

DUNGEON CRAWL CLASSICS

THE CORPSE THAT LOVE BUILT

2018 HALLOWEEN MODULE
A LEVEL 2 ADVENTURE
BY STEPHEN NEWTON



William
McKusland WM
2018



Dungeon Crawl Classics

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THE CORPSE THAT LOVE BUILT

A LEVEL 2 HALLOWEEN ADVENTURE

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"Who shall conceive the horrors of my secret toil as I dabbled among the unhallowed damps of the grave or tortured the living animal to animate the lifeless clay?"

- Frankenstein

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.

The Corpse That Love Built is designed for 4-6 Level-2 characters. The thematic elements of the adventure give homage to classic horror films such as *Frankenstein*, *The Brain that Wouldn't Die*, and *The Mummy's Curse*, but liberally infused with modern, visceral horror.

BACKGROUND



To say that Lotrin von Weißgras-Geisterblut was obsessed would be a gross understatement. Dr. von Geisterblut, as the local population of Portnelle had come to refer to him, was a member of the politically-powerful Weißgras family who provided vassalage to two-thirds of the village. Two centuries before, Geisterblut's forbidden love—a fiery, red-headed human female whose name has been lost to history—was tragically killed on the day of their wedding by a mob of racists who could not bear to see the union of a human and an elf. His grief eventually succumbed to a singular obsession: to resurrect his beloved fiancée from the dead using just the blood and bone he collected from her grizzled remains. He proceeded to squander his family's wealth and resources collecting rare and ancient tomes, and studying perverse religions in the darkest corners of Aereth, in pursuit of the secrets to bringing back the dead.

The more Geisterblut learned by studying the magic of clerics and mages both sophisticated and barbaric, the more frustrated he became. He became convinced the gods capriciously taunted their loyal subjects, providing glimpses — false hope — of greater rewards for a lifetime of service; it was a sham the Weißgras dynasty had perpetuated on its citizens for centuries. While it was true the gods would occasionally distribute trivial tokens of their generosity — prolonging life by easing a flesh wound or turning away a potential foe — they selfishly hoarded their most treasured gift: the ability to return life to those who had perished.

Geisterblut's research into the mysteries of the flesh made him an expert on human and demi-human anatomy, hence why the locals began calling him "Doctor". He would treat ailments on the residents of Portnelle to hone his craft. Unbeknownst to the residents of Portnelle, he was also becoming an expert on animal physiology, especially those which had the ability to regenerate (trolls, tapeworms) as well as those with prolonged lifespans such as tortoises and lizardmen. The decades dragged on, and he continued to experiment.

Geisterblut's perseverance eventually paid off when one day he was approached by Kahuna Nui, a traveling merchant of exotic goods suffering from horrific gout. As the portly merchant lamented how his infected foot would be the death of him, he mentioned that his ancient grandmother would pray to Uhsiris for prosperity in her next life. Uhsiris, the merchant explained, was the goddess his grandmother claimed would be responsible for renewing her soul within a new body in her next life. Often times, the merchant explained, this required a blending of replacement tissue from younger bodies, and sometimes even animals. Unpleasant, but necessary.

Once Geisterblut learned of Uhsiris and her powers, he pledged his remaining years to serving her in exchange for the ability to resurrect his bride. Not long thereafter, at Her instruction, his experiments with creating human/un-dead chimeras began.

After decades of unsuccessful attempts to fuse together regenerating animals with human remains harvested from his late beloved's corpse, Geisterblut became even more radical with his experiments. He would ply information from visiting adventurers about their encounters with un-dead, often times startling the guarded veterans with increasingly perverse and macabre questions. Tales about his eccentricates transformed from idle gossip to fearful notoriety.

Eventually his obsession and erratic behavior forced him into exile. Ostracized by the Weißgras family and scorned by the villagers, Geisterblut hid himself away behind the walls of Weißgras Tower. Rumors persisted for decades that "Mad Doctor von Geisterblut" had refocused his medical expertise on something entirely unholy, but reliable facts were scarce.

As is often the way given the longevity of elves, Geisterblut outlived the gossiping fear-mongers, and tales of the mad doctor fell from fashion and eventually became fodder used by nannies to keep children from misbehaving. That was until recently when a spate of abductions struck the town. Dozens of Portnelle's residents have gone missing. Many of the abductees have not been seen again, but in a few cases, corpses have been recovered, often with limbs or organs missing.

An emergency meeting has been called by the town patriarch, the geriatric Father Giralt, to deal with the crisis. Giralt has roused the town with a vision and a dire warning. As leaders within the community, it is at this meeting that the PCs now find themselves.



PLAYER START

Note: there is no map for the player start.



storm rages outside, battering the shutters of the windows on the small church you now find yourself within. Father Giralt, pale as milk and older than sin, stands before you and the rest of the town leaders dressed in his familiar robe made of human hair.

"Now that you're all gathered here," Father Giralt croaked in his age-withered voice, "I need to convey some rather distressing news. Aristemis has granted me a vision! She has shown me a vision of who is responsible for the recent abductions and mutilations of our neighbors and family members!"

He paused for dramatic effect. "Aristemis has shown me the way and it is... Dr. Lotrin von Geisterblut!"

A small groan escaped the congregation in unison. Father Giralt's senility was ill-timed. Dr. von Geisterblut, an ancient elf whose family went as far back as history remembered, was considered an eccentric, but certainly not a murderer. After he'd been disowned by his wealthy family, he'd become a recluse and the rumors of his exploits became more fantastic each year. The old priest may as well have laid the blame on the Solstice Dryad.

Undaunted by the snickering heard in the crowd, he continued, "This is no jest! Aristemis has provided a warning and guidance! Cover yourself with the blood of your ancestors for protection this night, and then the victorious may prevent further bloodshed by breaching von Geisterblut's ancient keep to prevent the awakening of the Abomination!"

With that, Giralt took the vial of powdered blood he kept in his tabernacle – a macabre relic supposedly holding the congealed remains of some long-forgotten paladin – and began smearing the sludge across his cheeks like a young bride applying rouge. The sight makes your stomach turn.

Your nausea quickly gives way to surprise as a crash is heard when the church door is smashed open. Through the splintered doorway, a 7-foot tall faceless creature, like a statue made of clay, begins lumbering toward you. You see others following behind it.

"It's too late!" Father Giralt screams, his face now painted russet with blood powder. "Von Geisterblut's wretched demons have arrived to claim us all!"

Father Giralt is not the only one who has received a premonition from his patron. Uhsiris has warned Geisterblut that the agents of Aristemis are gathering and scheming to prevent the resurrection of his bride. Geisterblut has subsequently dispatched three clay golems to preemptively strike the gathered villagers.

