


Venger As'Nas Satanis



Descent
into the
Candy Crypts

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2015

Descent into the Candy Crypts is a mini-module for Crimson Dragon Slayer, a science fiction and fantasy paper & pencil roleplaying game for the Old School Renaissance. It is meant to be compatible with nearly every RPG derived from the first of its kind. Descent into the Candy Crypts is a parody, joke, spoof, etc. This book does not own the rights to various intellectual properties mentioned or implied. The rights to reproduce this work are reserved for the copyright holder.

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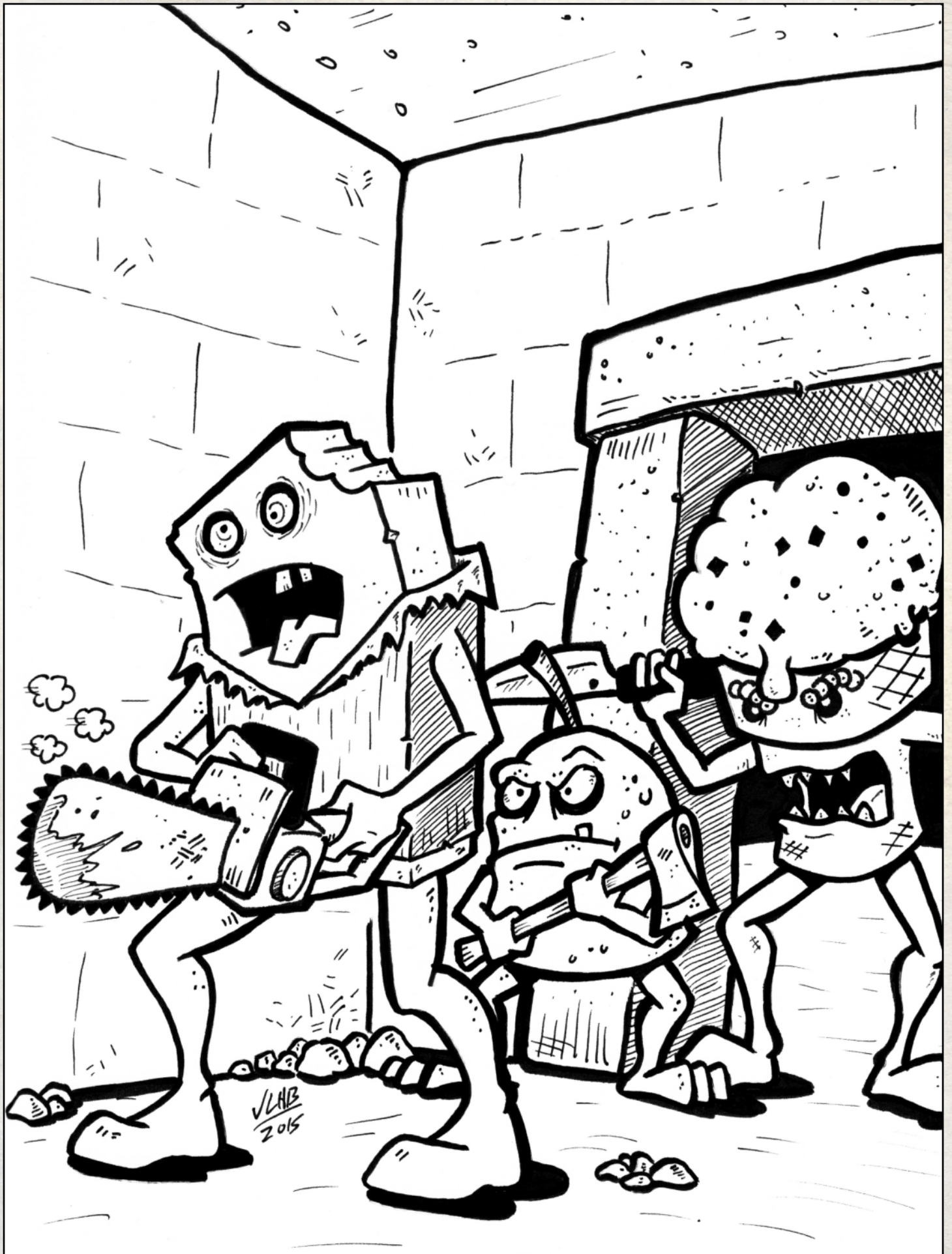
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Special thanks goes out to all those gamers who gave Crimson Dragon Slayer a try and liked what they found. Your desire for adventure fuels my fire to write, to craft encounters, scenarios, and creatures. I hope you enjoy this foray into confectionery madness.



