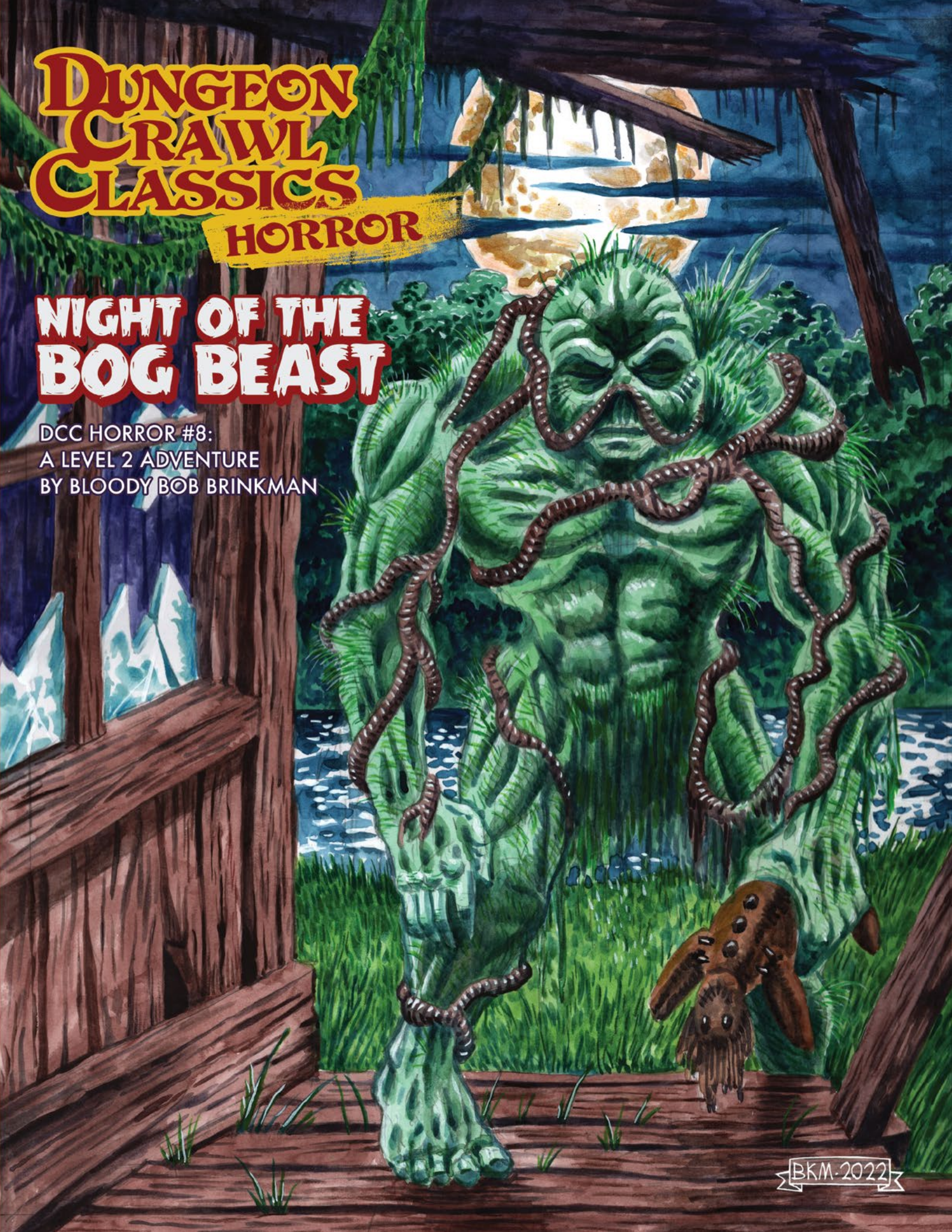


# DUNGEON CRAWL CLASSICS

HORROR

## NIGHT OF THE BOG BEAST

DCC HORROR #8:  
A LEVEL 2 ADVENTURE  
BY BLOODY BOB BRINKMAN







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# NIGHT OF THE BOG BEAST

## INTRODUCTION



*N*ight of the Bog Beast is a DCC Horror adventure for four to six 2<sup>nd</sup> level characters. The PCs are traveling through the Twilight Marsh when they encounter a small village that seeks to aid the PCs, while also asking for their assistance. Something dark and dangerous lurks amidst the winding channels of the marsh, something that has taken adults and children alike. Can the PCs find it and put an end to it, or will they fall prey to the Bog Beast?