Faceless Clay Golem (3): Init +2; Atk slam +1 melee (1d6); AC 12; HD 2d8; hp 10 each; MV 30'; Act 1d20; SP disarm opponents, resistant to fire-based attacks; SV Fort +4, Ref +4, Will +4; AL C.

Disarm opponent: slashing or bludgeoning weapons have a tendency to get lodged in the golem's glutinous clay bodies. Upon a successful hit, PCs must make a DC 8 Reflex save or have their weapons become wedged within the golem. PCs can retrieve their weapon with a successful DC 8 Strength check on a subsequent round.

The clay golems are faceless, vaguely human-shaped forms. Geisterblut considered these early models too simple for anything beyond menial tasks. They perform distasteful chores such as kidnapping, grave digging, or severing the limbs Geisterblut requires for his experiments.

Righteous Unguent: the salve which Father Giralt has applied to his face is the gummy, congealed blood of His Lordship Ric-tus Smote, a paladin who served Aristemis. Smearing the blood on the face and arms will provide +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn. There are 4 applications remaining in Giralt's vial.

AFTER THE ATTACK

Assuming Giralt survives the attack, he shouts in his ancient voice "What more proof do you need! Aristemis's vision was clear: The Abomination will be awakened this night, and will kill a half score or more if not stopped before the cock crows!" And with that, he sullenly starts shambling towards the vestry, shaving his wispy white hair from his scalp with a ceremonial dagger in sacrifice as he goes.

The PCs can talk to other town leaders to collate knowledge, but who knows what's true and what's not. One thing is clear however, if Father Giralt is correct, some bad things are happening over at Weißgras Tower.

RUMORS

1. Several people have gone missing! Hando Hairfoot, the DaLacey twins, and even the Lady Michaela who went missing just last night!
2. The body of Old Man Hobbs' boy was found a month ago in the creek missing one arm and one leg.
3. All members of the Weißgras family, including Dr. von Geisterblut, have pacts with demons which is how they've managed to get so much political control over Portnelle.
4. Dr. von Geisterblut is an elf over 300 years old. He is a descendant of the powerful Weißgras dynasty, but was disowned by his family after disowning The King of Elfland and becoming a worshiper of Uhsiris, a heathen god from the Far South.
5. Dr. von Geisterblut was disowned by his family after stealing several suits of ancient mithril armor from his family vaults.
6. Dr. von Geisterblut was briefly married centuries ago, but his wife died in childbirth.
7. Dr. von Geisterblut squandered his entire family fortune retrofitting Weißgras Tower into the image of the demon Nimlurun.
8. Dr. von Geisterblut squandered his entire family fortune retrofitting Weißgras Tower into the image of the heathen god Uhsiris in exchange for immortality.
9. Dr. von Geisterblut squandered his entire family fortune retrofitting Weißgras Tower into the image of his murdered wife.

10. Centuries before he was exiled, Dr. von Geisterblut was a healer. Injured folks would seek him out. He would apply a pasty material on the most severe of wounds that would stop the bleeding until the victim could find a priest. Woodcutter Bluko had his arm saved after he almost cut it off!
11. Weißgras Tower, the estate of Dr. von Geisterblut, is impenetrable — as it's guarded by hell hounds.
12. Dr. von Geisterblut commissioned a massive retrofit of his family's ancient Weißgras Tower 200 years ago. It is now impenetrable to all races except elves.
13. A traveling merchant, Kahuna Nui, who sold exotic herbs and goods once went to Dr. von Geisterblut for medical attention. Afterwards he boasted that Dr. von Geisterblut may have healed his foot, but Kahuna Nui introduced him to a new religion that healed his soul.
14. A druid outside of town said that the trees told her that Geisterblut and his minions recently ambushed a hill giant-ess.
15. Dr. von Geisterblut's entire family was slaughtered by a colony of ant men the day of his wedding.
16. Dr. von Geisterblut was banished from town after being caught grave robbing.
17. The halfling Whalo once said that he overheard a merchant mention that Geisterblut converted to worshipping Uhsiris after being told how Uhsiris bestowed immortality to Her followers.
18. Elves have always been nothing but trouble to this town. There's been disturbing events ever since the Weißgras clan disowned Geisterblut.
19. Dr. von Geisterblut was obsessed with un-dead. He would badger every adventure that passed through town with macabre questions if they'd had any interactions with those unholy creatures.
20. All these rumors about Dr. von Geisterblut's ominous past are patently false. He's just another one of these ancient elves which have gone crazy — like they all do — after living so unnaturally long.
21. The last time Dr. von Geisterblut visited Portnelle was probably 20 years ago. He bought all supplies of mithril, silver, and copper that anyone would part with.
22. The crazy witch, Rabiveen, was overheard saying that babies born within the last year will have shorter lifespans, because "that crazy elf" has been stealing souls.
23. A traveling bard once sang that His Lordship Rictus Smote, the paladin revered by Father Giralt, wore a suit of chain-mail made of copper as he said it was more effective protection against certain types of un-dead than silver.
24. A cousin of one of the dwarves who worked on the redesign of Weißgras Tower said that Geisterblut would occasionally come out and review the work and mutter, "It doesn't look like her, but the homage will hopefully be enough to awaken her soul."



WEISSGRAS TOWER

Weißgras Tower is technically a small, ancient fort surrounded by a wall, protected by a moat on one side, and a sea wall on the other.

PCs may attempt to enter the compound by fording the moat and scaling the walls or making their way up the sea wall. Each comes with its own perils.

As the PCs approach from the road, read or paraphrase the following:

The storm continues to rage, soaking your armor and linens, while lightning continuously strikes across the sky with an unnatural regularity. You hear the crashing of ocean waves nearby, as you approach Weißgras Tower, the ancestral home of Dr. von Geistblut. A broad moat, 15-feet across and filled with dank water, acts as a barrier to the estate. Beyond the moat is an immaculately constructed stone wall, in the center of which is a gate house with a raised drawbridge.

AREA A-1: MOAT

A brackish moat 15-feet across stretches around the perimeter of the tower wall. The drawbridge in the gatehouse beyond is raised. When the lightning flashes overhead, you see what appear to be pale, bloated limbs floating in the water.

If the PCs state that they're closely examining the gatehouse, read or paraphrase the following:

Given the darkness and rain it's hard to make out details. No lights come from the gatehouse. When the lightning flashes, you see the silhouettes of two figures sentineling the walls holding short bows. They remain oddly still.

The limbs floating in the water are those discarded from failed experiments carried out in area 2-1. They are cast in the moat to feed the giant hornpout dwelling within.

Swimming across the moat and then scrambling up to the wall of the gatehouse requires a DC 10 Strength check, remember to apply armor check penalties. It takes 2 rounds for a human-sized PC to swim the moat, and a third round to scramble up the narrow ledge near the drawbridge.

If a PC enters the moat, both the hornpout and the fleshy-archers will attack on the 2nd round.

