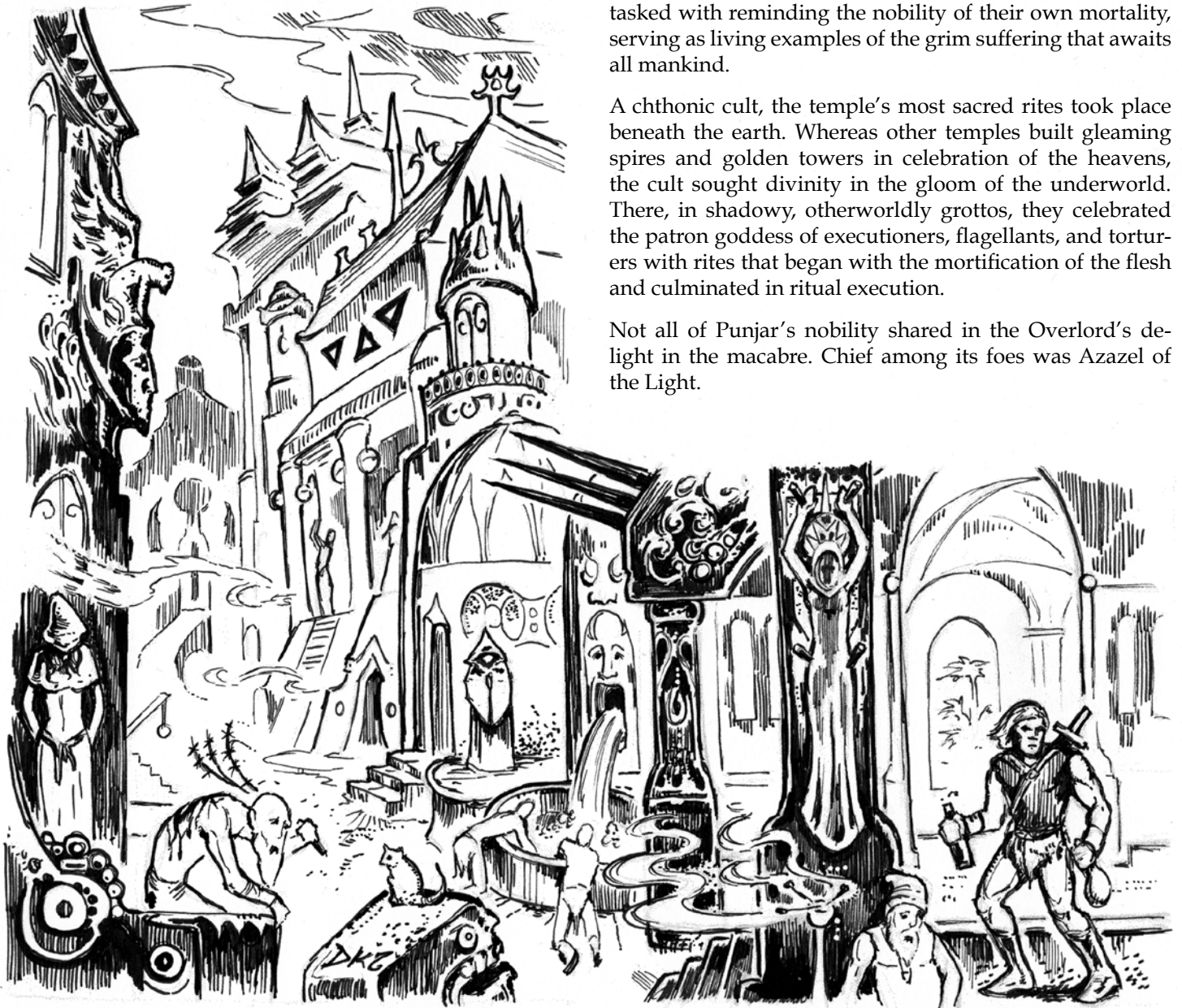
While such ruins are not uncommon in Punjar, the City of a Thousand Gates, the story of the chapel and its goddess is unique in all of Aëreth.

The Cult of the Carnifex took its ranks from Punjar's lowliest castes: the diseased and crippled, the criminally insane, and the untouchables. The cult embraced suffering and the transience of the mortal coil and exalted death as a release from the agony of life.

Serving as the Overlord's handpicked executioners and torturers, devotees of the Carnifex were celebrated in the highest, most decadent circles of Punjar. Cultists were also tasked with reminding the nobility of their own mortality, serving as living examples of the grim suffering that awaits all mankind.

A chthonic cult, the temple's most sacred rites took place beneath the earth. Whereas other temples built gleaming spires and golden towers in celebration of the heavens, the cult sought divinity in the gloom of the underworld. There, in shadowy, otherworldly grottos, they celebrated the patron goddess of executioners, flagellants, and torturers with rites that began with the mortification of the flesh and culminated in ritual execution.

Not all of Punjar's nobility shared in the Overlord's delight in the macabre. Chief among its foes was Azazel of the Light.



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At the end of a forgotten back alley, in the weird and otherworldly marketplace of faiths known as the Bazaar of the Gods, stand the ruins of a forgotten chapel. Once the cult of the Carnifex was celebrated throughout the City of a Thousand Gates. But a band of holy warriors rose against the cult of executioners and torturers, casting down her signs and scattering her devotees to the winds. The fate of the chthonic goddess, and – more importantly – her fabled jewels remains a mystery...until this night.

Set amid the sprawling decadence of Punjar, Jewels of the Carnifex offers low-level adventurers a chance to plumb the mysteries beneath the city's soiled streets, raid forgotten crypts lavished with weird artifacts, and – for the quick and daring – claim the lost Jewels of the Carnifex!



2nd printing