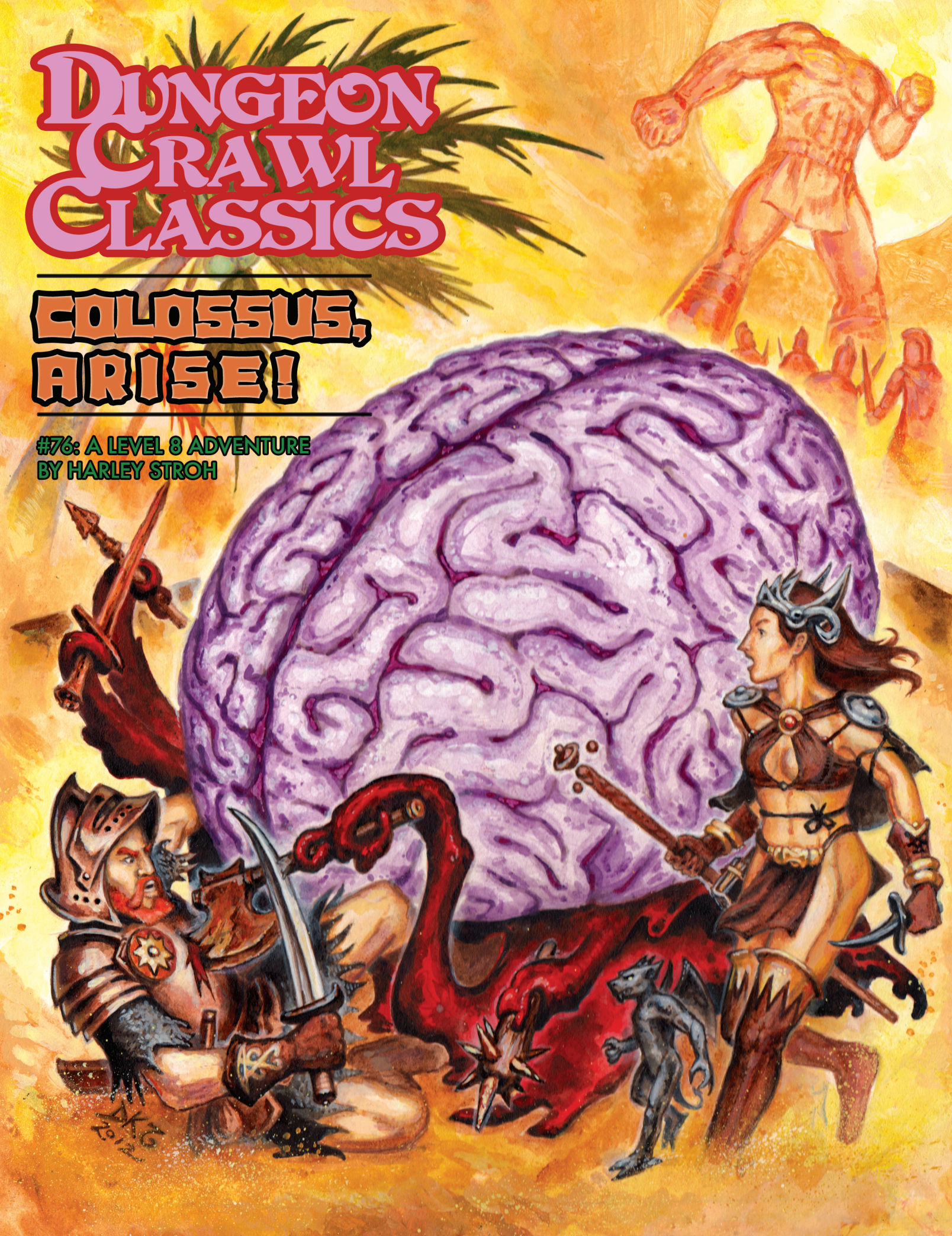


DUNGEON CRAWL CLASSICS

COLOSSUS, ARISE!

#76: A LEVEL 8 ADVENTURE
BY HARLEY STROH



COLOSSUS, ARISE!

A LEVEL 8 ADVENTURE

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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.

Lost amid shifting dunes and burning sands, the temple-city of Stylos is a forgotten remnant of a bygone age. Home to the last Atlantean tribes of Ur-Lirea, the city has drowned through the eons: through the icy march of glaciers, the rise and sinking of the seas, and finally, the ascension of man.

But with untold years, even the ageless blooms of the black lotus must wither. Lost Stylos has awakened from its deathless slumber. Roused from their dreaming, the hordes of Stylos threaten to crush the civilized lands beneath their sandaled feet, ushering in a new era: the fourth, and final age of man.