Descent into the Candy Crypts

WHAT THE HELL'S GOING ON HERE?

The Candy Realm is to the west of Valeece. By and large, candy people (or candies as they're better known) are assholes. They do what they want with little to no regard for the rest of Thule. The most damning of their abominations is slavery.

Candies buy and sell slaves as they would milk, sugar, or eggs. They believe in a master candy race. Since all others are inferior to them, in their eyes, all non-candy life is fair game. However, candies take special pleasure in dominating fruit people (commonly known as fruities). There has been a long-standing rivalry between candies and fruities, lasting generations and poisoning both cultures. Fruities believe they are sweet enough and that candies are an unnecessary extravagance. Candies consider fruit and fruit-based snacks to be a dull reflection of their own delectable sweetness. And so it goes.

Over the last few years, fruities have successfully shaken off their candy oppressors. This has caused the Candy Realm to unite their divided states into a Candy Confederacy. This confederacy has but one mission: subjugate all fruit beneath their sugary heel.

WHO CARES?

Characters within the Crimson Dragon Slayer game might wonder how they fit into this mess.

Consult the table below to see what horrid offense the candy people have perpetrated upon each and every adventurer in the party. Beyond that, the Fruitie Resistance has gathered crucial intelligence that could end the Sweetness War forever. The

Candy King is currently residing in the crypts below the Too Sweet Asylum. Word is that King Candy is working on an ultimate weapon developed by several former inmates. Additionally, the royal jewels will most likely be within arm's reach of his decadent majesty.

The Too Sweet Asylum was home for criminally insane candy before it was mostly destroyed by a fruitie air strike. Now the surface level is little more than ruins, yet the crypts below were originally constructed as a fallout shelter. Nothing can kill the candies hiding within - except a highly trained special mission force... or a loosely affiliated group of sword & sorcery noobs (the PCs are more likely the latter).

WHY YOU HATE CANDIES!

Roll 1d8

1. Candies raped your... 1) mother, 2) sister, 3) daughter, 4) wife.
2. You lost your leg in a candy landmine years ago. On the plus side, now you have a bionic leg.
3. A raiding party of candies swept through your village and burned it to the ground.
4. You were cheated at cards by a smooth talking, candy dandy pirate named Cando Candyrisian.
5. The candies dropped a house on a witch you knew and loved.
6. You've always loathed candy because it's too god damn sweet!
7. Your father was a dentist.
8. Roll twice!

STRAWBERRY, BANANA, AND GRAPES

Have you ever wanted to pretend you were a sorcerous or sword-swinging anthropomorphic piece of fruit? No? Well, let's pretend you said YES!!!

Then you're in luck, potential Crimson Dragon Slayer. Because now you can!

STRAWBERRY FOLK

Strawberry folk look just like strawberries with arms, legs, and a face, standing 3' high.

They are normally agreeable and friendly... until provoked. Once you get a strawberry seeing red, it's all over. He will hunt you down until the end of the world. These folk have something called "strawberry glee"; powerful but exhausting. Once per day, they may lose their identity enough to become deranged psychopaths, unable to determine right from wrong. Strawberry folk gain advantage on attacks of physical violence for as many rounds as their level. On a result of 2, they indiscriminately attack their nearest ally rather than foe. On a 1, they succeed in dealing damage to themselves via self-inflicted wound.

-2 to strength and willpower. Racial Hit Points: 4

BANANA-MEN

They look like bananas, except with arms, legs, and eyes... the eyes of a serial killer. Banana-Men are 4' tall and silent by anatomy, as they have no mouths of which to speak (pun intended). But they do have the eyes of a cold-blooded killer. Once per day, banana-men can implement a "death stare" that will prevent anyone from attacking them. If there's another target, even one further away or harder to strike, the banana-man will be purposefully avoided. Use this special ability to interrupt the Dragon Master who is targeting you via non-player characters and monsters.

