

DUNGEON CRAWL CLASSICS

The Tower of Faces

#96: A LEVEL 6 ADVENTURE
BY NICK JUDSON



The Tower of Faces

A LEVEL 6 ADVENTURE

WINNER OF THE 2017 RODNEYS AWARD
(OSR TRACK) FOR ADVENTURE DESIGN
AT GAMEHOLE CON 2017

Written by: Nick Judson • Cover artist: Sanjulian
Cartographer: Stefan Poag • Editor: Rev. Dak J. Ultimak
Interior artists: Tom Galambos, Doug Kovacs,
Cliff Kurowski, Peter Mullen, Stefan Poag
Layout: Jim Wampler

Playtesters: Ryan Bassler, Ryan Beam, Jeff Bernstein, Nick Burnham,
Tom Correnti, Jarrett Crader Dan Domme, Jason Duncan,
Guy Fullerton, Michael Carwin Getty, Stephen "Guppy"
Getty, Steve Groeschel, Acep Hale, Jason Hobbs, Rick Hull,
Sean P Kelley, Jason Kielbasa, Shane Noble, James Norris,
Josh McQueen, Joe Miller, Rosser Newton, Alex Perucchini,
Marc Plourde, Anthony Santogate, Drew Santogate,
Jim Santogate, Steve Seminerio, Maxwell Spann,
Jerry Stefek, Craig Stokes, Byron "Don't eat those
cakes!" Venn, The Cousins (Ry, Scotty, Patrick
& Daniel), 'The REAL Baron Ironbone,'
and Scot Yonan

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INTRODUCTION

The Tower of Faces was selected as the winner of the Rodney's Design Award, OSR track, at Gamehole Con 2016. Goodman Games is proud to have the opportunity to publish this exciting adventure! If you are a fan of old-school gaming, we strongly encourage you to check out Gamehole Con. Held in November of every year, Gamehole Con is a rapidly growing event located in Wisconsin, ground zero of RPG gaming.

This adventure isn't a traditional dungeon delve – it's an adventure where the characters are summoned to guard and serve Yonaxis the Magnificent. As a result, this module doesn't focus on exploration (although there are areas to explore) – rather it requires the players to navigate several encounters with a wide range of unusual characters. (Many of these encounters may be determined by Random Die Drop Encounter Generator, see page 23.) Put another way, the Tower of Faces celebrates the unusual, sometimes humorous, other times deadly, daily lives of those who serve a mighty wizard.

Due to the nature of Naos – a powerful and cosmopolitan magical city – the cost and use of gold pieces in the module may be higher than what's typical in your campaign. If that's true, simply use silver pieces whenever gold pieces are noted to bring the economics of Naos in closer alignment to your campaign.

ADVENTURE BACKGROUND

For the past decade the fabled city of Naos, the necropolis of the Chaos Kings, has been attacked at random by denizens from Limbo. Coming through magical gates above the city, they've come to the city with a singular purpose: to devour anything and everything in their path.

On some days they've come by the hundreds, and in others by the thousands. Dubbed the "Chaos Maulers" no two of the denizens from Limbo have ever looked the same – except for having massive maws filled with countless teeth. When they appear the glutinous host is always a bizarre assortment of fiends – made from a random collection of eyes, wings, claws, tentacles, and of course, their toothy jaws, which are often too large for their bodies.

Being a city of great size and power Naos has always brushed off these raids with relative ease. The city's formidable Reaper Guard (and the considerable defenses brought to bear by the noble houses) have decimated every raid in a single day. While many have complained about the raids, the Invisible Council has done nothing to prevent them. The cynical might add that nothing has been done because the very lords of the city have profited very nicely from the attacks. For after each raid the merchants raise their prices to predatory levels, and in turn taxes gathered by the city also increase. In short, the raids from Limbo have been a boon to many a lord's coffers.

But one of Naos' famous wizards finally decided to do something about the raids when a most anticipated delivery was devoured by the Chaos Maulers. More specifically, four months ago the chimeric horrors destroyed a caravan carrying 128 drams of aged Draglic oil. Unfortunately for Limbo, that caravan was destined for the Tower of Faces – home of Yonaxis the Magnificent.