Because of the investigatory nature of the adventure, it is recommended that the judge read through the adventure and familiarize themselves with the families and other important characters, as some have their own motivations which impacts how the PCs may experience this mystery. It is important that the players be allowed to carry out their investigation as they see fit, as there is no single right “path” to resolving the events surrounding the village of Goz-Blight.

## ADVENTURE BACKGROUND



*N*t has been a troubled time in the Twilight Marsh. Last year, young Idris Waterlight went missing. Last seen along the bayou, the entire village turned out to search for her. They feared what they would find as Twilight Marsh is filled with dangers; devilmators, death trees, witches, and all manner of things that could end a little girl’s life in a heartbeat. When the villagers found Idris a little over a week later, they rejoiced...

An always precocious child, whose strangeness unnerved the other children, Idris had wandered off into the swamp in search of the “Witch of the Waterways”, hoping to learn from her. Instead, the aspiring witch encountered the undead remains of Gorez Goz, aka “The Bog Beast”. Gorez Goz was a resident of the village centuries ago and remains trapped in the swamp, still longing for his young bride. Idris studied the creature, devising a method of replicating it through use of pieces torn from its body. But before she could do much else, the villagers were growing near and so she allowed herself to be “rescued”.

Since that time, Idris perfected her method. Digging up remains from the cemetery along the bayou’s edge, she worked to replicate the bog beast. While she hasn’t perfected it yet, she managed to create a similar creature over which she had some control. This was her first “friend”. Unfortunately, her first friend had the means and drive to create more of its kind and now there are many more of the creatures loose in the swamp.

Through all of this, Gorez Goz has remained in his trap, driven into ever greater fury by Idris’ experiments as well as the repeated proximity of a young Waterlight maiden. The creature is mad with jealousy and rage and is on the verge of breaking free. Should he be freed, he will go on a reign of terror, seeking vengeance for his thwarted love so long ago, and his far too recent torture.

## THE FAMILIES

- **Broussard:** These near sustenance-level farmers trade what little surplus they have with the Marshaws to earn a little coin. They are hard-working, and generally friendly folks. The disappearance of the family matriarch, Edna, has them all frightened and concerned.

Father: Ebb, Wife: *Edna* (missing), Daughters: Arra (11), Wirra (6), Sons: Chor (12), Palna (10), Kude (8), Brother: *Averill* (missing)

- **Goz:** Rarely seen in the village, the Goz family are red-headed trappers who spend much of their time deep in the swamp, checking their snares. The village takes its name from the curse which is reputed to have befallen one of their clan members, Gorez Goz, several generations ago. The Goz family are generally unpleasant, bordering on hostile, to outsiders — merely wishing to be left along. While they are not popular with the villagers, they are still welcome to trade pelts and purchase supplies at the Marshaw outpost.

Father: *Luthor* (missing), Brothers: Gorrel, Gohnna, Gregor (missing), Sister: Gert

- **Marshaw:** “Recently arrived newcomers”, the Marshaws moved into the village roughly 50 years ago. As the owners of the new outpost, the Marshaws are treated as a necessary evil. They are outsiders, but the goods that they bring in are vital to the welfare of the locals. The family certainly seems to think that they are better than everyone though and aren’t overly subtle about showing it (wrinkling their nose at the stench of the swamp-folk, commenting on how dirty they are, etc.).

Father: Mathron; Mother: Bandis; Daughter: Beryline (8); Son: Matthom (7); Brother: Mydron; Sister: Myrnette

- **Thibodeaux:** The friendliest of Goz-Blight’s inhabitants, the Thibodeaux family also form what passes for leadership in the village. Being the oldest inhabitant, Tyr Thibodeaux serves as the village’s unofficial headman, organizing small “festivals”, social functions, and (when needed) search parties. The Thibodeaux eek out a living as fisherfolk, supplementing that by gigging frogs.

Grandfather: Tyr; Father: Titus; Mother: Pernichia; Daughters: *Odditia* “Odds” (15, missing) & *Endora* “Ends” (14, missing); Sons: Tiderron “Tide” (12) & Temmeculah “Time” (12)

- **Waterlight:** A tough group of tight-lipped people, the Waterlights use their skiffs to go out into the bayou hunting devilmators. Fairly well to do by local standards, they have both meat and hides to trade with the Marshaws. The Waterlights are also wrapped up in the local legend surrounding Goz-Blight.

