

THE LEGEND OF THE SILVER SKULL

A LEVEL 1 ADVENTURE

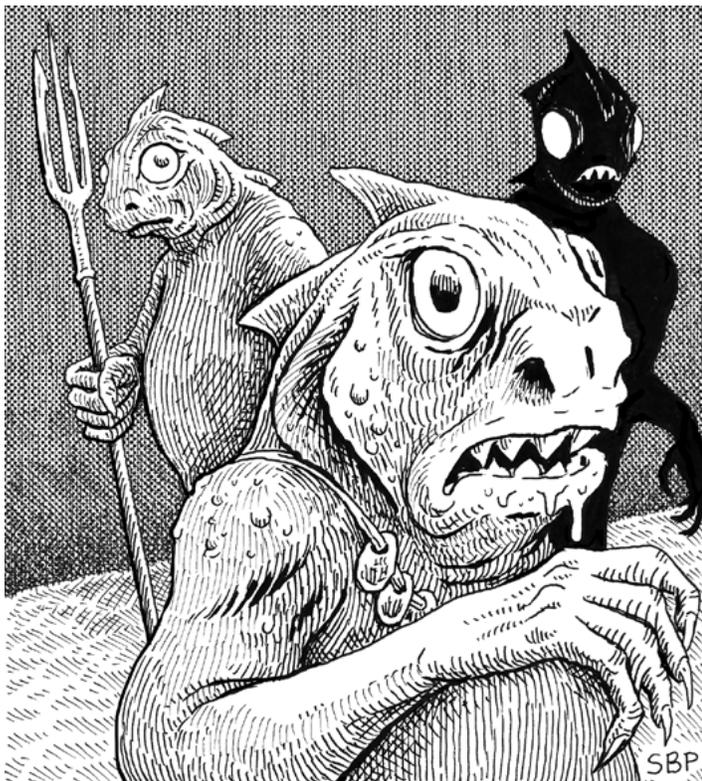
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INTRODUCTION

This adventure begins with the PCs venturing to an unknown island in search of a priceless diamond-eyed skull. What they do not know is that they have been lured there by the immortal entity known as the Oracle – a once-human presence trapped within the selfsame skull untold years ago by a long-forgotten god. For centuries, the Oracle has used its powers to secretly manipulate humanity with an army of skull-faced shape-changers, and now is ready to transfer its mind and soul into that of one of the PCs – and thus begin its relentless march to become the overlord of all civilization!

Battle prowess, wits, luck, and arcane secrets will all come into play, so a diverse party of five or more 1st level characters is best for this adventure. One human PC, whether picked randomly or selected by the judge, is the Oracle's last living descendant. As they approach the island, the chosen PC is haunted by the memories of their unfortunate ancestor. Like that ancestor, the chosen PC also wears a snake-motif bracelet gifted to each adult of his or her family as a token of good luck.

ADVENTURE BACKGROUND

Untold years ago, a sailor was shipwrecked on a nameless rocky island with no food or water. Finding an altar covered with sinister glyphs, he prayed to its unknown god, promising anything in return for his life. The dark god Yeyin accepted this bargain and struck the suppliant dead on the spot, taking his head, endowing it with bodiless immortality, and raising a temple in its image.

Over time, Yeyin taught his Oracle how to create shape-changing servants to infiltrate humanity and subtly influence their cities and kingdoms. Now the Oracle sits at the center of a web of deceit, secretly manipulating countless mortal intrigues, lacking only a body with which to walk the lands of mortals. To regain it, the Oracle must possess one of its own mortal bloodline... and that unlucky last descendant is one of the PCs.

THE VISIONS



The PC chosen to be the Oracle's descendant will have three visions in the course of the adventure (assuming they survive!). When the chosen PC arrives at each area that triggers a vision, read or provide the vision as noted. The PC's vision, while intense, is a momentary flash of recollection, causing no harm or delay in action.

Area	Type	Encounter
B-1	T	Jaw trap
B-2	C/T	Skull-faces (9)
C-1	C	Elite fish-men (4)
C-2	P/T	Skull-face creation room & mirror trap
C-3	C	Fish-spawn (10)
C-4	T	Door trap
C-5	C	Crabssassin
C-6	C	The Oracle, sand-clams (3)
C-7	T	Fish-man transformation gas

PLAYER START

Blind Jack the pirate said that a silver skull with diamond eyes was hidden somewhere on a secret island, unknown to any navigator. He drew up a crude map before he died, and you have all scraped together enough gold to hire the Spice Queen, a small merchant vessel.

After three weeks of searching the so-called Endless Ocean, the crew of the Spice Queen has sighted a desolate rocky island. At the apex of the hill in the center of the island sits a dreadful building: a human skull at least three stories tall. A well-maintained stone dock awaits you, but the rest of the rocky shore looks utterly bare. All else is silent save the lapping of waves and the calls of sea birds.

Area A-1 – The Island: The island is empty and featureless save for the huge skull-shaped edifice in its center. The terrain of the rocky island is uneven; all combat and physical checks are at -1d while on the stony sloping hill (about a 20-degree ascent).

As they first set eyes on the island, read the following to the chosen PC:

Vision #1: *As you stand on the deck of the Spice Queen, your vision clouds and suddenly you feel yourself shifted into another time and place. You are shipwrecked on a rocky salt-wracked beach just like the one before you. You crawl off the jagged rocks and blink up the hill at a bare altar framed against the gray clouds. Ragged, parched and dying, you start to scurry up the rocks of this desolate isle toward the ancient glyph-graven structure. You clutch at your bracelet, a series of snakes woven of copper and silver, the traditional token of your family: it's supposed to bring you good fortune...*

Note: Mention to the chosen PC that, outside this vision, they indeed are wearing a similar bracelet, a tradition in their family.

Captain Hayle Rantro of the *Spice Queen* is willing to wait for 24 hours while the PCs explore the strange structure. His crew of seven surly sailors want nothing to do with giant skulls, so, after

PREGENERATED CHARACTERS FOR THIS ADVENTURE

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SKULL ISLAND

1 square
= 5 feet