-2 to dexterity and charisma. Racial Hit Points: 6

GRAPES

Grapes prefer to be called "purple spheres" but almost no one calls them that (this can make the grapes sour). Grapes have arms, legs, and a face, standing about 4' tall as well. Curiously, grapes have a slimy purple tentacle with which they can seduce their prey. This "attack" is usable once per day and is based on charisma. Success generally denotes a non-violent demeanor, while critical success yields utter devotion. This seduction lasts for as many rounds as the character's level.

-2 to strength and constitution. Racial Hit Points: 8

**'Spock...
there's...
a Mars bar...
in Uranus.'**

NEVER THE SAME ADVENTURE TWICE

If you're like me, scenarios that can only go one way start to get boring after the first time. As the DM, you know what's going to happen. You've been there, done that. Only a few rolls of the dice make it any different. Well... fuck all that, I says.

This table can be rolled on any time the characters have an encounter. The more variation you want, the more you'll want to roll. If you want less gonzo (you downloaded the wrong adventure, bro), then roll on it seldom or not at all. Totally up to you.

LET'S MAKE THIS INTERESTING

Roll 1d12

1. Thrall to the peanut brittle vampire in area 26.
2. Actually a turncoat traitor for the other side - betrayed his own people for a treasure chest of pre-cyber crown currency: gold!
3. Merely illusions - they are holograms projected from the Great Mind that dwells far below these candy crypts.
4. Has a hand-written (in blood) copy of the legendary Necronomicon in his loathsome possession. The possessor is able to raise a small but unwholesome demon army of homicidal eye-jellies (among other things).
5. Shape-changer! This one is not what he seems. In reality, he's an alien robot named Jedikiah.
6. Moments before happening upon the characters, he activated a metronome that will surely draw a giant sugar-glass worm from the depths. HD: 12 HP: 70 AC: 5 Damage: 3d12
7. Everyone has a laser rifle.
8. One of them is carrying a thermal detonator and has the balls to use it (10d6 damage to everyone within 30').
9. Accompanied by a 6 year old boy who can wish people into an unspecified cornfield, turn them into a living jack-in-the-box, or make them crave the smoking of cigarettes like Rod Serling.
10. One of their comrades has been frozen in carbonite. They're lugging him back to Valeece.

If freed, he has debilitating freezer-burn that can only be cured (the best reason for adventuring!) in the northern mountain stronghold of the iron-bearded dwarves.

11. An orange muscle car named the General Lee bursts through the wall. Its confederate flag has been blacked out with tape because, you know, Walmart.
12. Has access to El Jefe Conquistador Diablo Zoltar, a Demon Lord who will smite anyone who strikes down his servant.

CONVERSION NOTES

If you want a more traditional Armor Class, all you have to do is add 10 to what's listed. For the Attack Bonus, simply give a +1 for every Hit Die. Unless something is specified, consider it average, normal, ordinary, etc. Dragon Masters are encouraged to create the environment as they go, as well as, interpreting the world based upon what's written here.

