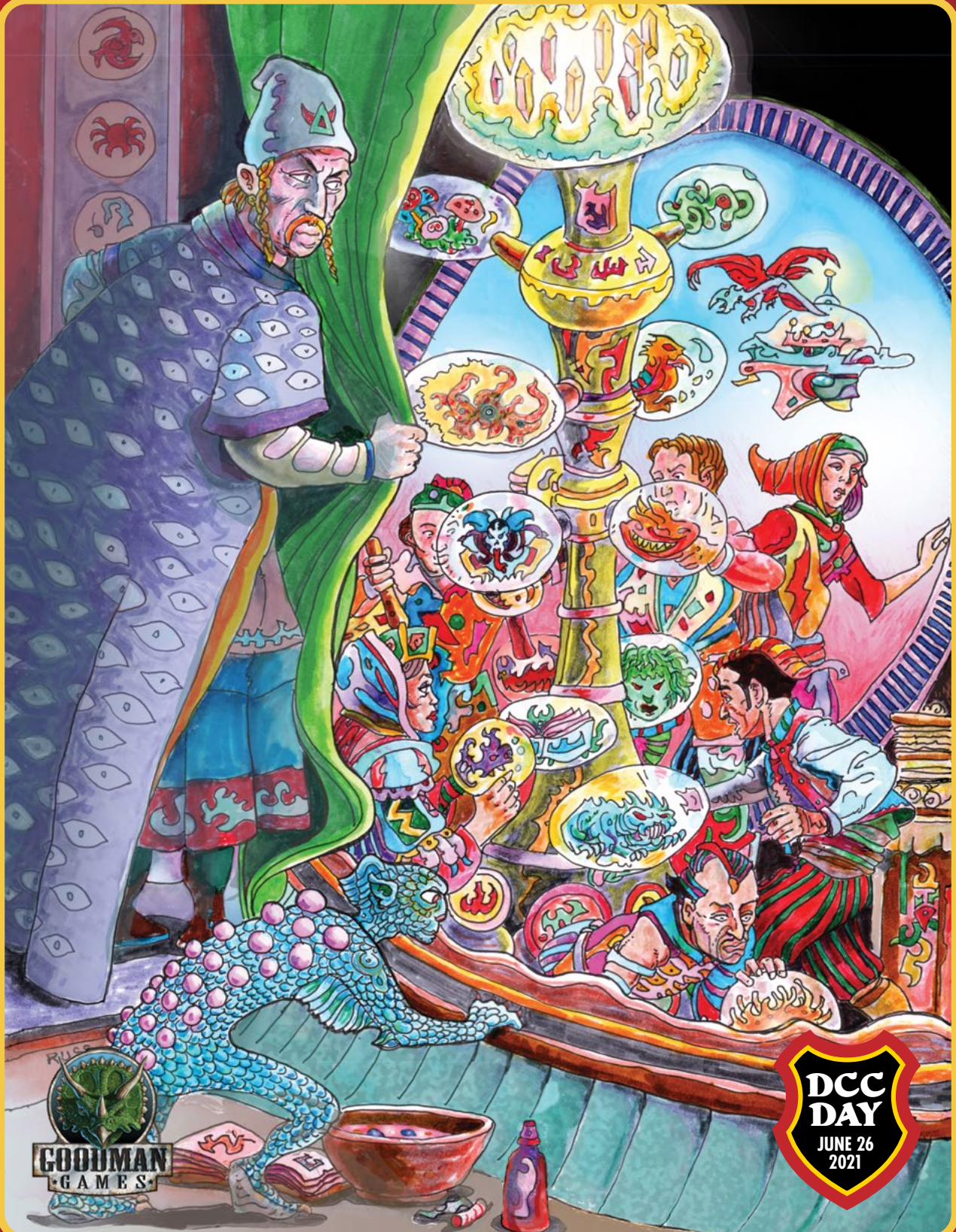


# ADVENTURE PACK

DCC DAY 2021







DUNGEON  
CRAWL  
CLASSICS

# TEMPLE SIEGE!

A LEVEL 1 ADVENTURE

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2021



## INTRODUCTION

**R**emember the good old days, when adventurers were running scared, NPCs were there to murder you, and the finale of every dungeon was the chaos lord on the 666th level? These are the good old days! *Dungeon Crawl Classics* RPG adventures don't waste your time with humdrum scenarios, boilerplate campaign settings, or NPCs who want you to kill ten shadow cats. Each adventure is 100% good, solid *Dungeon Crawl Classics* with monsters you have never seen before, traps that spare the flesh but destroy the soul, and the secret portals that lead to a thousand insane worlds.

