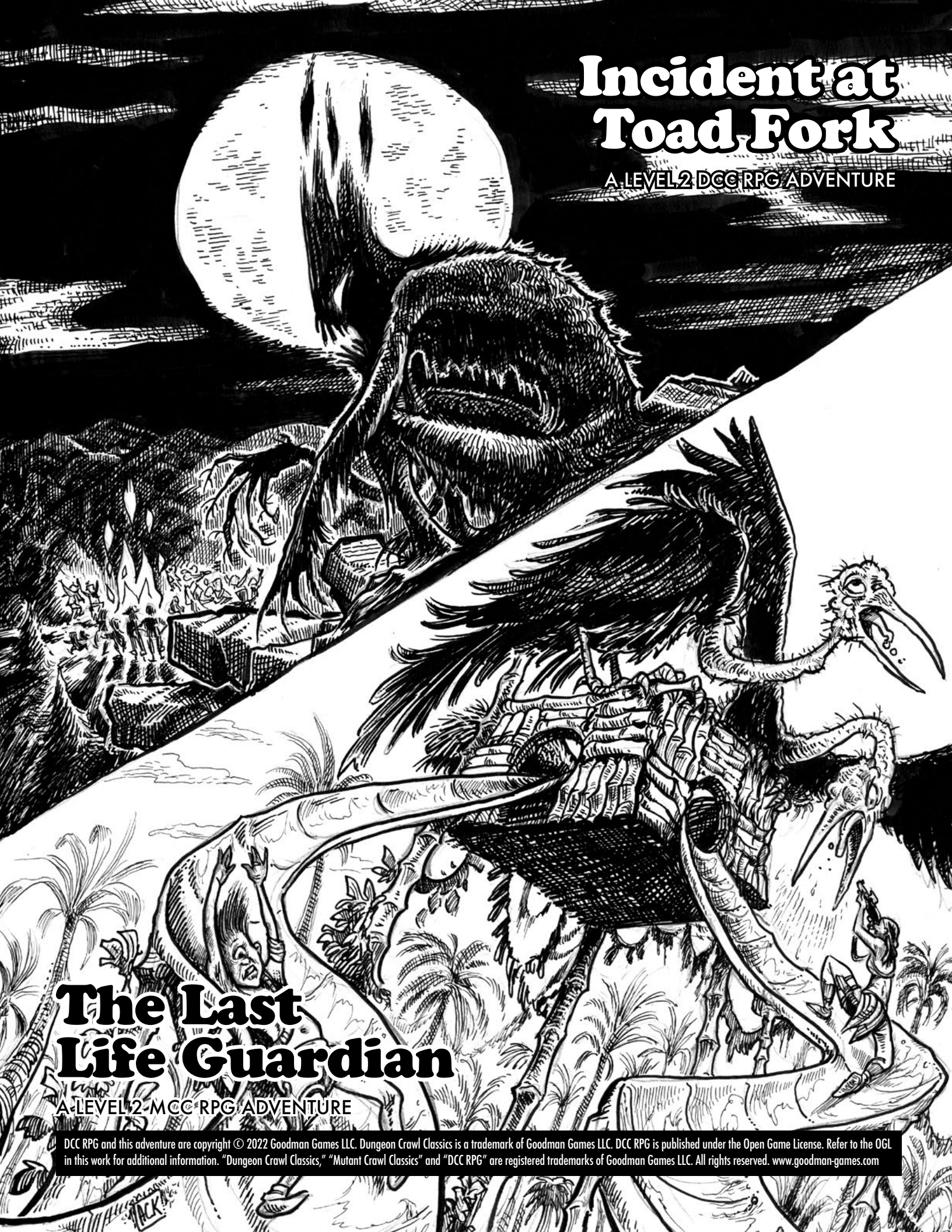




DCC DAY 2022 ADVENTURE PACK

TWO LEVEL 2 ADVENTURES
BY BRENDAN LASALLE &
MARZIO MUSCEDERE





Incident at Toad Fork

A LEVEL 2 DCC RPG ADVENTURE

The Last Life Guardian

A LEVEL 2 MCC RPG ADVENTURE

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INTRODUCTION

Welcome once again to the exciting world of Dungeon Crawl Classics! This year marks our third celebrating the DCC RPG line and its associated siblings such as Mutant Crawl Classics. DCC Day is the date we here at Goodman Games set aside to thank you, the fans (and fanatics) who have supported us for a decade, proving yourselves to be one of the best gaming communities out there today. And what better way to say “thank you” than to give you two great adventures absolutely free! Join your fellow DCC fans by running these adventures for your friends, family, and even complete strangers, showing them why there’s no other game like Dungeon Crawl Classics currently out there.

