

A TERMINAL GAMES PRODUCTION

BLACKOUT IN

CRATER VALLEY



COMPATIBLE WITH
**DCC
RPG**

A DUNGEON CRAWL CLASSICS FUNNEL BY ZOG

A VHS ERA SLASHER RPG

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CRATER VALLEY

A zero level DCC funnel by **ZOG**

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Judge's introduction

Blackout in Crater Valley is essentially a DCC zero level funnel, with a few quirks. The game is meant to feel like a 1980's VHS-era horror film, and as such it is set in a small town full of bored teenagers. In this case our heroes will investigate the sudden and violent disappearance of one of their best friends, Julie, in the small town of Crater Valley. This module is action oriented and players will very quickly find themselves fighting for their lives as they try to unravel the mystery of what happened to their friend. Along the way they will uncover secrets of their town's dark history, and unlock otherworldly powers almost beyond their comprehension.

What is DCC?

BLACKOUT in Crater Valley is a 3rd party adventure for the Dungeon Crawl Classics RPG system. DCCRPG is an Old School role playing game that combines the rules light approach of early iterations of the world's most famous role playing game with the high adventure, sword and sorcery vibe of appendix N classics and the gonzo influences of Heavy Metal and psychedelia. The "0 level funnel" is a unique and much loved feature of the DCC system where players make up 4 very low power characters and throw them at the various perils of an rpg adventure, though most will die those that survive live on as heroes!

Background

The game is set in Crater Valley, a small rural town. The town was founded by a mysterious Czech aristocrat named Alphonse Novak in the 1800's in a large forested crater which was formed by a meteorite collision at some point in prehistory. Novak had a lifelong interest in the occult and through some forces beyond our understanding the location of Crater valley was revealed to him in a dream. Novak then embarked on a voyage to the new world in search of the otherworldly meteor that crashed in Crater Valley for use in a powerful magic ritual. Upon discovery of the valley Novak used his considerable wealth to form a small community of like minded individuals, and thus the town was born. The settlement began to grow and two distinct camps began to emerge. Newcomers came to settle in Crater Valley and they did not mix with Novak and his followers due to their unconventional beliefs.

Alphonse Novak's objects of power

As time progressed Novak became consumed by the power he was developing through a magical alphabet of sigils which he described as the 'true language' giving him power over life itself. He utilized the strange chromatic metal from the meteor discovered at the nadir of Crater Valley to forge The Mask which he imbued with part of

his own soul as a kind of phylactery by engraving his true name in sigils and mixing his own blood with the alloy of the metal. He imbued several other items with great power by utilizing his magic sigils as well, such as a shroud like garment he began to wear at all times, alleging that it would protect him from anyone who would wish to do him harm. He enchanted a large and ornate bible that had been in his family for generations, gifting it and a strange looking cross to the local church as the town grew. Unbeknownst to the Crater Valley parishioners both the bible and the cross contained traces of Novak's occult power. Novak was never seen without his family amulet worn on a chain around his neck, which may have been the progenitor to all of his interest in the occult; this ancient amulet was passed down through the Novak line for centuries and though Novak was the first modern ancestor to unlock it's power the magic it possessed had been there since it's creation.

The end

As Novak's power grew, both magically speaking and in terms of his influence in Crater Valley some of the local clergy and folks in neighboring communities began to get very nervous. With time this nervousness became open hostility towards Novak and his followers and a raid on Novak Manor was planned for October 31. Novak had spies within their ranks and knew that treachery was coming, so he said goodbye to his followers with a bizarre ritual that he claimed would allow him to transcend both time and physical space and ensure his resurrection. When the torchbearing mob of concerned citizens arrived they found nothing more than Novak's body, hanging from a crossbeam over the well and the grounds completely deserted of all of his followers.

And now ...