**'Hang on
a minute...
Did I just get
stabbed by a
fucking
orange?'**



TOO SWEET ASYLUM AND THE CANDY CRYPTS

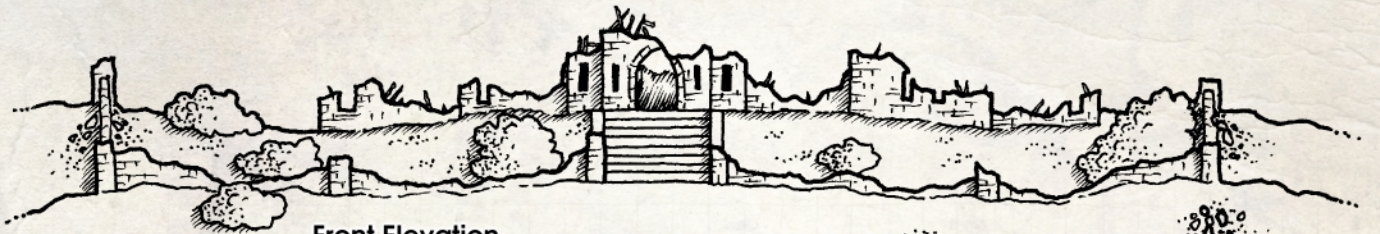
1. **The Front** : Grand, limestone steps lead up to the ruins of Too Sweet Asylum. It's as if the nut house had decayed, rotting from the inside like a bad tooth.
2. **The Grounds** : The shattered remnants are surrounded by pink cotton candy trees and shrubbery. Eating from them will restore 1d6 Hit Points, but can only be utilized once per hour.
3. **Dental Surgery** : A wandering dentist in a white coat has taken up residency here. Adventurers who abuse the cotton candy healing (eating it for five consecutive hours in a row) must make a constitution saving throw. A result of 2 denotes a cavity. A 1 result means that oral surgery is required.
4. **Wraiths** : The way is temporarily blocked by four ring pop wraiths. HD: 4 HP: 24 AC: 2 Damage: 3d4 (energy drain) Treasure: pick something from the Crimson Dragon Slayer rulebook.
5. **Infiltrators** : A trio of fruities are talking amongst themselves, working up the nerve to infiltrate the candy crypts in order to save their fruitie comrades. They've been going over their plans for a couple hours now. The ring pop wraiths weren't present when they descended the stairway.
6. **Long Corridor** : Two ice cream-men are guarding the prisoners. HD: 3 HP: 15 AC: 0 Damage: 2d6 (ice cream so cold it burns) Special: a critical hit can cause brain-freeze; stunned for 1d4 rounds. Treasure: 39 cyber crowns.

Prison Area

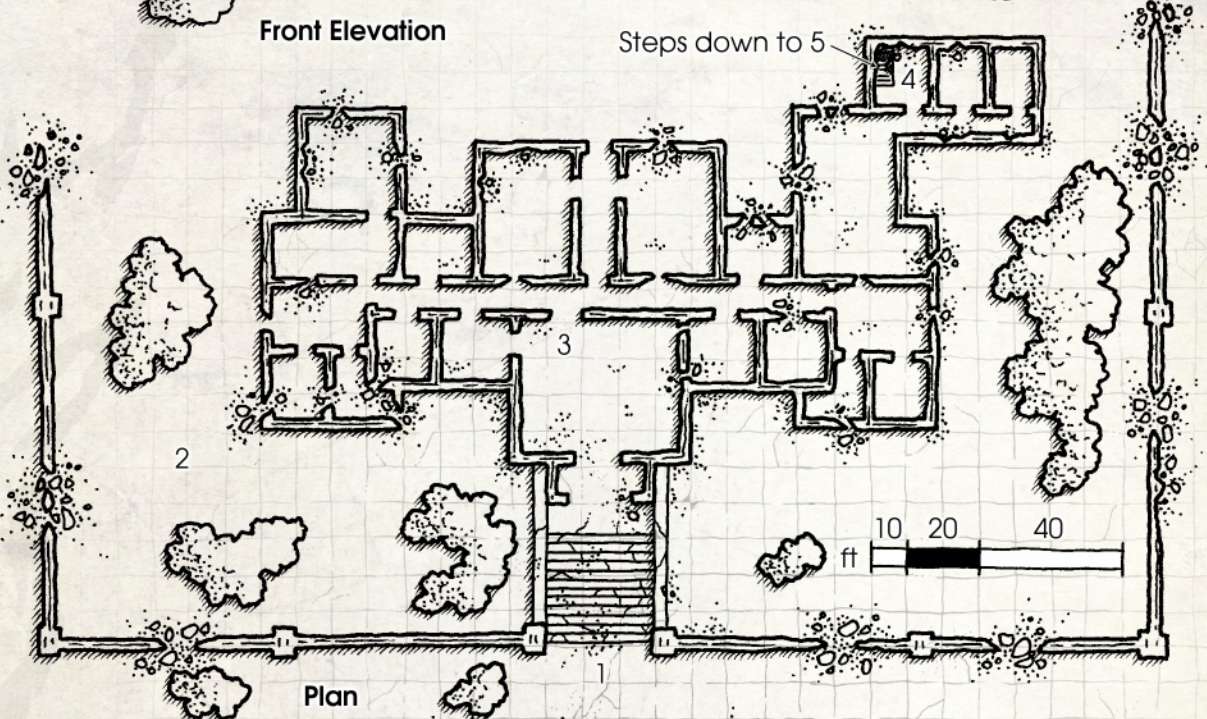
Areas 7 - 17 comprise the prison cells and containment facility.

