

# DUNGEON CRAWL CLASSICS

## DREARD ON DEMON BROWN HILL

#92.5: A LEVEL 2 ADVENTURE  
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# DREAD ON DEMON CROWN HILL

## A LEVEL 2 ADVENTURE

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*read on Demon Crown Hill* is a Dungeon Crawl Classics RPG adventure intended for four to six 2<sup>nd</sup>-level PCs. Over the course of the adventure, the party explores a weird, supernaturally formed cave-ridden outcropping located atop a windswept tor in hopes of plundering an enchanted shield left there long ago. They must contend with both the bizarre creatures that dwell there and the demonic presence that lurks within the shield itself.

## BACKGROUND



ong ago, a pair of sibling heroes ventured to a lonely tor overlooking the land. Legend held that a demonic presence birthed of Chaos dwelled atop the hill, lingering over an ancient sacrificial site and delivering pestilence, drought, and strife to the hamlets residing near the hill. The two heroes, a sister and brother, vowed to combine her steel and his sorcery and end the demon's reign. In a pitched battle, the wizard and demon engaged in a formidable spell duel culminating in a phlogiston disturbance. The clash of magical energies erected an eerie protrusion of hexagonal-shaped stone towers that now adorn the hilltop and give the tor its name—Demon Crown Hill. The heroes perished in the cataclysmic eruption of raw magical power and the demon itself was nearly banished back to the Pits of Perdition. Only by hurling its ragged spiritual form into the warrior sister's shield was it able to stave off complete obliteration. It has dwelled there ever since.

## STARTING THE ADVENTURE

The party has learned the legend of Karisher's Aegis, a purportedly magical shield lost in the destruction of a demon long ago. It is said that the shield was borne into battle by the Liege-Lady Karisher when she, her wizard brother, Khal, and a cadre of loyal men-at-arms ventured to Demon Crown Hill to confront the infernal creature, Frygorix of the Thousand Lies. They never returned, but the demon ceased to plague the region. Legend holds the siblings perished in slaying the demon, and Karisher's Aegis must still reside somewhere in the strange rocky towers—the Demon Crown, itself—that arose in the wake of the siblings' crusade.

The rocky pillars atop the hill are gigantic hexagonal-shaped protrusions of glossy stone clustered together. Similar to the Giant's Causeway of Northern Ireland, but on a much larger scale, these pillars were formed by the phlogiston disturbance which ended the spell duel between Frygorix and Khal the Wizard. The Demon Crown is avoided by the locals, who are hesitant to stray within eye-shot of the accursed hill. Nevertheless, they willingly provide directions to any foolish adventurer wishing to see visit the Demon Crown. These directions lead the party to a windblown moor several miles from the nearest hamlet.

Read the following:

*Demon Crown Hill rises from the surrounding plain carpeted with windblown heath and heather gone brown with the dying year. The hill measures nearly two hundred feet tall and thrice as wide, standing out against the horizon like a titan's tombstone. The hill itself is*