Fast forward over a century and Crater Valley has become a modern, albeit boring small town. After learning that he was in fact a distant descendant of Novak local resident and world famous archaeologist Leo Von Hoenniker has become increasingly interested in the town's strange history and the beliefs of it's founder and his followers. He has learned that the extremely famous historical baseball superstar, Duke McDade had been raised in the Novak cult as a child, and that his famous home run hitting bat which is on display at the local highschool is decorated with sigils from Novak's 'true language'. He has also learned of the other items imbued with power via sigils by Novak and has worked tirelessly to try and discover the location of The Mask for years. He has quarrelled with a rival, professor Gideon about the location but Von Hoenniker's theories were ultimately

proven correct as the Mask was discovered very recently at the bottom of a wellshaft on the grounds of Novak Manor.

Our story picks up on the night of Halloween. Dr. Von Hoenniker's daughter Julie is late to meet her friends in the town square and hastily tries to throw together a costume. She discovers a strange chromatic metal mask in a crate in her family living room. Assuming it's just another one of her dad's weird artifacts she decides to put it on and freak out her friends when suddenly she is overcome by a force from beyond death. Alphonse Novak's spirit, untethered from the physical world on a halloween night over a century ago has returned to Crater Valley via The Mask on this Halloween night and the party must find a way to stop his nefarious plans and save Julie before it's too late!



Character Creation

Included in this module is a unique character creation system to help flesh out PCs that fit the 1980's slasher aesthetic. Your players can quickly create 2-4 zero level characters using the table below. This game works best with a group of 10-16 PCs, some of whom will advance significantly in power throughout the course of the adventure, though most will meet a grisly fate at the

hands of the adventure's villains. Have each player roll up their characters using 3d6 for the following attributes: Strength, Agility, Stamina, Personality, Intelligence and Luck. They can then roll 1d4 +/- STA mod for HP. AC is 10 +/- AGI mod. Occupation can be rolled on the table below:

D50	Occupation	Equipment
1	Wallflower	Walkman and cassette
2	Introverted Poetry Enthusiast	Book of various poems, pen (1d2 damage)
3	Extroverted Drama student	Theatrical make up kit, turtleneck
4	AV Club member	Hand held camcorder, multi-tool
5	Goth	Trench coat, black lipstick
6	Punk	Chain (as flail), leather jacket (+1 AC)
7	Metalhead	Gibson 'Explorer' guitar (1d4 damage), denim jacket
8	Jock, 1d8: football, baseball, hockey, basketball, lacrosse, swim team, track team, wrestling team	Gym bag with athletic equipment for specific sport, anti-fungal foot spray (+1 STR/AGI-player decides)
9	Skater	Skateboard (1d4 damage, 50' movement), fingerless gloves
10	Mysterious loner	Black wayfarer sunglasses, switchblade
11	Heart throb	Mirror, fresh breath spray
12	Prom King/Queen	Yearbook, chewing gum
13	Small time drug dealer	Medium sized bag of shake, pocket sized ledger book
14	Valedictorian	Text books, calculator
15	Role playing gamer	Dungeon master's guide, bag of dice
16	Class clown	Whoopie cushion, buzzing ring
17	Magician	Bag of magic tricks, bow tie
18	Miscreant	D30 firecrackers, switch blade
19	Young Republican	"Atlas Shrugged" book on tape series. Pocket sized photo of Ronald Reagan
20	Jesus Freak	Pocket bible, porno magazine (hidden inside pocket bible)
21	Paper boy	BMX, copy of the Crater Valley Gazette