7. **Cell 1** : Fruitie prisoner: strawberry. Areas 7 - 17 are the actual crypts for deceased candies that were converted into prison cells after the asylum was bombed.
8. **Cell 2** : Fruitie prisoner: banana.

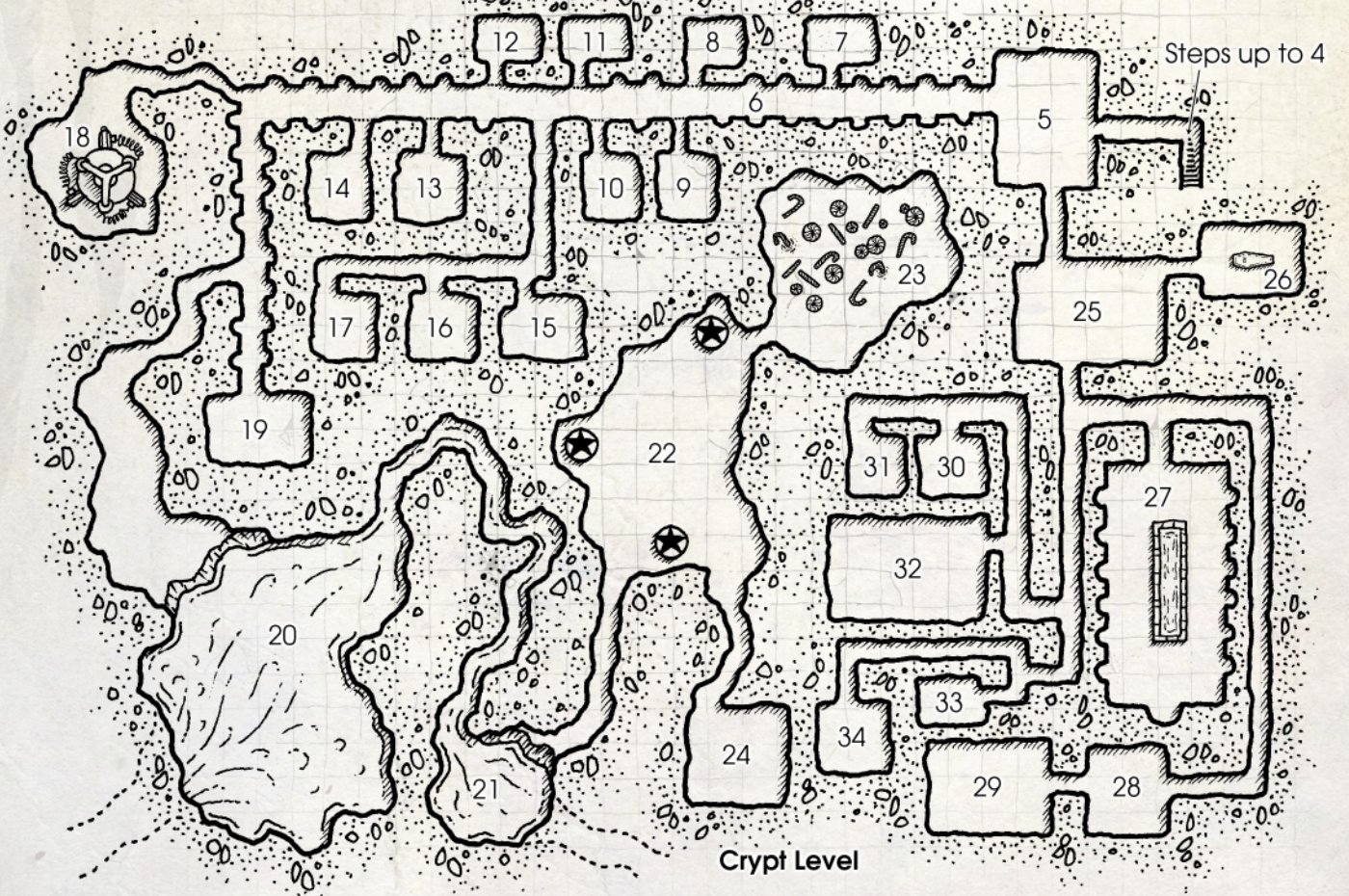
9. **Cell 3** : Fruitie prisoner: grapes.
10. **Cell 4** : Fruitie prisoner: apple.
11. **Cell 5** : Fruitie prisoner: blueberries.
12. **Cell 6** : Candy person prisoner: this is a pina colada-flavored marshmallow sort of candy who is super smart but also a homicidal maniac. The Candy King had him locked up for his own good after he contributed to the King's ultimate weapon. The pina colada dude will also be able to diagnose and fix the power generator in area 18.
13. **Cell 7** : Fruitie prisoner: kiwi (speaks with an Australian or New Zealand accent).
14. **Cell 8** : Fruitie prisoner: peach... she is actually a traitor to her own kind. She's been working with the candies for years in exchange for a position of power after the fruitie resistance has been crushed.
15. **Tank 1** : Large, see-through tank 8' tall containing a genetically altered lifeform floating in some kind of embryonic fluid. The lifeform vaguely resembles an eel mixed with a squid. The thing's dozen eyes watch people who come within 10' of the glass.
16. **Tank 2** : Large, see-through tank 8' tall containing a genetically altered lifeform floating in some kind of embryonic fluid. The lifeform vaguely resembles a manta ray mixed with a scorpion. Its tentacles undulate when people come within 10' of the glass.
17. **Tank 3** : This glass of this tank has been cracked. There's water on the floor and no creature to be found. It's actually hiding on the ceiling. It's a cross between a crab, squid, and winged monkey. HD: 7 HP: 42 AC: 5 #Attacks: 2 Damage: 1d12 Special: if it's down to single-digit Hit Points, the creature will spray a black ink into the air, obscuring vision, and make its escape.
18. **Power Generator** : it's making a loud whirring noise like electronic heavy breathing. Any robot in the party will realize something is wrong