A venerable mage with puissance few dare test (except the chaos mages, and his ancient enemies, who have an annoying proclivity for vengeance), Yonaxis is known as an even-keeled wizard, with a droll and (some would whisper) annoying monotone. But in reality the mage is a passionate sort, especially when it comes

to the culinary arts. In fact, Yonaxis planned to debut the complicated, yet delectable, Spotted Bog Cow Three Ways at the upcoming Sprint Solstice Soiree. (Without Draglic oil the fare is uneatable and even poisonous, causing uncontrollable gastric distress to whoever dares consume it without the prerequisite ingredient.)

So it's understandable that when Yonaxis saw his caravan devoured, on his own property, he became overcome with rage. Although the battle was short, he found little satisfaction in viewing the smoldering corpses dotting his lawn. In fact, the foul tentacles of paranoia began to tug at his fears. What if this should happen again? Were these invasions merely a plot to prevent the world from sampling his culinary delights? Yonaxis would not allow it. That day he became obsessed with finding a way to halt the raids, once and for all.

After researching the problem for months, Yonaxis found the answer: all that would be required is summoning the Fesprul. Known by sages as "The Devourer of Gates," the greater daemon from Pandemonium feeds upon the magical gates that commonly appear there. With its endless appetite for gate magic, Yonaxis knew that summoning the Fesprul would halt Limbo's invasion forever more.

With the solution at hand, Yonaxis directed his minions to execute several tasks – the last of which was to summon the Secret Guardians of Bast's Temple. Their power would be needed to protect the tower and the wizards while they cast the five-day summoning spell.

Due to the nature of city of Naos, casting summoning spells is particularly difficult. (See The City of Naos, pages 3 and 4, for more details). That's why it will take the wizards five days to summon the Fesprul. It's also why his apprentices failed in summoning the guardians, and brought the PCs instead, as well as two very angry demons. To make matters worse, the spell failed to bind the new guardians into the wizards' service, and as a result, Sorshine and Snass must negotiate with the PCs to get them to agree to guard the tower.

ADVENTURE OUTLINE

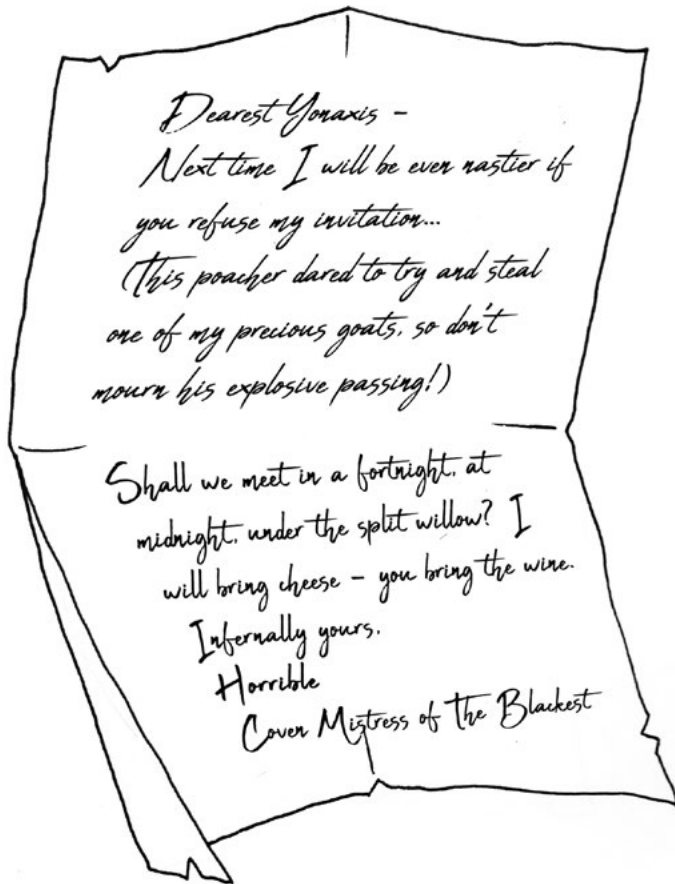
To get the most out of the module, it's recommended that it be run over several sessions – as there are numerous encounters possible each game day. An outline of the encounters for each day and night, is presented below. Encounters noted with "*" are essential to the main narrative of the adventure; the encounters where the PCs collect items needed for the final encounter, and one very dangerous assassination attempt. The other items are optional, but encouraged, as they represent a variety of interesting role playing and combat encounters for the players. Additional encounters can be generated using the Random Die Drop Encounter Generator found in the back of this adventure.