Giant Hornpout: Init +3; Atk bite +3 melee (1d6+1 plus grab); AC 14; HD 3d8; hp 16; MV swim 25'; Act 1d20; SP drag prey to bottom of moat; SV Fort +4, Ref +4, Will +4; AL N.

On a successful attack, the hornpout drags its victim to the bottom of the moat. Grabbed PCs must make an opposed Strength check vs. the hornpout's +4 Strength to free themselves. For each round the PC remains underwater, they lose 1 temporary Stamina point until they drown.

Crude Fleshy-Contraption Archers: From the opposite side of the moat, the 'figures' appear to be human guards. They will neither move nor speak. They will fire on PCs who have entered the moat. While not discernible from beyond the moat, the fleshy-contraptions are mostly wiring powered by animated flesh-strips which makes missile fire less effective against them as well as effectively immobile, (see area A-2 for full description.)

Crude Fleshy-Contraption Archers (2): Init +2; Atk bow +3 missile fire (1d8, range 150'); AC 11; HD 2d8; hp 10 each; MV 5'; Act 1d20; SP half damage from missile fire, immune to mind-altering spells; SV Fort +2, Ref -2, Will -2; AL N.

AREA A-2: SEA WALL

The storm has whipped the sea into frenzy, sending 10-foot waves violently crashing against the rocky cliffs. At the top of the cliff, an 18-foot high wall of stone thwarts unwanted visitors from reaching the tower.

Intrepid PCs looking to approach the tower by braving the perils of the rocky cliff and then scaling the eastern wall need to make a successful DC 15 climbing check (or a DC 12 if they're using some sort of tools for assistance.) If one PC is successful with the climb, a rope can then be thrown to assist subsequent PCs who need only make a DC 5 climbing check.

Failure results in 2d6 hit points of falling damage. A successful Luck check must then be made lest the PC be swept up in a wave and begin drowning (1d6+1 temporary Stamina damage per round until rescued).

AREA A-3: GATEHOUSE

On the opposite side of the moat, a squat gatehouse with 2 round towers bars entry to the compound beyond. The drawbridge is currently raised preventing access over the moat. It looks like a slender person could squeeze behind the drawbridge into the gatehouse, if they could somehow get across the moat.

There are 3 potential entrances to the gatehouse: a halfling-sized or smaller creature could squeeze through one of the windows on the gatehouse tower, PCs could squeeze through the closed drawbridge once at a time, or PCs can use some sort of grapple to reach the parapet on GH-2.

The gatehouse is protected by Geisterblut's earliest flesh-reanimation experiments: mechanical contraptions powered with muscles and flesh harvested from corpses. The contraptions are animated by *Geisterblut's squirming flesh*, a spell he perfected after experimenting by reversing the *paralysis* spell. The contraptions are effectively a system of gears and levers, powered by enchanted sinews.

Given the contraptions rudimentary sensory design, they are relatively easy to sneak past. A PC can successfully sneak past a contraption on a successful DC 10 Agility check (thieves use a DC 5 move silently check).

Area GH-1 - Gatehouse Ground Floor: On the ground floor are 2 fleshy bludgeoners as well as the counterpoise to raise and lower the drawbridge (DC 10 Strength check to operate). The portcullis leading into the courtyard is operated by the windlass on the upper floor (GH-2) or can be lifted a DC 25 Strength check. Two crude fleshy-contraption bludgeoners guard the mechanism to operate the drawbridge. These devices move on three geared poles that resemble mechanical spider legs. While not the most advanced inventions, they are effective enough to act as deterrents to most interlopers.

Once the PCs come face-to-face with a contraption, read or paraphrase the following description:

The Corpse that Love Built



What you thought were humanoid guards are nothing of the sort. Before you is a contraption that looks like a dress form found in a tailor shop. The apparatus is built from what appears to be patches of leather affixed to a wire frame and controlled by squirming strips of fleshy bacon. The contraptions have crude, scarecrow heads adorned with long-haired red wigs and are brandishing weapons.

Crude Fleshy-Contraption Bludgeoners (2): Init +2; Atk club +3 melee (1d6+2); AC 13; HD 2d8; hp 7 each; MV 20'; Act 1d20; SV Fort +4, Ref -2, Will -2; AL N.

Area GH-2 - Gatehouse Upper Level: The upper level of the gatehouse contains the windlass used to raise and lower the portcullis on the lower level (area GH-1) as well as access to the the parapet walk. Outside on the parapet walk, two fleshy-contraption archers watch over the moat. They are immobile, but will fire upon any PC who enters the moat or the parapet walk.

Crude Fleshy-Contraption Archers (2): Init +2; Atk bow +4 missile fire (1d8, range 150'); AC 11; HD 2d8; hp 10 each; MV 10'; Act 1d20; SP half damage from missile fire; SV Fort +2, Ref -2, Will -2; AL N.

AREA A-4: COURTYARD

As part of his unhealthy obsession with his deceased bride, Geisterblut modified Weißgras Tower into a façade of her image. The resulting work is garish and disturbing.

Backlit by the lightning, the macabre details of the tower come into focus. The tower's stonework has been meticulously fitted to create the image of a woman's head and torso. The woman's right arm reaches upward towards the stormy skies above, while her left is plunged into the ground below. The elaborate woman-tower resembles an enormous stone giant crawling out of the earth and reaching toward the heavens. It may be a figment of your imagination, but each time the lightning strikes, you hear a distant, high-pitched scream emit from the top of the tower.

Your attention is drawn away from the mesmerizing shape of the tower by the growls and barks of guard dogs. Turning towards the sound, you see creatures that look like pony-sized scorpions with rabid-dog heads skittering towards you on their six legs.

Weredoggins (2): Init +3; Atk bite +3 melee (1d6+2) or tail sting +3 melee (1d8 plus spirit-animal lycanthropy); AC 13; HD 2d6; hp 10 each; MV 30'; Act 1d20; SP spirit-animal lycanthropy (DC 14 Fort save or spirit-animal lycanthropy), vulnerable to silver (+1d damage for silver weapons); SV Fort +3, Ref +4, Will +2; AL L.

The weredoggins are a hybrid of were-hound and giant scorpion. Geisterblut inadvertently created these creatures as he experimented with lycanthropy as a means of resurrection. The experiment was a failure and he now keeps these beasts in the courtyard to act as guard dogs.

PCs bitten by weredoggins are at risk of contracting *spirit-animal lycanthropy*. Unlike the version of lycanthropy most associate with werewolves, spirit-animal lycanthropy is not triggered by a full moon, but on-demand by nefarious spellcasters casting the *extract spirit animal* spell which can extract the PC's spirit animal from their body in the form of a blood elemental. Remember to make a note of which PCs are infected for when the PCs arrive at area 2-5.

Spirit-animal lycanthropy is considered a major curse and can be healed with an appropriately powerful *remove curse* spell result.