Even more so than most Dungeon Crawl Classics, *Colossus, Arise!* offers PCs many opportunities for a quick and inglorious end. Worse, incautious and rash explorers are likely to drag their fellows to their dooms as well.

This adventure brings the PCs (and their players) back to the start of their careers, where the difference between life and death can hang on a clever decision or the throw of a die. Indeed, the conclusion of the adventure might be utterly unwinnable—only the most thorough explorers, cunning reavers, and blessed knaves can hope to carry the day.

THE CURSE OF CADIXTAT

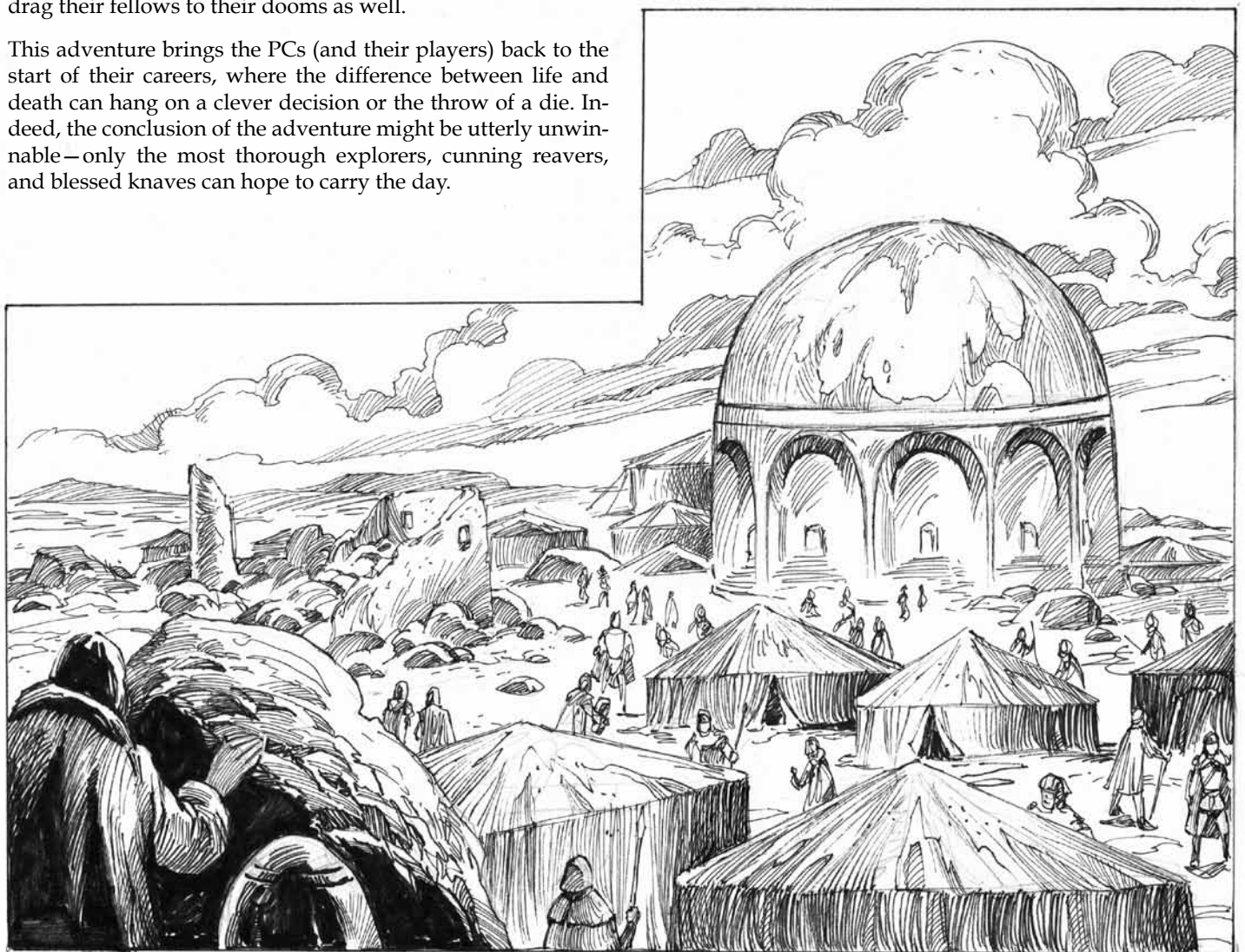
Curing the course of penning this adventure, the author drew upon many tomes of curious and forgotten lore. Judges are sure to recognize the influence of Heinrich Cornelius Agrippa's elemental pentacles, the weird cosmology of Madame Blavatsky, and the Enochian alphabet of John Dee, among others.

