

DUNGEON CRAWL CLASSICS

NEON KNIGHTS

#94: A LEVEL 3 ADVENTURE
BY BRENDAN LASALLE



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A LEVEL 3 ADVENTURE

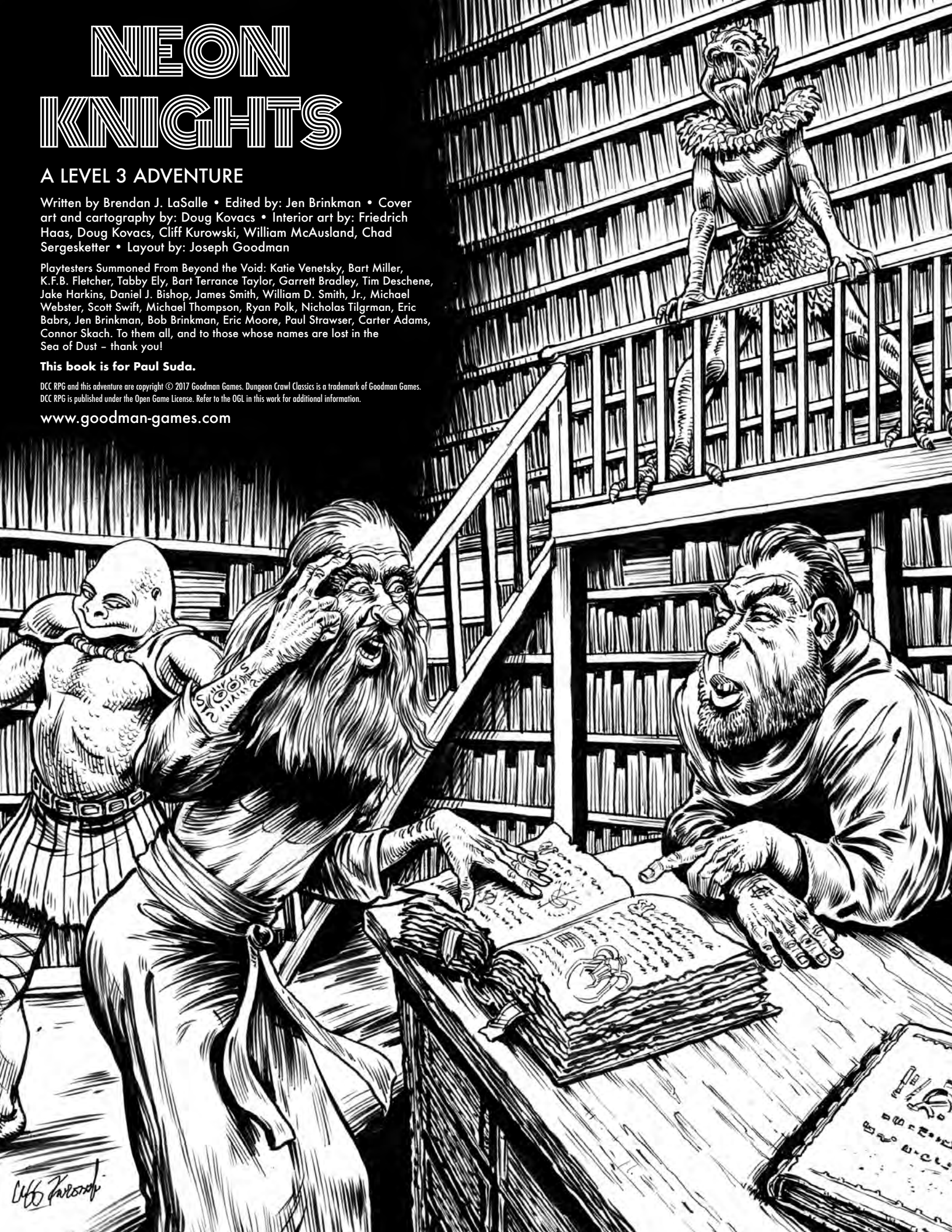
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Playtesters Summoned From Beyond the Void: Katie Venetsky, Bart Miller, K.F.B. Fletcher, Tabby Ely, Bart Terrance Taylor, Garrett Bradley, Tim Deschene, Jake Harkins, Daniel J. Bishop, James Smith, William D. Smith, Jr., Michael Webster, Scott Swift, Michael Thompson, Ryan Polk, Nicholas Tilgman, Eric Babrs, Jen Brinkman, Bob Brinkman, Eric Moore, Paul Strawser, Carter Adams, Connor Skach. To them all, and to those whose names are lost in the Sea of Dust – thank you!

This book is for Paul Suda.

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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.

Neon Knights is designed for a group of 3rd-level characters. At first it seems the PCs must simply break the strange siege surrounding their city. However, they soon find themselves transported to a far-off world and forced to defend a tyrannical wizard against invaders. Eventually, smart and resourceful players will realize that the two events are connected, and will work to end both events.