Note: In the off chance that the PCs carry a dead weredoggin with them, they will notice the corpse of the animal begin to transform slowly back into a dead human within 24 hours.

OUTSIDE THE TOWER

As you approach the tower, the design of the tower becomes more disturbing. What was once originally a tower is now an arm. The lower hall has been converted to a chest and torso with the round windows acting as hollow eyes. The gables of the roof have been covered with red-dyed ropes to resemble long, flowing hair. Whoever oversaw the redesign was clearly mad.

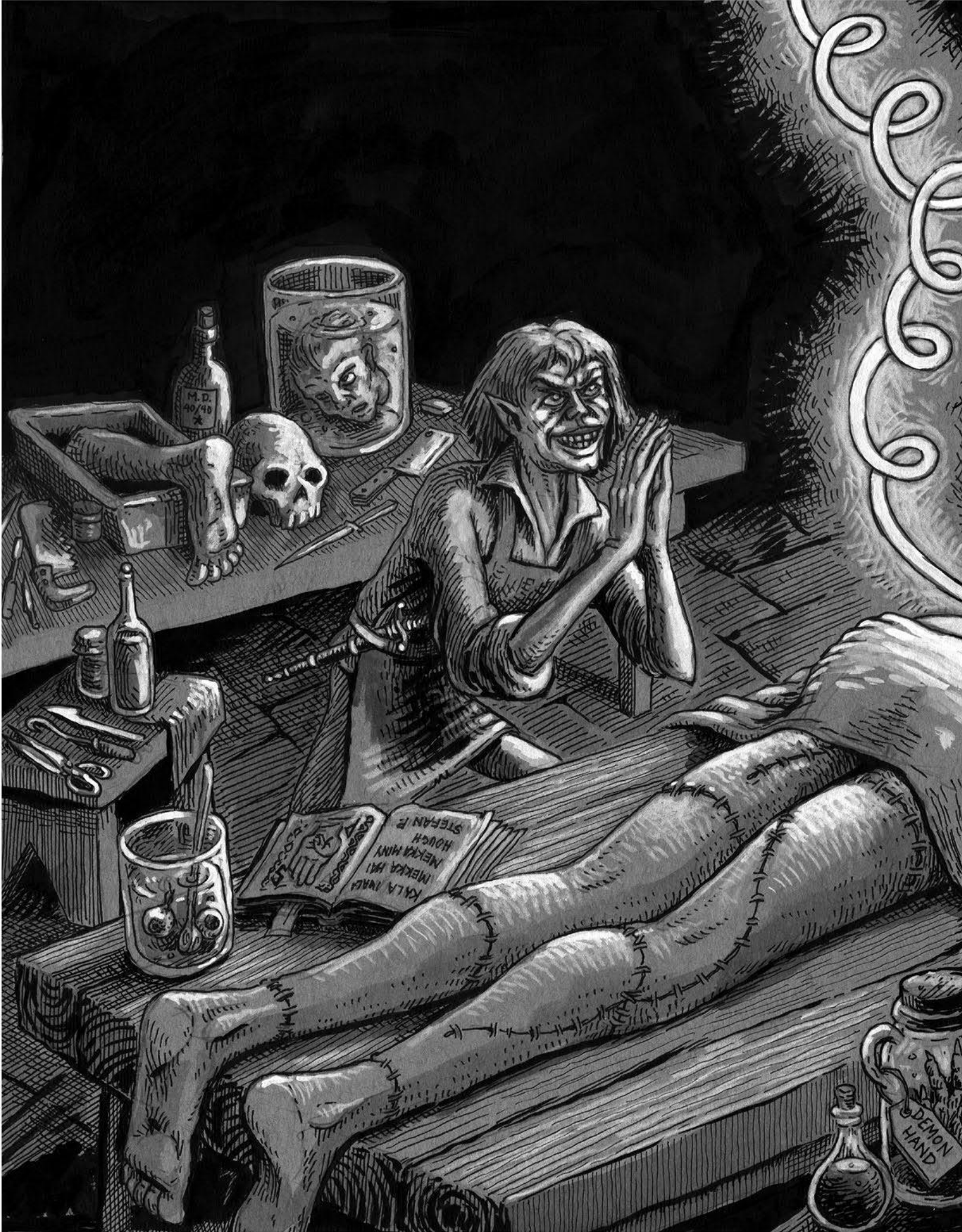
There are two entrances concealed into the stonework at area 1-1 and 1-2. Either can be easily found with a simple search (DC 5 Intelligence check).

AREA 1-1: THE GALLERY

You push through the massive double doors at the base of the tower and finally find some respite from the pounding storm. Stepping into the foyer, your flickering light sources reveal a spherical chamber approximately 40' in diameter. The walls and ceiling of the chamber are completely covered with portraits, some of which are tiny and others as large as tapestries. Some of the portraits are quite lifelike, while others look like they were scrawled by the hand of a child. Regardless of their size or sophistication, the subject is always the same: a woman with flowing red hair. In some scenes she's happy and smiling, and in others her face is contorted in a scream.

There are over 75 portraits of The Bride in various formats and sizes commissioned or painted by Geisterblut himself. The PCs can study the portraits for clues, but it comes with a potential opportunity cost. For each turn the PCs study the portraits, they can glean useful information, but it will reduce the amount of time they have available to save Lady Michaela in area 1-4. For every turn the players spend studying the portraits read or paraphrase a clue below. Be sure to emphasize between each reading that the lightning continues to crash outside and that the screams seem to be getting weaker.

- Turn 1: "One of the larger portraits is of the woman clawing her way out of a grave. It is clear that this is the portrait used as inspiration for the redesign of the castle. Scrawled in a manic hand on the print is the message, 'Something as trivial as death cannot keep us apart.'"
- Turn 2: "From what you see, the same woman appears in each portrait. In a few of the portraits, however, she's depicted with a middle-aged elf, which you assume to be Geisterblut."
- Turn 3: "In some of the drawings the woman appears to be either sleeping or dead. These depictions are often accompanied with religious or arcane glyphs typically associated with the afterlife or immortality."
- Turn 4: "In one very disturbing illustration, you see that the woman has actually been dismembered - her limbs separated from her torso. It also appears that the artist has replaced her heart with a lightning bolt."
- Turn 5: "After studying the paintings this long, drawings bleed together in your mind and feel strangely hypnotic. You feel you might be able to harness their power to call down strange magic." PCs realize at this point that cleverly hidden within one of the portraits is the spell *detect magic*.





AREA 1-2: GREEN LAB

Based on the apparatus found in this chamber, you surmise it was once used for experimenting on animals. The shelves are lined with glass jars filled with deformed creatures floating in translucent orange jelly and there are several cages containing other oddities.

The first cage contains a tortoise with a second head – that of a dwarf baby complete with peachfuzz beard – grafted onto its body.