The adventure is for 5 to 6 1<sup>st</sup>-level PCs (Some playtesters found that the adventure provided plenty of challenge for 4 to 5 2<sup>nd</sup>-level PCs as well.) For optimal chances of survival, the PCs should have a lawful cleric in their party.

The PCs have ventured out onto the wild steppe in search of a treasure hidden in a humble forgotten temple. Little do they know that the fierce Zhokar bandits, led by the legendary Bodko the Chieftain, are also on the trail of the treasure. When Bodko's bandits arrive just after the PCs, they must defend their position in the temple, track down the hidden treasure, and finally confront Bodko after grappling with the unexpected choices poised by the treasure itself.

## INSPIRATION

**T**his adventure is inspired by the Cossack stories of Harold Lamb, who was one of the foundational inspirations for Robert E. Howard and other Appendix N writers. It draws particularly on the excellent tale *Changa Nor*, but this author heartily recommends all the stories in *Wolf of the Steppes*, published by University of Nebraska Press. You can read more about Lamb at [goodman-games.com](http://goodman-games.com). Discover Harold Lamb for yourself today!



## BACKGROUND

**T**he Priests of Yoangyr once worshiped freely across the rocky steppes of this ziggurat-studded continent. Silent, disciplined and vengeful, this Lawful order was slowly overrun by the forces of Chaos, as well as the more mundane predations of banditry, greed and internal strife. Extinct for almost a century, their old temples still dot the rugged grasslands.

The Temple of the Broken Angels is one such abandoned fane. As the power of Yoangyr waned, the master of the temple knew that the Zhokar raiders would sooner or later ransack the temple, to say nothing of greedy adventurers from distant lands. So he secreted his greatest treasures, the Standard of Yoangyr and the Axe of the Hunter, under a flagstone in the temple floor.

## RUMORS AND LEGENDS

**T**hrough the long travels across the steppe, the PCs have heard legends about the temple and its environs. Share this information with the PCs:

1. Yoangyr is a god of the Hunt, committed to honor, battle and law.
2. The Temple of the Broken Angels has been searched by many greedy adventurers but none have found the its priceless treasure.
3. The spirits of the ancient priests who made the temple will avenge themselves upon any who defile or deface it.
4. The dreaded bandit known as Bodko the Chieftain raids this area now. He is the son of the Devil Pazoz and he cannot be destroyed by blade, bow or magic.
5. Bodko's lieutenants, Ortho the Ox and Jimji the Shadow are as ruthless and evil as their chieftain.

## RUNNING THE ADVENTURE

**T**emple Siege! is a non-traditional adventure. Instead of exploring a dungeon room by room, the PCs will probably start and finish the adventure in one location. The encounters take place as the adversaries come at them in waves (see **Attacks and Adversaries** below). The success of the PCs depends on good tactics in repelling their attackers, discovering the items that assist the temple's defense and solving the puzzles that allow them to find the Standard of Yoangyr and the Axe of the Hunter.

The usual order of events within the adventure are as follows:

1. The PCs gain the temple and start exploring its confines. The judge should explain the general features of the temple and point out the murals on the walls, mentioning the writing on the northern wall. Give the PCs 2-3 exploratory actions each.
2. Bodko and his men surround the temple and threaten the PCs. Bodko sends Ortho the Ox and his men in the