D50	Occupation	Equipment
22	Karate expert (yellow belt)	+1 to hit, karate gi
23	Break dancer	Portable stereo, bucket hat
24	Graffiti artist	3 cans of spray paint (different colours)
25	Computer nerd	7 floppy disks, backup pair of glasses.
26	Baby sitter	Address book, \$18 (3 hours pay)
27	Schoolyard bully	Brass knuckles (+1 to unarmed attacks), someone else's lunch money
28	Friendless misfit	1 jar of miscellaneous live insects, magnifying glass
29	Pizza delivery guy	Restaurant uniform, driver's license
30	Fry cook	Restaurant uniform, acne cream, hair net
31	Camp counsellor	Pocket knife, first aid kit
32	Super senior	Last year's yearbook, ass-paddle (as club)
33	Life guard	Whistle, speedo
34	Wilderness scout	hunting knife in belt sheath, 50' rope
35	Juvenile delinquent	Lock picking tools, bag of oregano
36	Cheerleader	Pom-poms, fake smile
37	Peeping-tom	Binoculars, convenient excuse
38	Future farmer of america	Pitch fork (as spear), mesh baseball cap
39	Band geek	Instrument Roll d10: trumpet, tuba, trombone, french horn, oboe, clarinet, flute, violin, cello, triangle, retainer
40	Aerobics enthusiast	unitard, thighmaster
41	European Exchange Student	Large english dictionary, sausage
42	Arcade high-score champ	large sack of quarters (as flail), inflated sense of self worth
43	Burnout	A small bag of magic mushrooms, failed algebra test
44	Art Student	Sketchbook, beret
45	Dog walker	dog whistle-grants +2 attempt to calm dogs, small baggies
46	Smart mouth	witty come back (+1 PER), polo shirt
47	Golf caddy	Plaid pants, 9 Iron (as club)
48	Rich kid	Sweater worn as cape, tennis racket (1d3 damage), tube of 3 tennis balls
49	Political activist	'No nukes' pamphlets, megaphone
50	Role model	Excellent report card, letterman jacket

Additional items (to distribute as the party see fit)

One pocket knife

D24 cans of Black Cat brand beer

D20 firecrackers

D30 pieces of candy

D3 skateboards

One sling shot (as sling-player must make a point of retrieving stones to use as ammo)

A small bag of lousy weed

1 friendly dog

1 bag of dog treats (12 treats in bag)

One Halloween costume per character

Party intrigue and entanglement

In keeping with genre norms running Blackout in Crater Valley should contain a steady stream of character death. Though your average DCC Funnel often encourages you not to get attached to your zero level characters the author feels that in this case you should do everything you can to encourage as much attachment as possible. Playtests of this module contained lengthy discussions with the players about who their characters were, how they knew each other, what kind of inside jokes they had amongst themselves etc. This set the stage for some truly shocking moments when characters were ripped apart by dogs, had their heads 'home runned' down a highschool hallway, or chopped in half by a chainsaw. Have each character roll on the following chart to determine party entanglement and build player buy-in.

D40 Intrigues and relations

1	One of the characters once showed you a dead body in the woods. Who was it? What happened next? +1 luck for you and the character you select
2	You stowed away in the museum one night when you were younger and had your parents worried sick, You know a way to sneak into the museum. You know the backdoor leads into an office area used by staff and that the bathroom window is almost never locked and easy to climb through due to an electrical utility box located below it.
3	One of the characters has been your best friend since the first day of first grade, who is it? These two characters can burn luck on each other's rolls
4	You're an only child -1 PER
5	One of the characters has been your worst enemy since grade school. Who is it and what did they do to earn your enmity? -1 luck for both of you
6	A homeless man who hangs out in the town square has been teaching you chess, you now have him as a contact. What is his background? Gain Luke the Drifter NPC
7	You work with 3 of the other characters, who are they and where do you work? Point it out on the city map, you have keys to this location.
8	Your face is full of metal and rubber bands and no one can understand what you are saying -1 PER
9	The character with the highest intelligence sat in front of you all year in science and you copied off of every test they did (chaotic) or studied with them (lawful) or either (neutral). +1 intelligence
10	You wear coke-bottle glasses. Gain glasses as a piece of gear, but don't lose them!
11	You are related to two of the other characters, who are they and how are you related?
12	Your partner just dumped you this afternoon and you are distraught -1 PER
13	The character with the highest strength was in your gym class and helped you train all year. +1 strength