Another cage holds a large lizard which has the hands and feet of a halfling sprouting from its torso.

A large aquarium holds a creature with an elf head attached to feathery, gelatinous torso.

A workbench holds are two vials and an earthen jug, each of which is stoppered with a cork along with perplexing medical tools with strange curves and long pincers. Next to the tools is a book, its pages stained and spattered with red blood and orange jelly.

Grotesqueries: These hybrids are the result of Geisterblut's experiments with grafting together the bodies of human, demi-human, and animal species with long-living animals as part of his early experiments with cloning and extending human longevity. Two of the creatures, while disturbing to look at, are relatively harmless. The dwarf baby-head grafted to the tortoise is desiccated and will open its eyes and mouth slowly if poked or prodded. The elf-headed jellyfish will die outside of its tank within 2 turns.

The Halfling-Handed Luck Sucker Lizard, however, is actually quite spirited and – due to its Luck – will escape the cage one round after the PCs enter the chamber. The lizard can smell which PC has the highest Luck and will focus its attack on that person. Due to the nature of its halfling hybridization, it makes 2 attacks and drains Luck on successful bites.

Halfling-Handed Luck-Sucking Lizard: Init +3; Atk bite +1 melee (1d4 + Luck drain) AC 11; HD 1d2; hp 1; MV crawl 10'; Act 2d16; SP *Luck drain* (when bit, PC must make a successful Luck save or permanently lose 1 point of Luck); SV Fort +0, Ref +2, Will -2; AL N.

Note: the PC who slays the lizard permanently gains 1 point of Luck.

Vials: The two vials each contain a *potion of gaseous form* (see DCC RPG Rulebook, page 224.)

Earthen Jug / Elven Tapeworm trap: The earthen jug is a trap that Geisterblut set for interlopers after he had a particularly unpleasant experience while experimenting with elven tapeworms. If the jug is opened or moved without first binding a wire found under the table (DC 10 detect trap check), the jug will shatter violently projecting an aggressive clat of tapeworms throughout the chamber – DC 12 Reflex save to avoid. PCs who fail their saves are covered with aggressive elven tapeworms. They immediately take 2 points of damage and take an additional 1d5 hp damage each day until magically healed with a *neutralize poison or disease* spell. However, while infected with elven tapeworms they take on some characteristics of being an elf (infravision, +1 to *invoke patron*, and sensitivity to iron).

Animal Experiment Journal: The book on the table is Geisterblut's animal experiments journal. It is mostly illegible due to the extensive blood and orange-preservative goo damage.

Thumbing through the book will reveal a few readable passages:

"I'm obliged to pay the lad Toto boundless grandeurs of silver in recompense for his harvesting of exotic animals... my excitement is piqued as the combination of dwarven blood with that of Old Snapper is quite favourable and excites in me an extreme astonishment... Alas! The fashioning of the medusa fish with the elven blood remains unviable outside of an aquatic confinement ...the deformity birthed of the halfling and the reptile chimera remains hideous to me... I cannot cast off my melancholy for fear my experiments may not be sufficient to restore my beloved's true and fair countenance. I am therefore determined to become acquainted with not only the science of anatomy, but also examine the corruption which befalls the human body."

AREA 1-3: INNER TOWER (BOTTOM)

A crumbling stone staircase covered in lichen winds up the outer wall of the tower. It ascends 40' feet before ending in a closed trap door in the tower ceiling. The walls of the tower are slick with mildew, and water drips down in a steady stream from an opening in the ceiling above.

Descending through an 18-inch wide opening in the ceiling above is a finely-woven, silvery rope. It extends all the way down the length of the chamber before passing through a similar opening in the floor.

Through the small opening above, you can see that the tower has no roof and is exposed to the elements. With each the lightning flash outside, the cord briefly illuminates brilliantly and is soon followed by an agonizing scream from the chamber above.

The staircase looks precarious but is relatively safe. However, any PC with a Luck score of 6 or lower is at risk of slipping on the soft lichen and is required to make a DC 8 Reflex save or take 2d6 falling damage unless precautions are taken.

Ceiling Door and Stair Trap: The door at the top of the stairs is locked and trapped. A lever hidden within the mortar of the stair third-closest to the top (found with an explicit search the stairs or DC 12 find traps). If the lever is not activated before the ceiling door is opened, the top 6 steps will collapse into the wall sending the door-opener and anyone with 8' of the door falling over the side to the bottom of the tower incurring 4d6 falling damage (DC 15 Reflex save to avoid and DC 15 Fortitude save for half damage.) The lock is relatively easy to pick (DC 5 open locks). The vertical tunnel that the coil passes through is only 18-inches in width and can only be navigated by halflings or PCs in gaseous form.

Mithril Coil: The "silver rope" is actually the Mithril Coil (see sidebar), which connects the Lady Michaela (aka the "soul bait") in area 1-4 with The Bride in area 2-5. A PC can attempt to climb the rope into area 1-4 making a check at the halfway point (DC 8 Strength or DC 10 Agility check) or take 2d6 falling damage. In addition, PCs climbing must make a Luck check just before they reach the opening in the ceiling. Failure indicates lightning has struck the platform, sending current through the coil electrocuting anyone who touches it inflicting 3d6 electrical damage (DC 12 Fortitude save for half damage) and another climbing check must be made with -4 penalty to avoid falling. The coil is clamped in several areas between the dungeon levels and the tower.

Note: Aggressively pulling, tugging, or climbing the coil causes 1d3 hp of damage to Lady Michaela in area 1-4 but does not affect The Bride in area 2-5.

The Corpse that Love Built



THE MITHRIL COIL

One of Geisterblut's most significant discoveries through his patronage with Uhsiris was the relationship that mithril has on connecting souls to the afterlife. It is one of the essential material components for transferring soul energy between two entities.

Geisterblut spent decades collecting enough mithril to construct his coil. The coil is a total of 60-feet in length. Due to the unearthly tensile strength of mithril, damage can only be done within 10' from one end of the coil. A 10' segment can be severed by applying 10 hp of magical fire damage and then applying another 10 hp of magical cold damage in the same area within 2 rounds. Each 10-foot section of mithril is worth 50 g.p. and contains enough material to construct 2 weapons. It takes 3 10-sections to construct mithril armor.

AREA 1-4: TOWER (TOP)

Read or paraphrase, updating accordingly in the unlikely event the PCs somehow managed to sever the Mithril Coil:

You have reached the top of the tower, which is completely open to the sky. From here, the violent storm pelts you with heavy rain and sleet, and lightning continues to flash shaking the tower with its accompanying booming peals of thunder.

You realize you have climbed through the "arm" of the woman-sculpted tower and are now in her open hand. A rectangular metal cage is suspended twenty feet above you. The cage is tethered by four silvery ropes lashed to the tower's parapet "fingers". Locked inside the cage is a woman who is either dead or unconscious. Her simple cotton clothing, soaked from the rain, looks singed around its edges.