This year’s DCC Day Adventure Pack includes two brand new adventures: one set in the popular Shudder Mountains and the other in the radiation-torn world of Terra A.D., home of MCC RPG.

For **DCC RPG**, you’ll find *Incident at Toad Fork*, a level 2 adventure by Brendan LaSalle. This scenario features curious happenings at the annual Toad Fork Harvest Moon Dance. Something strange is in the air and it’s up to the adventurers to discover what’s behind a sudden rash of vanishings. Is it the legendary Yalkum Scratcher or is there something even more sinister to blame?

For **Mutant Crawl Classics**, we have *The Last Life Guardian*, another level 2 adventure, this time by Marzio Muscedere. When a dying man stumbles into your village, the Elders decree that your band of Seekers must locate where he came from: an Ancient One ruin believed to be home to the Life Guardian, a wizard capable of restoring the dead to life. Can you locate this mysterious magician and rescue them from imprisonment?

Thanks for your continued support of Goodman Games, Dungeon Crawl Classics, and DCC Day. Now go get some friends together, grab some funky dice, and have a great time gaming!

INCIDENT AT TOAD FORK

A LEVEL 2 DCC RPG ADVENTURE

By Brendan LaSalle

THE TALE

"Children who don't mind their parents, who refuse to thank the Sovereign before a meal or after a close call, back-talkers and fib-tellers and them what won't eat their greens . . . for them, there's a monster out there in the night. Larger than a horse, some say, and can smell misbehaviorin' from the other side of a mountain. If'n a wicked child goes missing on a full moon night, 'tis the Yalkum Scratcher what took 'em, and make no mistake. Some say 'twas the first horror in the mountains, born from black fire to eat up the first Shudborn child ever to cuss their ma and pa. Be that true or not, the wise know that when the moon is high in the sky and the first crisp of winter is in the air, young'uns best mind their manners, set to their chores, and say their prayers . . . or else . . ."

BACKGROUND



The Yalkum Scratcher is real and hunting under the harvest moon. The beast is a unique monster that has bedeviled the Shudfolk since the Hsaal cataclysm shortened the mountains. As patient a hunter as ever there was, the Yalkum Scratcher will terrorize a child for weeks, sometimes months, before finally pouncing and making the kill.

The Yalkum Scratcher woke up from an extended period of hibernation with a powerful hunger just a few days before the Toad Fork Harvest Moon Dance. Shudfolk parents have warned their children against the creature for generations, saying that that it comes at night to eat misbehaved children. The truth is more complicated—the Scratcher is drawn to the guilt that good children feel for doing wrong by their folks and family, which is much the same as the guilt felt by those early Shudfolk for trying to escape the geas. The evil thing can smell that sort of guilt, and you can bet it comes running when it does.

The Harvest Moon Dance is an important annual event. Given the isolation of the mountains, the dance represents one of those rare times that communities come together as a group to socialize and enjoy one another's company. Folks come from Hark, Ugly Bottom, Dead Wolf, and even farther away to attend. Many's the happy couple that mark a Harvest Moon past as a milestone in their courtship; their first meeting, first dance, first kiss, and even that first wonderful promise. The Toad Fork Harvest Moon Dance, and similar doings held in hollows all over the mountains, is as important to the lives of the Shudfolk as any other event you could name.

They say one soul's joy is another's sorrow. Young Zaley Gable, a child of 12 summers from Hark, is absolutely heart-sick over this year's dance. Zaley is usually a good girl who

minds her manners and says her prayers. She is also one of those unfortunate children who hates being young and longs for adulthood. Zaley is the youngest of Kettle and Holly Gable's three daughters, and this year her two older sisters are attending the dance. Weeks of jealousy driven by her sisters' happy chatter about their new dresses and the prospect of dancing with boys has her in knots. She begged her ma and pa to let her go, but when told she was too young, Zaley cussed her sisters and folks. Sent to bed without supper, a sobbing Zaley wished to be grown so she could leave and never have to see her sisters again.

Enter Modoca, one of the three devils competing for the souls of those who dwell in the Shudder Mountains. Also known as Ol' Blackcloak, the fiend keeps an eager ear out for opportunities to gather more souls in the mountains. He heard Zaley's cries and sent his agent, a corrupted Shudfolk conjure-man calling himself Mister Sharpe, to go and see what mischief there was to be made.