D40 Intrigues and relations	
14	You volunteer at the school and the faculty trusts you. You know a way to sneak into the school. Bill, the school bus driver always parks the school bus which has a small ladder attached to it's rear directly next to a building with a low sloping roof and from there you can easily get onto the flat roof of the main structure and let yourself down into Gus's office workshop via a service hatch in the roof. Inside You find Gus's tools (including chainsaw), cleaning supplies, roach spray, etc.
15	The character with the highest agility was in your gym class and helped you train all year. +1 agility
16	A family member of yours mysteriously disappeared d6 years ago. You saw them in a dream last night.
17	You were romantically involved with one of the other characters. Who is it? Is there still something going on or did your relationship end? If so how?
18	You take care of your grandparents and sometimes help yourself to the medicine cabinet. You have a bottle of miscellaneous pills (roll: 1-2: downers, 3-4: pain pills, 5-6: uppers)
19	You played on a sports team with 3 of the other characters here growing up, who are they? What was your team called?
20	You're a kleptomaniac.
21	You and one other character had to stand your ground against some bullies in the 8th grade and it's bonded you ever since, plus you both can now handle yourselves in a fight. +1 to hit for both characters.
22	Your family was very involved in the church, and you often spent long hours there. You know a secret way to get into the church. The lock on the back door of the church is faulty and a very small amount of pressure will allow you to pop the door open. (Though it does make a loud noise when it opens)
23	You and one other character stole your parent's car and went for a joy ride, crashing it pretty badly. Another friend in the vehicle died, you and the other character just got hurt but you've never been the same. -1 AGI for one -1 CON for the other (you decide who gets what)
24	You used to go explore Novak Manor by yourself when your parents would argue at home. You know the layout of the house and grounds. This character is aware that the Library is located in the upper west wing of the building.
25	You and one other character are next door neighbors. You've known each other all your lives and always communicated with walkie-talkies from your bedrooms. Pick a character, you each gain a walkie-talkie as items.
26	You've seen your dad's handgun in his nightstand. If you make a point of going to get it you gain a pistol with d4 bullets as an item. You will need to find a way to get it out of it's hiding spot without your dad noticing though...
27	You do odd jobs for an eccentric scientist who lives on the edge of town. What kind of experiments have you helped them with? Gain Professor Hamm as an NPC
28	You once saw a UFO when you were looking out your window late one night. +1 LUCK
29	You and two other characters stopped a crime. What was the crime and who was there to help you intervene? The town cops see you as 'good kids' and owe you a favour.
30	The town cops have always suspected that you and two other characters were involved in a crime but they could never prove it. What was the crime? Did you do it? The cops see you as 'bad kids' and will treat you poorly if they see you.

D40 Intrigues and relations	
31	You and three of the other characters play in a band together. Who is in the band and what are you called? +1 PER for all band members
32	You borrowed your older brother's sweet van before you headed out tonight. You and the rest of the crew now all gain a +10 on any attempt to run away from an encounter (while in the van) and you have a slick ride.
33	You spent all month building a realistic looking robot costume out of high quality materials. Gain robot costume as an item which gives a +2 to your AC, -2 to your AGI while you are wearing it.
34	You and one other character spend the summers working with animals on a local farm, +2 to any attempt to calm down an animal.
35	Unbeknownst to your friends you took LSD on your way out tonight. You have just begun to feel the effects as the game begins. How are you feeling? (Judge: Have fun with this one)
36	You once saw your own death in a dream. Once per game you can force the judge to reroll a hit that would otherwise have killed you. If the second roll still results in your death, you have instead been reduced to 1 hit point. "No, it wasn't like this...I didn't die this way..."
37	You and Julie had a bit of a thing going. You know a secret way of getting into Julie's house. You know the large trellis on the side of the house can easily be climbed to get into her bedroom window. (+5 attempts to climb trellis outside Julie's window)
38	You know a secret about one of the other characters, what is it? (write it down and share it with them)
39	One of the other characters knows a secret about you, what is it? (write it down and share it with them)
40	You are the likable hero that kind of just gets along with everybody. +1 PER and +1 Luck and roll again on this chart.