In addition to suspending the cage, the silver ropes are tied to copper spikes driven through the the hands and feet of the woman, before re-converging below the cage and descending through an opening in the floor below.

Saving Lady Michaela: The woman in the cage is Lady Michaela Leddy, a portly woman and distant relative to local nobility. Michaela is locked in The Contraption and is being used as "soul bait." She is unconscious and barely clinging to life. The PCs have 10 rounds MINUS however many turns they spent reading clues in area 1-1. For example, if they studied paintings in area 1-1 for 3 turns, the lighting countdown starts at round 3. Lightning will strike on rounds 3, 6, and 10.

If Lady Michaela has not been removed from The Contraption by the 10th round she will be incinerated in a horrific "...her scorched skin sizzles like fatty bacon as her eyes erupt..." sort of way. Any PC climbing or touching the coil or the contraption on a round that lightning strikes takes 2d6 points of electrical damage (DC 12 Fortitude save for half damage).

The Mithril Coil: The coil is slippery from the rain, but can be climbed to the contraption above (DC 12 Agility or Strength check; failure results in 1d6 falling damage).

Contraption: There is no staircase or other obvious means to reach the contraption. PC's wishing to recover Lady Michaela might attempt to scale the wall (DC 12 climb sheer surface).

es check) and then climbing one of the ropes to the cage. The Mithril Coil can also be climbed to the contraption (see above), but there is the risk of electric shock during lightning strikes. Clever players will no doubt come up with other options. The contraption itself is locked and can either be picked (DC 10 pick lock check) or bashed open (requires 6 points of damage).

Lady Michaela is a few lightning strikes away from death but can assist the party if rescued in time. She has spent her entire life studying music in her aunt's royal court, and can assist the party as a replacement PC or as an NPC:

Lady Michaela Leddy: Init -1; Atk weapon +1 melee (1d4) or songs (see below); AC 11; HD 1d4; hp 2; MV 30'; Act 1d20; SP charm 1/day (1d4 hours, DC 11 Will save to resist), call to arms 2/day (allies within hearing gain +1 to Will saves and morale checks); SV Fort +1, Ref +0, Will +2; AL L.

Lady Michaela can use a simple charm-like song to turn any humanoid friendly for 1d4 hours once per day (DC 11 Willpower save to resist) or a call to arms, motivating her allies. She believes she overheard from her Uhsirian captors that she was intended to be "a sacrifice for a demon summoning happening underground." This translation, of course, is not entirely accurate but she was under duress and doesn't fully understand the Uhsirian dialect. She also knows rumors #21 and #23.

AREA 2-1: MEAT CELLAR

A pungent odor pollutes the air in this cramped chamber, and it doesn't take you long to determine its source. An enormous brain easily twice the size of that of a human – its surface encapsulated in a mucousy, vein-covered membrane – is stationed over an elaborately-carved platter on a table in the center of the room. A silvery wire protrudes from the back of the spongy organ and extends to a nearby empty table. Between the delicate organ and the wires, a well-worn, bloodstained book lies open to a page of a macabre illustration of a flayed skull.

Adding to the repugnant scene, two corpses are stacked in the corner. The skin of their nude and desecrated bodies are covered in a fine tawny powder.

BeMier's Tome of Necrotic Perspicacity: the smeared blood has rendered most of the pages illegible, but the one open page available to the PCs provide detailed instructions on how to perform *BeMier's Necrotic Perspicacity* – a permutation of *Speak with the dead*. The book is effectively a re-usable scroll when used properly in conjunction with *BeMier's Circuit of Necrotic Transference* (see below). Readers who merely peruse the book will be able to perform the ritual using a d14 action die. If a spellcaster successfully casts a *read magic* spell on the tome, they can attempt the ritual using a d20.

BeMier's Circuit of Necrotic Transference: this device is two feet of fine mithril chain whose ends are capped with a small silver spikes approximately 4 inches long. To perform *BeMier's Necrotic Perspicacity* requires the caster to insert one end of the device into the brain of a corpse, and then thrust the other end into the brain of the person who wishes to commune with the dead. Performing this ritual always inflicts 3 hit points of damage to the receiver of wisdom from beyond the grave – no save.

Geisterblut's Mucousy Membrane covers the giant brain. This fleshy membrane resembles a flayed skin and acts as a temporary healing device. If immediately applied to a fresh wound, it absorbs the hit points which would've normally been delivered

(up to 2d4 hp) and staunches all effects (bleeding out, etc.) However, removing the membrane from the wound immediately reopens the wound and the wearer then takes the full damage that was temporarily harnessed in the membrane, if the wound has not otherwise been healed magically or otherwise. The membrane is perishable – it can be applied to 3 different wounds before rotting and spoiling within a fortnight.

Corpses and Hill Giant Brain: The two corpses are recently abducted villagers who Geisterblut used to experiment with his device. They are harmless, but the yellow-brown powder that cover them is a flesh preservative and will cause 2d4 hit points of damage as the skin calcifies if a PC attempts to touch the body (that includes using the bodies to perform *BeMier's Necrotic Perspicacity*); DC 10 Reflex save to avoid. The giant brain was harvested from a hill giant Geisterblut slew while collecting specimens of giants for his experiments. Performing *BeMier's Necrotic Perspicacity* with one of the corpses transfers 2 additional rumors (modified by Luck) directly into the memories of the PC from the corpse. Performing the ritual on the hill giant brain comes with risks, the PC will learn rumors (#5 and #14) but then must make a DC 15 Fortitude save to prevent the insanity that comes with their mind melding with such a primitive and violent species. Failure results in the PC thinking they themselves are a female hill giant; they gain 5 temporary points of Strength and will begin attacking their allies using hill giant tactics (e.g., clubs and throwing heavy objects) for 2d3 rounds. As the affected PC attacks, they will begin a war chant in the hill giant language.

AREA 2-2: UN-DEAD LAB - EAST

Within this musty chamber are two corpses dressed in simple homespun, one male and one female. Both are impaled against a wall covered in long spikes; each spike is a different type of metal or wood. The victims appear to have been killed at least a month ago, as their corpses have begun to liquefy creating two nauseating piles of congealed blood on the floor below. Strangely however, while the blood around the male victim's wounds appears dry, most of the wounds on the woman appear quite fresh.

An unenclosed bird pedestal covered in guano stands empty nearby. Its presumed occupant, a mangy half-turkey/half-lizard creature has been frightened off its perch and roosts upon a large lever on the wall near the corpses screeching and flapping its scrawny wings in agitation. A message written in charcoal lettering near the lever reads, "DO NOT TOUCH".

In addition, a thumping sound can be heard coming from the corridor to the east.