Front Elevation



Plan



Crypt Level

- with it. A close examination will reveal that several wires have been hastily cut. The generator is already sabotaged and will blow up in 1d6 rounds unless something is done. The explosion does 10d6 to everyone in the cave and 5d6 to those outside the cave but within 50' of the generator.
19. **Guardroom** : A guard room containing three donut-men sitting at a table playing poker. HD: 4 HP: 22 AC: 0 Damage: 1d6 (bludgeoning with chocolate glaze) Special: critical hit allows donut to jam an individual within his hole and squeeze. Requires a strength saving throw to escape (double damage each round until he escapes). Treasure: 55 cyber crowns.
 20. **Chocolate River Cavern** : A chocolate river with gummy sharktopus swimming within. HD: 10 HP: 60 AC: 3 Damage: 4d6 Special: critical hit can grapple opponent with a mighty tentacle; cannot escape until the gummy sharktopus is dead. Treasure: at the bottom of the chocolate is a magic sword named Kormare (see end of the book for details).
 21. **Small Chocolate River Cavern** : Beneath the pool of chocolate hides a fudge golem. HD: 6 HP: 37 AC: 5 Damage: 2d6 Special: if max damages on both dice are rolled, the golem's fudge fists punch right through a character's skull (killing him).
 22. **Demon Candy Gods** : This large cavern contains statues of their demon candy gods. Also, this area serves as a throne room for the candy king. The king is a lollipop protected by his butter-scotch wizard. This area also contains a machine that turns humanoids into candies. Those doing battle in this cave will be targeted once every few rounds and must save vs. candyfication! King... HD: 5 HP: 37 AC: 2 Damage: 5d6 (wand of lightning - see back of book). Butter-scotch wizard... HD: 6 HP: 27 Damage: as per spell.
 23. **The Treasure Room** : There's roughly 3,215 cyber crowns in here. Additionally, 3d6 large gemstones of various hues worth approximately 500 cyber crowns each.
 24. **This is the demonic priest room.** It currently houses six lowly acolytes of the candy demon gods. HD: 2 HP: 10 AC: 0 Damage: dagger (1d4, exploding) and one of them (wearing the ring) acts as a 3rd level wizard. Treasure: one of the acolytes wears the Amethyst Ring of WTF (see back of the book for details).
 25. **Gumdrop Ichor** : This room contains a sickly sweet rainbow-colored gumdrop ichor protecting his bloodsucking master. HD: 6 HP: 36 AC: 2 Damage: 3d6 Special: immune to non-magical weapons.
 26. **Vampire Coffin** : Coffin containing a peanut brittle vampire. HD: 10 HP: 55 AC: 4 #Attacks: 2 Damage: 2d6 Special: can transform into a wolf, bat, or 2d4 rats when he gets down to single-digit Hit Points. Also, there's no death save possible if brought below zero Hit Points by a vampire's bite. He's dead, Jim. Treasure: Kryptonite Candy (see back of book for details).
 27. **Reflecting Pool** : Drinking from the water will do one of the following: 1) turn you into crystal, 2) give you cat-piss hallucination that you're soaping up major boobage, 3) give you an extra d6 on either your spells or sword for the next hour, 4) drain you of 1d6 willpower, 5) give you a bonus life, or 6) make a beautiful half-demon woman appear... wearing black leather lingerie; she's ready for action.
 28. **Snowy** : Snow-cone man containing blue raspberry syrup. HD: 4 HP: 28 Damage: 4d4 (ice crystals) Special: drinking the syrup will make you believe that you're actually William Shatner for the next 2d6 minutes.
 29. **City-Under-Glass** : This room contains a miniaturized city within a glass pyramid. The city-under-glass sits upon a steel podium.
- Cherry Light District**
Areas 30 - 34 comprise the crypts' cherry light district... where the sex happens!
30. **Blown Away** : In this room, a candy corn man is getting blown by a skinny little licorice stick.

31. **Pole Dancer** : Exotic lights flicker as a sugarplum fairy strips on a pole. One sad, lonely, unshaven dude sits and watches, nursing his beer.
32. **Rap Battle** : This room contains a stage with two candies battling - it's a rap battle! Wrathful Raspberry vs The Grapes of Wrath. They're seeing who can be more hateful and intolerant. "Fruities are inferior... that's why we're superior. Uh. Uh." An assortment of candy girls are watching them rap.
33. **Pimp** : A Key lime custard Casanova is playing pimp to some hard candy cutie. He's slapping her up when she shows him how few cyber crowns she's made tonight.
34. **Massage Parlor** : This is a Jello massage parlor. You do not want to know what goes on here!

NEW MAGIC ITEMS

Kormare: This is one of the legendary swords of vengeance. There are delicate and sinister runes on both sides of its blade. Once the wielder speaks the type of creature by name (undead, dragon, giant, elf, human, candy, etc.), it will give the sword an extra 2d6 versus their kind. A new type is chosen for each wielder.

Wand of Lightning: Once per day, this wand shoots a torrent of white lightning for 5d6 damage.

Amethyst Ring of WTF: Once per day, the wearer's spells are infused with the color purple, making them unpredictable. For guidance, see: Magic Use (Purple Spellcasting) on page 13 of The Islands of Purple-Haunted Putrescence.

Kryptonite Candy: This glowing green candy saps the strength of anyone who eats it. They lose 2d6 points of strength until they've taken a long rest. Have the player roll 1d6 for his character if eaten. If the result is a 6, then the opposite happens: he gains 2d6 points of strength for 8 hours.



**‘Jelly Beans!
The Eighth Deadly Sin’**