Mister Sharpe hid himself by the Gable's well, and when the pouting Zaley arrived to draw water, he charmingly introduced himself and struck up a conversation. Sharpe first ingratiated himself with the young girl and then used his rhetorical skills to get her to talk about her anger at being left out of the dance.

Mister Sharpe then claimed he was a mystic who could grant Zaley whatever wish would make her happy. The girl balked, but when the conjure-man showed her some simple miracles, she was convinced.

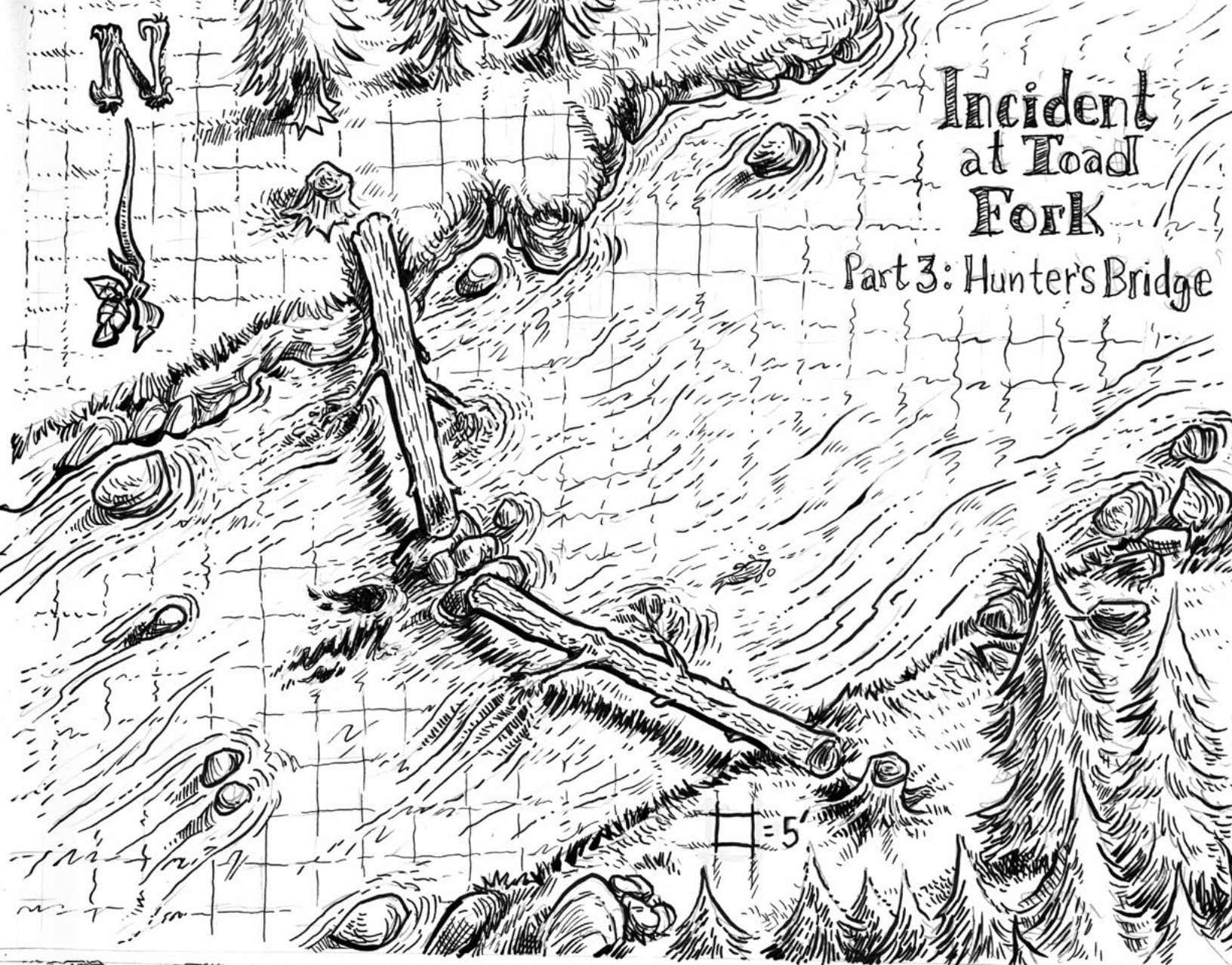
Zaley said that her wish would be to grow up overnight so she could leave her parents' house and set her own rules. Sharpe, sensing an angle that could get him even more souls, told her that he couldn't make that happen, but he could do the next best thing: he could make every unspoke-for boy at the dance fall in love with her to teach her sisters a lesson. The boys would come a-runnin', and Zaley could have her choice while her sisters wouldn't get to dance with anyone. And wouldn't that be a trick on the giggling pair of them!