These two chambers are the un-dead labs where Geisterblut experimented performing various un-dead creation rituals and reenacting myths in an attempt to resurrect The Bride.

The bird/lizard creature is an oviraptorosaurian which was a gift from the Kahuna Nui, the merchant from whom Geisterblut purchased his exotic herbs. While it appears menacing, the oviraptorosaurian is mostly harmless and will only attack if directly threatened. If the PCs startle or attack the creature, it will attempt to fly again activating the lever which will make the spikes retract back into the wall, releasing the vamp-wight.

Oviraptorosaurian: Init +2; Atk peck +2 melee (1d3 + venom); AC 11; HD 2d8; hp 10; MV 30' flying; Act 1d20; SP venomous bite (DC 12 Fort save or debilitating nausea causing -2 penalty to attack rolls for 2d6 turns); SV Fort +1, Ref +2, Will +0; AL N.

The DaLacey Twins and The Wall of Spikes: The spikes on the wall which the bodies are impaled against are made of several different materials: bone, wood, copper, iron, silver, and mithril. While of opposite sexes, the bodies appear virtually identical. Indeed, they are the young DaLacey twins (Flynn and Flova) that went missing approximately a month ago. Flynn's wounds are unremarkable, but most of Flova's wounds still seep blood. If the players state that they are trying to observe a relationship between the material of the spikes and the wounds, they will discover all of her wounds appear fresh and drip blood with the exception of those made by the copper spikes which look dry and congealed. If Flova is removed from the spikes, the lever is activated retracting the spikes (see above), or if the copper



spike is someone removed from Flova, she will animate into a vamp-wight.

Insane vamp-wight: Init +1; Atk claw +3 melee (1d6 plus energy drain); AC 13; HD 3d8; hp 20; Act 1d20; SP un-dead traits, energy drain (DC 13 Fort save or hit point loss is permanent), vulnerable to copper, normal weapons do half damage, infravision 100', regeneration; SV Fort +4, Ref +4, Will +4; AL C.

Vulnerable to copper: A critical hit to the vamp-wight with a copper weapon will paralyze the creature as long as the weapon remains lodged within the vamp-wight's body. Copper also prevents regeneration.

Regeneration: The vamp-wight will continue to regenerate 1 hp per round unless an item of copper (like one of the spikes on the wall) is left in its body.

The bodies on the spiked wall were covering a few pages from Geisterblut's research journal which can be read once they're removed. The note reads:

"Experiment to bestow animation upon lifeless matter, day 46,443: my endeavors to determine where the principle of life proceeds through the study of the un-dead have resulted in failure. I have studied the wretched demon, but the creature exhibits no noble endowments of humanity.

The hours employed observing the detestable monster have not been spent in vain. It is most gratifying to me to discover the wondrous power of various metals on the flesh; copper inflicts great distress to those creatures which regenerate, whilst mithril seems required to transfer the elixir of life without corruption.

I have grown most anxious listening to the harsh notes of the bird bestowed to me by my generous friend Kahuna Nui. If it continues to persist in its cacophony, I will be forced to sacrifice it into the moat; not one soul will lament its annihilation."

AREA 2-3: UN-DEAD LAB - WEST

A thumping sound emanates from a large chest pushed against the wall. On top of the chest, a tattered parchment flutters with each bump. Near the box is a brazier containing some ashes which have long gone cold.

A shelf along the far wall contains seven clay jars.

The parchment: Another research note from Geisterblut, this one written in elven. The following phrases can be made out:

"Experiment to bestow animation upon lifeless matter, day 53,447: my endeavors to emulate the religious customs of Kahuna Nui bear upon me great disappointment... the malicious spirits inhabiting the living flesh following these profane rituals are vicious and base with a smell most odious!... I am committed to hasten to conclusion bringing the blooming cheek of life back to [named smudged out] in perfection; success will require more sophistication than merely burning tana leaves or waving barbaric talismans..."

Jars: the clay jars are labeled in elven and contain the following items: a dehydrated child-sized heart, powdered brains, tana leaves, wolvesbane, garlic, pungent oil (myrrh), and a desiccated liver.

The thumping box: inside the box is the corpse of a dwarf that had been prepared for mummification. However, given Geisterblut's lack of faith in the gods of the Far South, the resulting abomination is more akin to a ghoul than a true mummy. It can be easily avoided if the PC's don't open the box.

Dwarven Ghoul: Init +1; Atk claw +3 melee (1d6 plus paralyzation) and slam +2 (1d5); AC 15; HD 3d8; hp 16; MV 25'; Act 2d20; SP un-dead traits, paralyzation (DC 14 Will save or paralyzed for 1d6 hours), infravision 100'; SV Fort +4, Ref +4, Will +4; AL N.

AREA 2-4: THE BANDED DOOR

The hall ends in a stout wooden door bound by three bands, each containing a dial with four different symbols. The door handle itself appears to be iron.

As you approach you suddenly hear a muffled blast from behind the door, as if something volatile has exploded beyond it.

Geisterblut created this puzzle lock to celebrate each phase of his discoveries. Each band represents one of his "scientific breakthroughs." Touching the iron handle without the combination of the 3 bands being in the right position (Lighting, Mithril, Giant), delivers 1d8 electrical damage (DC 14 Fortitude save for half damage.)

- Top band symbols: Wave, Fire, Lighting, Rock. (Correct answer: Lighting)
- Middle band symbols: Gold, Silver, Electrum, Mithril. (Correct answer: Mithril)
- Bottom band: symbols: Dragon, Vampire, Giant, Pterodactyl. (Correct answer: Giant).

Alternatively, the door trap can be disabled (DC 20 disable traps check) and then picked (DC 15 pick lock check). A *knock* spell with a spell check of 20 or above also opens the door. Finally, PCs that assume *gaseous form* can pass underneath door and open from the opposite side.

AREA 2-5: THE BRIDE OF GEISTERBLUT AWAKENS

Note: before you begin, remember to review which PCs, if any, were infected with weredoggin spirit-animal lycanthropy in area A-4.

Past the doorway, a narrow hallway opens into a cavernous stone chamber which has been fashioned into an elaborate surgical center. On the right of the room is a table covered in peculiar clamps and blades fashioned of silver. On the left side, a second table contains a collection of limbs – legs, arms, and hands – all of which look preserved by fleshy membranes covering where they've been severed.

The mithril coil, still arcing with electricity, descends from a small circular opening in the center of the ceiling. The coil extends down to an enormous table 25-feet in length and 10-feet in width. On top of the table: the inert body of a 20'-tall giantess lies on her stomach; her red hair flows over the platform hiding her face. The coil eventually terminates at a mithril spike which has been inserted into the spinal cord of the giantess.

A wiry, emaciated elf paces before the giantess gibbering with excitement.