# DCC DYING EARTH FATHOMS BELOW WITCH ISLE

A LEVEL 1  
ADVENTURE

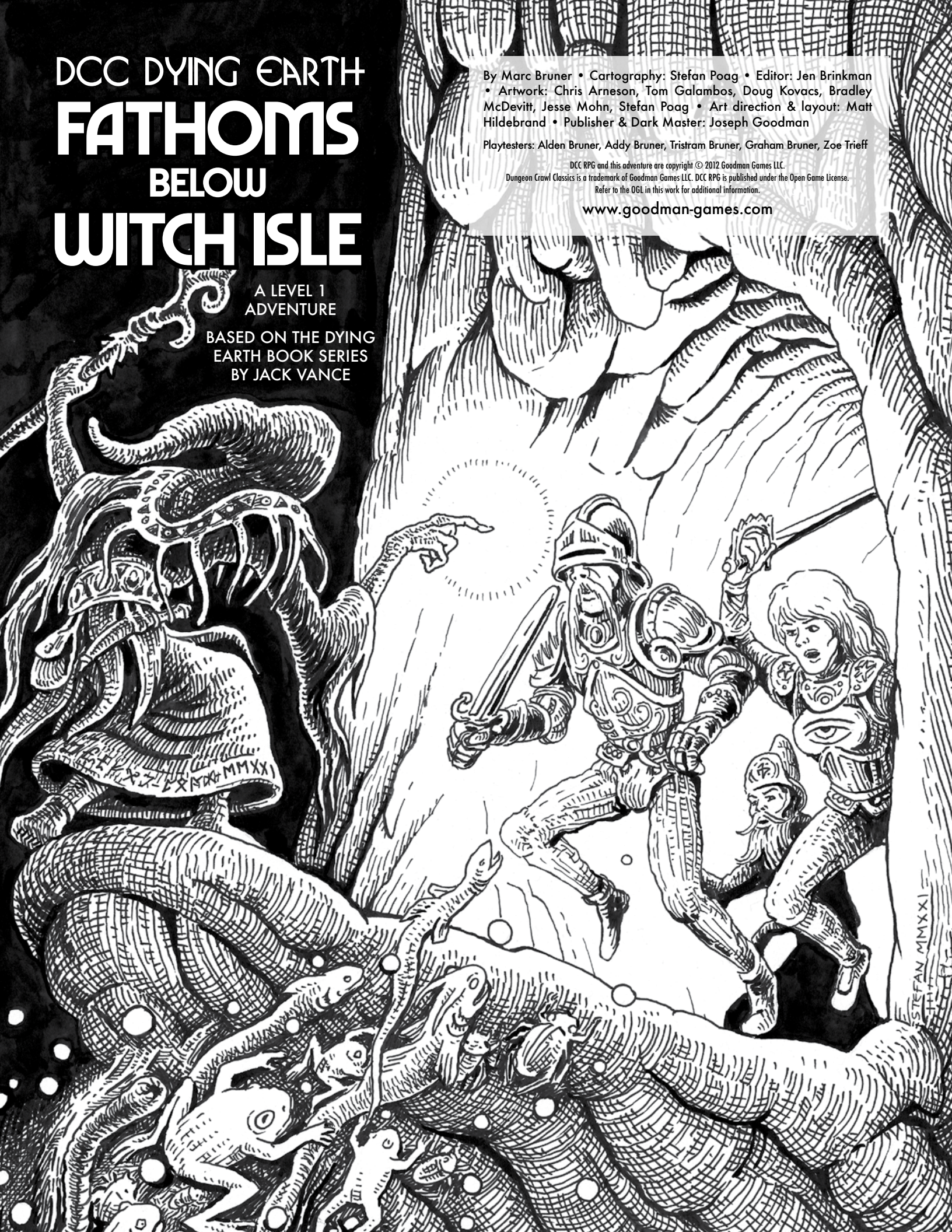
BASED ON THE DYING  
EARTH BOOK SERIES  
BY JACK VANCE

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## INTRODUCTION



*Fathoms Below Witch Isle* is a special adventure for DCC Day 2021 and is designed to introduce players and judges alike to the world of *Dungeon Crawl Classics Dying Earth*, the highly-anticipated new setting for the *Dungeon Crawl Classics* RPG based on the works of Jack Vance. Although *Fathoms Below Witch Isle* is designed for use with the new PC classes and rules found in *DCC Dying Earth*, it may be enjoyed with the core DCC RPG rules without difficulty; simply use characters from the seven primary classes and disregard references to unfamiliar game mechanics.

This adventure is intended as an introductory adventure for groups of three or four 1st-level PCs, but can easily be adapted for smaller or larger groups. *Fathoms Below Witch Isle* starts with the adventurers traveling as passengers aboard an unusual ship driven by huge sailing worms. They must survive sea-demons, a shipwreck, and capture at the hands of the strange inhabitants of an underwater isle who seek to use them as sacrifices to a bizarre fiend who plagues their home.

## ADVENTURE BACKGROUND



The Northern Ocean has always held its share of dangers for vessels braving passage, from pirates to water shadows to the vast, becalmed stretches of tideless waters of latter-day Earth. It is an endeavor fraught with risk for even the most well-prepared. Ships and so-journers usually adhere to the same safe routes that keep their vessels away from the unknown stretches of ocean populated by strange – and often hostile – inhabitants.