Zaley said yes, she wanted that.

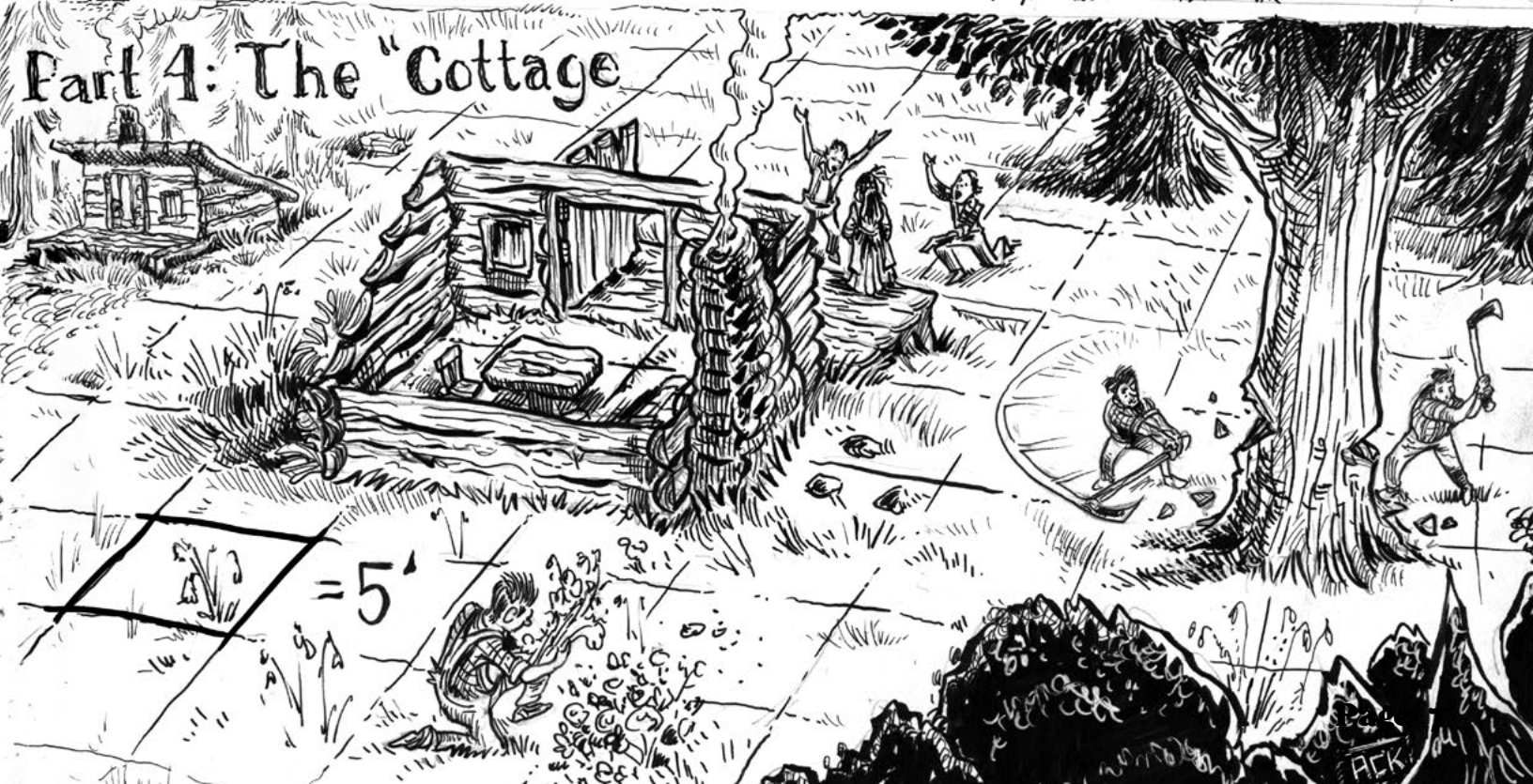
Mister Sharpe gleefully invoked Ol' Blackcloak and hammered out a deal. Zaley is too young for her signature to mean anything in Modoca's book, so instead he means to use her wish as bait. He glammered an abandoned shack in the woods down near the White Hell, making it appear to be a cheerful little cottage, and stashed the confused girl away there. He also threw an illusion over Zaley herself, making her appear of courtin' age and possessed of unearthly beauty.