The blabbering elf looks to you with crazed glee in his eyes, seemingly unconcerned about your appearance, "Behold, man's secret of the creation of life from matter organs corruption! The Mithril Conduit combined with enlarged organs preserves the restorative elixir procured from a stolen soul!"

The giantess twitches and raises her head. As she rises you see that her flesh and proportions don't look consistent –she is comprised of limbs



of different shapes and skin tones, both human and demi-human. She looks briefly at the elf and says, "My love! You have returned me from death! You shall know now that no others will be afforded opportunity to disturb our tranquility!" She then turns and looks at your party with a look of palpable hatred.

Note: playtesting has shown that the difficulty of this battle is significantly influenced by where The Bride and Geisterblut fall in the initiative order. If the players have not been unduly challenged, adjust the foes Init modifiers by +3.

The Bride Giant: The Bride, while giant-sized, is not technically of a giant race. Her body was assembled from parts harvested by Geisterblut, and then magically enlarged. Ergo, she is not quite as deadly as a similarly-sized giant creatures. Her soul has been waiting a long time to be reunited with Geisterblut, her ancient elven lover, and she is not about to let meddling PCs get in the way of her fleshy resurrection. On her first round she will grab a large leg and use it as a giant-sized club to attack the PCs. The Bride has faced death, indeed has been experiencing death for the last 200 years, so while she's not eager to return to the afterlife, she does not fear being killed in combat. Given how she was resurrected, her new body is vulnerable to copper; copper-infused weapons inflict +1d damage.

Dr. Lotrin von Weißgras-Geisterblut: has spent centuries traveling Aerth, scouring ancient texts, and researching dark religions to forge the complex sequence necessary to recreate a person with their image, memories, and soul intact. His journey of

discovery has corrupted his body and driven him half-insane, but he's still a formidable opponent, proficient in both arcane and divine magic. Geisterblut, will quickly realize the PCs are a threat to his bride, and will unleash all the spells he can still cast.

Tactics: Geisterblut can detect if a PC is infected with spirit-animal lycanthropy. If Geisterblut detects an infected PC, he will first cast *extract spirit animal* on the strongest-looking infected PC, and then follow up with *scorching ray* (on any spellcasters) and then *magic missile*. If he loses the ability to cast *magic missile* or is reduced to less than 10 hit points, he will drink his potion of *gaseous form* in an attempt to escape. He doesn't mind fleeing – he's resurrected his bride once, and he's convinced he can do it again.

Bride Giant: Init +1; Atk leg club +4 melee (2d5 +2); AC 16; HD 8d10; hp 50; SP immune to electrical damage; MV 40'; Act 1d24; SP: vulnerable to copper; SV Fort +8, Ref +4, Will +8; AL C; Crit Table G /d4.

Dr. Lotrin von Weißgras-Geisterblut (5th-level Elf, servant of Uhsiris): Init +0; Atk magic dagger +4 melee (1d4 +2); AC 10; hp 32; MV 30'; Act 1d20+1d14; SP spells (+4 to spell checks, *Patron Bond*, *Invoke Patron*, *Magic Missile*, *Magic Shield*, *Spider Climb*, *Extract Spirit Animal**, *Scorching Ray*), detect spirit-animal lycanthropy; SV Fort +3, Ref +3, Will +7; AL C.

Spirit Animal Blood Elemental: Init +0; Atk bite/claw +2 melee (1d6+2); AC 14; HD 1d8 + extracted hit points; MV 30'; SP +2 to attacks against its host; Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.

Treasure: Once the room can be searched, several items of value can be recovered. There are 3 Geisterblut's Mucousy Membranes attached to the dismembered limbs. Two *potions of gaseous form* are on the workbench. Geisterblut also fights with the magic dagger *Clerval's Folly*.

Clerval's Folly: The blade of this magical dagger was constructed from the femur of an ancient nobleman whose loyalty to the Weißgras family was unkindly repaid by being offered up as a human sacrifice during the weapon's construction. It provides +1 bonus to attack and damage rolls. The weapon can communicate telepathically with its wielder, and once per week the effusive spirit of Clerval can be summoned to use his astral form to provide insight about the future (e.g. the *second sight* spell using 20 as a spell check result.)

CONCLUDING THE ADVENTURE

Assuming the PCs are able to defeat Geisterblut and The Bride, they will be received as town heroes:

It is clear now that Geisterblut's obsession with resurrecting his long-dead bride has driven him to sacrifice scores of innocent lives and created abominations best left in the nightmares of madmen. By putting an end to his work and his unnatural creation, you and your party are seen as saviors to a malice that has plagued the town for centuries.

By defeating Geisterblut, the PCs have garnered the favor the townspeople, but others may have a different reaction to their deeds:

- The Followers of Uhsiris: Uhsiris will be irate that one of Her most devout followers has been put down. She will

send several bands of followers to attack the PCs without mercy.

- The Weißgras family: the downfall of Geisterblut will bring out the "the greedy inlaws" who will be convinced that the PCs have stolen something of value from the family vaults. A skilled warrior, elf, and thief will start stalking the party, and attempt to steal their belongings while they sleep.
- The Followers of His Lordship Sir Rictus Smote: Over the centuries Smote has gathered enough followers that he is well on his way to becoming a demi-god capable of granting favor. He is pleased that the followers of Uhsiris have been toppled and will reward PCs who take up His mantle and agree to additional Holy Quests.

EXTRACT SPIRIT ANIMAL

Level: 3 Range: Varies Duration: 1 round per CL Casting time: 1 action Save: Fort vs. spell check for half damage

General Enables a spellcaster to extract the spirit animal from a victim inflicted with the *spirit animal lycanthropy* disease. Casting the spell on someone without the disease has no effect. The extracted spirit animal becomes a violent blood elemental controlled by the caster. Damage inflicted to the PCs is added to the hit points of the blood elemental.

- 1-12 Lost. Failure.
- 13-15 Target takes 1d6 +2 points of damage during extraction of the spirit animal.
- 16-20 Target takes 1d8 +2 points of damage during the extraction of the spirit animal.
- 16-19 The target suffers 2d5 points of damage during the extraction and a -4 penalty to all saving throws, AC, and attacks against the caster and his allies for the next 1d6+CL rounds. The target takes an additional 1d6 damage each time it is struck for damage during the spell's duration.
- 21+ The target suffers -d10 +2 points of damage during the extraction and a -4 penalty to all saving throws, AC, and attacks against the caster and his allies for the next 1d6+CL rounds. The target takes an additional 1d6 damage each time it is struck for damage during the spell's duration.

The spirit animal blood elemental can be determined randomly or by the imagination of the judge:

1. Dire Wolf
2. Giant Beaver
3. Owlbear
4. Two-headed Snake
5. A bull that walks on two legs

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THE CORPSE THAT LOVE BUILT

2018 HALLOWEEN MODULE

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