THE DELIVERIES

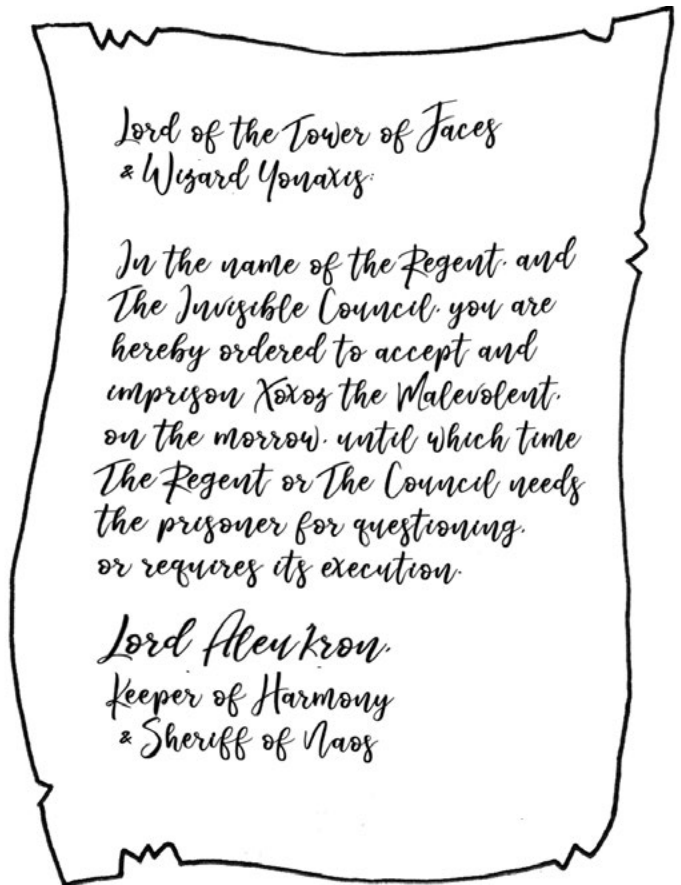
In this adventure the PCs will need to collect and put away three deliveries. These items will be used by Yonaxis to summon the Fesprul. The table on the next page indicates when each item will be delivered, the page number that describes each encounter and where the PCs are supposed to bring them. Note: Unless the PCs question Sorshine or Snass about the deliveries, they will not instruct them where they should bring each item – nor the fact the doors will automatically open when presented with each item. More details regarding the deliveries are also noted in the ledger (Handout E on page 23).



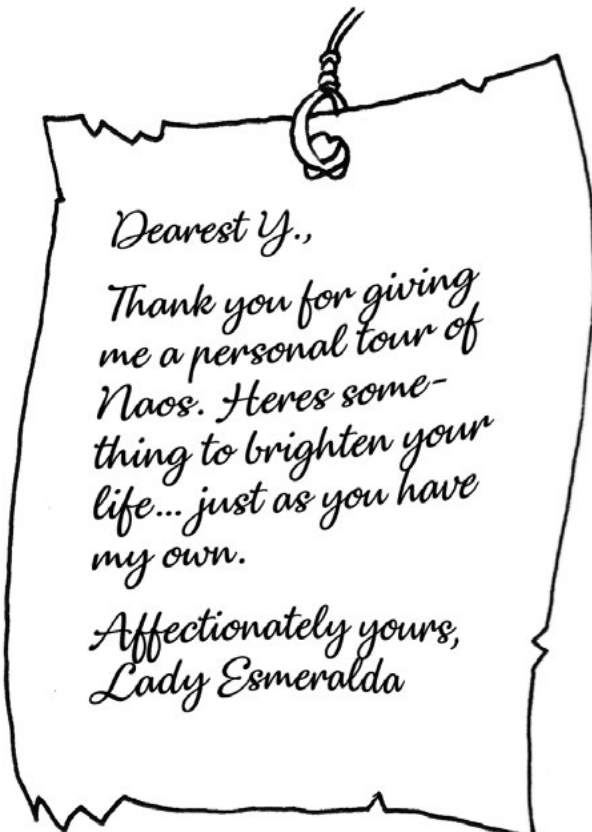
Handout A



Handout B



Handout C



Handout D

LOG OF IDENTIFICATION & DIVINATION		
REQUESTOR NAME	ITEM DESCRIPTION	FEE PAID
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2.		
3.		
4.		
5.		
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