BACKGROUND

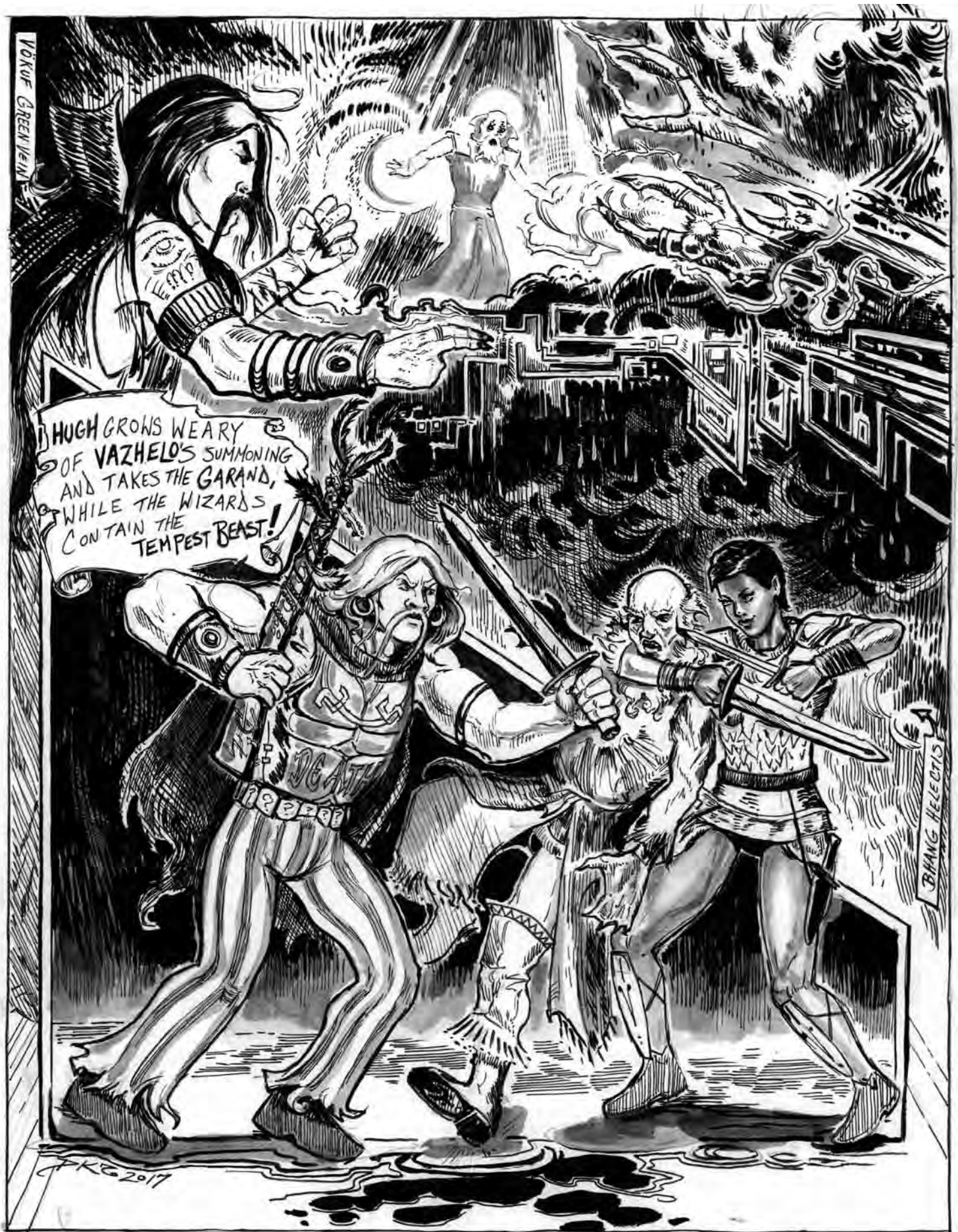
Vazhalo - wizard adventurer, master alchemist, sly and careful schemer with enough foresight to devise and execute extremely long-term plans - found himself dragged to the Purple Planet along with a group of adventurers that considered him a trusted ally. However, when they discovered a mighty artifact - the *Garand of Unknown Xastro* - the wizard instantly realized that he held the means to great power and wealth in his hand, and had zero inclination to share with his comrades. He used the power of the Garand to eliminate his former allies, and set out to reap the power of the dying world.

In his travels, Vazhalo discovered the Sea of Dust, and the wizard's tower at its center. After a few experiments, he discerned the power of the dust to protect from the harsh environment of the Purple Planet. He summoned a crop of heroes to slay the current occupiers of the tower (an inept wizard and his coterie, holed up here while they tried to escape to their home dimension) and made it his base of operations.

Vazhalo summoned heroes to strike out at rivals so he could collect their books and treasure, workmen to clean and move his possessions, and scholars and messengers to amuse him and keep him informed on the doings of his home dimension. Vazhalo could not return home without surrendering the Garand, and decided that he was fine staying in his little safe outpost on the Purple Planet, relying on heroes from his home dimension to defend him against the occasional threat.



While studying in the tower's library, Vazhalo found the *Ritual of the Canonicals*, which would allow a caster to turn hundreds of corpses into an undefeatable army. The wizard found the ancient spell intriguing, but of no real use, until the day one of his summoned



VORUF GREEN VEIN

HUGH GROWS WEARY
OF VAZHELO'S SUMMONING
AND TAKES THE GARAND,
WHILE THE WIZARD'S
CONTAIN THE
TEMPEST BEAST!

CHANG HELECTIS