Incident at Toad Fork

Part 3: Hunter's Bridge



Part 4: The "Cottage"



THE LAST LIFE GUARDIAN

A LEVEL 2 MCC ADVENTURE

By Marzio Muscedere

INTRODUCTION

The *Last Life Guardian* is a Mutant Crawl Classics RPG adventure that sees the PCs exploring a time-lost ruin of the Ancient Ones in search of a fabled wizard known as the Last Life Guardian. Reported to be a pure strain human of unimaginable power, this wizard has the power to heal and even bring the dead back to life. In keeping with the intended Appendix "M" flavor of this adventure, judges are encouraged to describe the cyclopean ruin and forgotten structures of the Ancient Ones in the most simple and abstract terms possible, thereby enhancing the sense of mystery and suspense as the PCs explore the unknown horrors and forgotten technology of this time-ravaged place. At no point should the actual nature of the structure be revealed to the players outright, but rather only through the characters' exploration of this nightmare-haunted structure will the players come to the realization that their PCs are actually exploring the ruins of a waterpark, and the Last Life Guardian is nothing more than a functioning lifeguard droid trapped within since the Great Disaster.

The Last Life Guardian is intended for a party of four to six 2nd-level characters and is inspired by the literary works of Andre Norton, along with cult classic films such as *The Food of the Gods* and *Mysterious Island*. This adventure focuses on the classic struggle of man against nature and proves that even the most innocuous of locations and creatures have taken on a whole new level of danger in a post-apocalyptic hell.

BACKGROUND

None can say why the Great Disaster happened, nor what propelled the Ancient Ones to leave their planet nearly extinct. No one knows what truly happened, not even the *Rememberers* – only that it did.

It is said the lucky ones were the first to go, vanishing into oblivion like shadows and dust. Many who remained mutated into monstrous things filled with rage, madness, and hunger. Those who did not banded into colonies, determined to seek out the time-lost science of the Ancient Ones – artifacts and structures crafted by the very hands who had ushered in the destruction of the world.

But searching even the most seemingly innocuous fallen structure of the Ancient Ones can prove to be a deadly endeavor. Case in point, the ravaged ruin of a pre-Terra A.D. vacation spot – a waterpark. Once heralded as a premier pleasure destination of the Ancient Ones, this waterpark not only featured the standard waterslides, wave pool, and fitness facilities of its time but also a large marine aquarium teaming with hundreds of species of sea life. But that was

REMEMBERERS

Rememberers are a mystic order of seers who dream of the past, not the future. They do not foresee but rather backsee, gaining small pieces and fragmented images from before the Great Disaster through dreams and visions that must be interpreted and pieced together like a strange puzzle. Night after night, they dream of the past, listening to the echoes of bygone ages through a tangle of sight and sound, while their days are spent contemplating both the marvels and horrors of long ago.

Rememberers are known to tell strange tales and seemingly unbelievable statements of the before times when men could fly like birds and travel in boats under the surface of the water. It is up to the characters to determine if every remnant of this old knowledge is indeed fact or fiction. The *Rememberers* have gleaned the following information about the Life Guardians from their dreams:

- The sacred order of Life Guardians built holy temples dedicated to water – the source of life.
- The Life Guardians date back to before the Great Disaster, and their mark is a magical crimson sigil in the shape of an "X".
- All Life Guardians are sworn to heal and protect mankind from the perils of the world.
- Life Guardians are pure strain humans, some of whom have gained the power of immortality.
- Life Guardians are powerful wizards with the magical power to heal and even bring the dead back to life.

before the Great Disaster struck and changed the course of humanity forever.

Now this time-ravaged waterpark is home to a myriad of mutant creatures that have learned to walk, reason, and – most terrifying of all – hunt. The entire facility is ruled by a giant mutant octopus-crab, a colossal monstrosity that dwells in the fetid wave pool; it has psionic powers and an insatiable appetite for living flesh. Yet despite the mutated horrors that now dwell within this benighted ruin, a single lifeguard droid still occupies the dilapidated first aid shed at the park's center. Trapped within its confines, the lifeguard droid is still programmed to heal and save the lives of anyone in peril within the ancient waterpark's boundaries.