Among those places is Witch Isle. In the second epoch of the Twenty-first Aeon, a shipwrecked sailor from the Old Dastric Empire discovered a cave on a remote island primarily known for its delicious salted coelenterates and the strange customs of its orange-skinned peoples. There, deep in a network of pyroduct tunnels, the sailor discovered the relics of a long-dead necrophage who had fled from the War of the Wizards and Witches aeons before. The sailor, whose original cognomen has been lost to the ages but is known as “Setebos” or “fiend” in the guttural native speech of the Thrasians, was slowly driven mad by the necrophage’s dark sorceries, and became ever more consumed by the discovery of yet more powerful magics. Setebos eventually entered

league with certain sub-world entities, and his magic grew to such might that he inverted the very isle itself to draw it closer to the underworld, sinking it and its inhabitants far beneath the sea.

Now, only legends remain of a cataclysmic eruption which sank the island, leaving a small barren patch of land surrounded by deadly reefs, and rumors of a curse that swallows whole those vessels traversing too near its waters.

## STARTING THE ADVENTURE

*The bloated red sun rises above the horizon, casting its dim wine-colored light over the vast and still waters of the Northern Ocean, which seem to spread endlessly in every direction. Since setting out of Saskervoy two days ago aboard the Calealen, a trading cog bound for Port Perdusz in the Land of the Falling Wall, you and your fellow passengers have endured a host of minor imprecations and the long, idle hours of a listless voyage. The now-familiar din of the ship fills the background – creaking timbers, rope sliding across wood smoothed by the passages of many voyages, and the occasional grunted conversation between the laconic crew – all punctuated by the sounds of the two enormous sailing worms lashed by braided cinctures to port and starboard sponsons. Seven feet in diameter and running the length of the hull, the worms propel the vessel forward with huge thrusts of their caudal flukes. The ship-master, Yspro, drives her crew and the worms with a stern hand, and, as you have come to learn much to your discomfiture, provides the bare minimum in the ways of comfort or attention to her passengers.*

The PCs are passengers aboard the trading vessel, the *Calealen*, carrying several dozen casks of an aged, rich red Montrachio from the port of Saskervoy to Port Perdusz in the Land of the Falling Wall. The *Calealen* is a small ship that bobs in the water when empty but settles into stout buoyancy when filled with cargo. In addition to Captain Yspro, the small crew of Castillion Shorlanders includes a boatswain, two seamen, and the ship’s worminger, chief overseer of the two massive sailing worms lashed to the vessel’s outboard sponsons, which drive the ship through the usually-placid waters of the Northern Ocean. A single spare mast allows the ship to hoist a small sail when winds are favorable, allowing the worms to rest.

The worms tethered to the ship are both scarlet rose in color, the pairs of steering knobs located behind their single ocular bumps colored purple and yellow on the starboard and port worms, respectively. When baited with victuals, the worms propel the ship forward with massive thrusts of their caudal flukes. It is the worminger who must constantly see to the vitality of the worms, ensuring they are not impacted by disease or discomfort. Each day they must work to reapply unction to prevent the formation of impeding galls and use the tools of the worminger’s trade – brush, scraper, gouge, and reamer – to remove any signs of timp, fluke-mites, gangue, or pust, lest the worms become bloated and listless.

## DRAMATIS PERSONAE

**CAPTAIN YSPRO**, ship-master of the trading cog *Calealen*

**ARCHEAE TICHENOR**, law-reader of the Thrasians, a race of orange-skinned inhabitants of Witch Isle

**SETEBOS**, the mad witch-hermit whose magic rules over the strange underwater isle

Castillion Shorelanders, Thrasian Knights, Moon-calves, etc.



# MUTANT CRAWL CLASSICS THE NEVERWHEN ROCK



## A LEVEL 0 ADVENTURE FOR MCC RPG

By Bob Brinkman Based on a concept by Jim Wampler  
Cartography: Stefan Poag • Editor: Jen Brinkman  
Artwork: Cliff Kurowski, Bradley McDevitt, and Stefan Poag • Art direction & layout: Matt Hildebrand  
Publisher & OG Space Wizard: Joseph Goodman

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## INTRODUCTION

**R**emember the good old days, when post-apocalyptic adventures were full of super-science, murderous robots that were there to be mastered, and the finale of every underground adventure was setting the fusion power plant to overload? Those days are back. Mutant Crawl Classics adventures take place in an ambiguous time period after a great disaster has ravaged the world, and it's up to you and your mutant tribesmen to go out into the hothouse jungles and radioactive deserts of Terra A.D. and collect the artifacts of the Ancient Ones in order to attain great power and savage glory.