Of course, no *real* magic is referenced in this adventure, only inspiration drawn from sundry occult sources.

However, the publisher must also note that while writing and playtesting this adventure, the author was plagued by a failing hard drive, his kitchen caught fire and was later flooded, and his automobile was destroyed in a freak accident.

Therefore, lest the Curse of Cadixtat be passed to you, dear reader, we include the following:

No matter how your players wail, whine, or gnash their teeth, do not, under any circumstances, tip the dice in the PCs' favor. The adventure offers players a true test of cunning and courage. To tip fate in their favor only denies them the challenge, and title, of Adventurer.





OF QUESTS AND DIVINE FAVOR



he adventure includes a number of objectives that could serve as goals for questing PCs and for clerics seeking to curry favor with their deities. These can serve as additional adventure hooks or as secondary hooks known only to specific players. See Fritz Leiber's short story *The Price of Pain-Ease* for a fine example of adventurers pitted against one another by patrons questing for the same relic.

Clerics: Cultists and devotees seeking to curry favor with their deities might be directed to cast down the Handmaiden and her apocalyptic cult. Chaos gods will surely revel with the upset of the Lawful Daughters of Cadixtat, and Neutral deities seek to stave off the pending apocalypse. Lawful clerics seeking to allay divine disfavor may be tasked to destroy any (or all!) of Cadixtat's fell artifacts.

Wizards and Elves: There are a number of reasons for patrons to send their demanding pawns into the bowels of Lost Stylos. Patrons certainly covet the Horn of Chaos and the Rod of Cadixtat. A scrap of living flame will prove an apt component for the creation of fire-allied magic items, and a petal or nectar of the black lotus (brewed as a tea) is key to inducing the torpor necessary for high-level divinations. Finally, the Ur-Lirean lead (hidden in area 1-5) is invaluable. Thorough explorers returning with even a bit of lead have the opportunity to make an unenchanted weapon or armor that dwarfs comprehension.

Warriors & Dwarves: The hardened captains and rogues alike are sure to have heard tale of the legendary Whispblade. Though dismissed by sages and learned scholars as apocryphal, the shadow weapon does exist, even if its form shifts with every new wielder. The champion that takes up Whispblade is sure to become famous or infamous by turn, though possessing the blade might prove his undoing.

Thieves & Halflings: Thieves and their short-legged ilk have never needed much help getting into hot water. The legendary Atlantean treasure of Lost Stylos is sure to quicken any true rogue's pulse. However, in the end, the price may be too much to bear.

ENCOUNTER TABLE

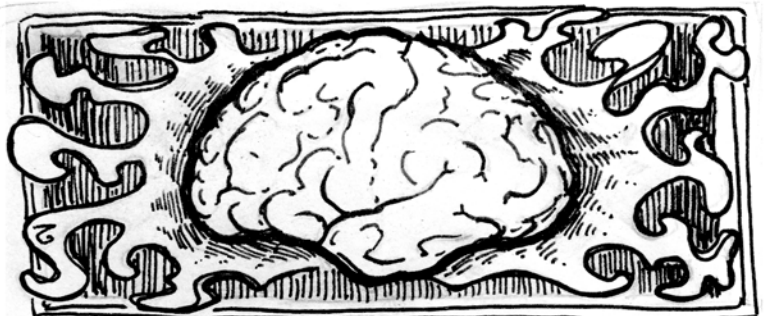
Area	Type	Encounter
1-1	P	300 Sons of the Second Age
1-2	C	Master Goat 7 prentices
1-3	C	3 Failed Sons
1-3a	T	Trapped prayer beads
1-5	C/T	2-3 Daughters of Cadixtat Iron portcullis trap Stone block trap Lirean lead trap
2-1A	C	The prophetess 2 shield warriors
2-2	P/T	Four portal puzzle
2-4	T	Chaos trap
2-5	T	Altar traps
2-6	P/C	Army of the Fourth Age
2-7	C	Hel-ooze
2-8	C	The Handmaiden of Cadixtat Chaos champion 6 martyrs Brain of the Titan
Conclusion	C/P	Cadixtat, un-dead chaos titan

PLAYER START



he adventure is nominally set in the Ghetrian Desert, south and east of the city of Punjar. However, apart from shifting sands and dunes, there are no geographical references that prevent the adventure being set in any desert or wasteland.

The predations of the Ur-Lireans have upset the entire region. As a consequence nearly all of the potential random encounters deal with the Atlantean-magic, or the actions of the Ur-Lireans. See Appendix B for a table of random encounters to play against the PCs during their passage to the ruined city of Stylos.





THE DEATH OF MING THE BARBER
WHILE CHUCK PLIMPTON CONSIDERS
RETIREMENT

DK
2013