This adventure is designed for 16 to 24 0-level Mutant Crawl Classics characters, but it is equally suitable as a Dungeon Crawl Classics funnel. It is time for the primitive party members to undergo their "rite of passage," which involves exploring unknown parts of their world and returning stronger and wiser (or with artifacts in hand).

## BACKGROUND

**T**he unnamed and unknowable time-space vehicle of the Space Wizard has crash-landed into a cliff face located in the hothouse jungles near a local tribal village. So violent was the crash, the ship's emergency safety mechanisms were engaged and these systems transmatted the Space Wizard to safety, dropping him off in a far-flung time zone. He cannot be reunited with his beloved ship until such time as a few repairs are made—repairs that now depend upon recruiting the best and brightest of the local inhabitants. The semi-sentient vehicle thus begins to telepathically reach out in search of those ready and able to serve. In order to effect repairs, it requires certain items that can only be found at the time-space coordinates that it is still capable of reaching.

Three time flights are required to repair the ship, and to complete the adventure. The adventure is meant to be used by judges wishing to displace their party in time or space (whether continuing with another MCC RPG adventure, or to *Ruins of Future Past*, or someplace altogether different).

## CONNECTIONS THROUGH TIME

*The Neverwhen Rock* gives judges the opportunity to allow the PCs to harness time travel. While the adventure does stand alone, it can be run in conjunction with last year's DCC Day 2020 Adventure Pack release, *Ruins of the Future Past* – making for a longer funnel/level 1 storyline. To connect the two adventures, simply have the door of the space wizard's timeship close as soon the final repair has been completed. The ship then dematerializes and flies through the vortex, encountering a warpstorm before coming to rest in the Collapsing Storeroom (area 1-1) of *Ruins*.

## PLAYER START

*Last night was an auspicious night. Your tribal shaman, Peter – son of Davi, awakened from his slumbers with word that his dreams had been touched by the words of the Ancient Ones. They told him of a strange rock at the edge of the jungle, a mighty boulder that houses a cave unlike any have ever seen. Therein lies a quest to aid the spirits of the Ancients – one that will gain the blessings of the spirits and that will bring prosperity to the village. The spirits told Peter this is a dangerous task and will require members of the tribe who are young and resilient. The shaman promised to send aid immediately.*

*This quest, called for by the ancient spirits themselves, is to be your rite of passage for the tribe. To become an adult, you must aid the spirits, complete the quest, and return home. The journey across the jungle will take several days and you are urged to leave immediately. Your families say tearful farewells while pushing your spears into your hands. "Make us all proud."*

## THE JUNGLE JOURNEY

The journey through the jungle takes three days and is ripe for potential encounters as the party travels through the jungle. Because of the hostile nature of the jungles en route to the cliff, check once each day and once each evening. Encounters occur on a roll of 1 on 1d5.

## DAYTIME ENCOUNTERS

**Noxa (6):** Init +1; Atk tendrils +1 melee (1); AC 12; HD 1d8+2; hp 6 each; MV 30'; Act 2d20; SP hypnotic voice (DC 12 Will save or paralyzed for 1 round); SV Fort +1, Ref +2, Will +5; AL L.

Born of an irradiated moss that grew over ancient statuary, the noxa appear as toga-clad, wholly gold humans with curly hair. In reality they are combinations of vines and mosses that work in union as a colony creature with a highly advanced hive-mind within each individual. These plant creatures seek to slay and devour all intelligent life they come across. They can be driven off by fire, of which they have a primal dread (though they have no actual vulnerability).

**Arcam (1):** Init +0; Atk claws +4 melee (1d30); AC 16; HD 5d8; hp 22; MV 20'; Act 1d20; SV Fort +5, Ref +4, Will +0; AL N.

The remnants of a once-mighty race of giant mutant crabs that arose after the Great Disaster, the Arcam are now fearsome scavengers that roam the land in search of their next meal. Fortunately, these creatures are solitary by nature. Moving through the jungle is difficult for them due to their enormity (40' wide) but they are powerful enough to knock smaller trees aside and their claws are able to sever vines and snap even the greatest of trees. If pursuing a fleeing target, their movement is reduced by half due to the need to cut a path rather than picking their way through openings in the greenery.