Father: Marquin; Mother: Leah; Daughter: Idris (9); Son: *Wilton* (5, missing)



## DRAMATIS PERSONAE

- **Idris Waterlight:** A young, self-taught witch, and the creator of the swamp shamblers. Dealing with her is like dealing with an adult, there is a certain sense of smugness there, along with loneliness and pain.
- **Marquin Waterlight:** Deep down, Idris' father knows that something is wrong with Idris and the way she has been behaving. He suspects that she is involved in the disappearances but has no idea how that can be. Having lost his young son, he is even more protective of Idris and, despite his pain, will do nothing that may endanger his remaining child.
- **Tyr Thibodeaux:** The village headman is warm and welcoming, and understands that help from outside may be all that saves the community. He has no suspicions about any of the villagers or their families, waving away any questions about the Goz family as just local prejudice.
- **Mathron Marshaw:** Mathron knows much more than what he is says. Mathron is a wizard who brought his family out to the area in hopes of discovering the origin of the Bog Beast. The stories of numerous types of magic co-mingling and merging has powerful implications and he certainly would like to learn the truth of the matter.
- **Gorez Goz – The Bog Beast**
- **Ol' Zebulon, Priest of Glaucus:** Seeming ancient beyond measure, Zebulon's faith for the moment is that of Glaucus, an ancient and mostly forgotten god of lakes, rivers, and fisherfolk. This certainly is not the first god he has carried the faith of, nor will it be the last. It was he who convinced the villagers to end the usage of the Witch Well, although he did so out of goodness, not merely concern for his sister Zannie.
- **Zannie, the "Witch of the Waterways":** Like her brother Zebulon, Zannie is much more than what she appears to be. Living through time in a strange, looping lifespan that knows both what has come and hints at what is yet to be, she and her snake "Father" live deep within the swamp. She is aware of the location of Gorez Goz, as she bound him there.
- **Sargoth, Leader of the Lizardfolk:** It is not merely humans who have been vanishing, but lizardfolk as well. Sargoth is concerned and places the blame firmly upon the humans of Goz-Blight. He is distrustful, although not overtly hostile, towards all humans and is more inclined to listen to the words of an elf or other non-human.

## NIGHT EVENTS



While this adventure is a hex-crawl and certainly has plenty for the PCs to explore, events also continue to unfold independent of the party's actions. Things begin to escalate fairly rapidly, and if too much time passes it will require some quick thinking and a great deal of Luck to stop the swamp shamblers.

**Night 0:** Swamp shamblers attack Luthor Goz, carrying him off to become one of them.

**Night 1:** PCs arrive at Goz-Blight. Three Swamp shamblers attack the village in the dead of night, targeting Myrnette Marshaw. When slain the bodily remains are those of a person with gray hair flecked with red (Luthor Goz), a gray-haired person with a leg that was badly broken in two places and didn't heal correctly (Rita Thibodeaux, deceased wife of Tyr), and that of an unidentifiable skeleton.

**Swamp Shamblers (3):** Init +0; Atk claw +3 melee (1d3+mudpack) or serpent bite +3 melee (1d4); AC 9; HD 3d6; hp 10 each; MV 30' or swim 30'; Act 1d20; SP un-dead traits, death throes, mudpack, silence 20' radius (constant); SV Fort +4, Ref -2, Will +2; AL C; Crit U/d8.

*Death throes:* Upon death, the swamp shambler's exterior sloughs off of its body, dropping to the ground as it erupts into rapidly spreading tendrils of ivy, instantly covering 2d30 sq ft. Creatures caught in the burst of plant growth are entangled and slowly strangle as the vines begin to tighten, suffering 1 point per round until cut free (DC 14 Reflex save evades).

*Mudpack:* Upon successfully striking a foe, the swamp shambler leaves a portion of foul-smelling swamp muck across their victim's face. The mud is animate, attempting to force its way in through the victim's mouth and nose. Pulling it loose takes an action and requires a successful DC 10 Strength check. Failure means that the mud begins to flow into the victim's sinuses and throat, inflicting 1d3 temporary Stamina loss per round until removed. The mud is especially resistant to being pulled out, digging into the soft flesh found within. When removed, the mud inflicts damage equal to the Stamina loss already inflicted. More than a round or two is generally fatal. Lost Stamina returns at a rate of 1 point per turn.

Swamp shamblers are masses of vegetation, mud, and writhing snakes that are wrapped around the remains of a once living person. They have complete control of the ivies and mosses making up their bodies and may extrude single strands of ivy under doors so as to open latches or silently raise bars which impede their progress.

**Night 2:** 4 swamp shamblers attack, targeting the lizardfolk village. Unless the lizardfolk have been previously warned, two of their young are spirited away unnoticed until the morning.

**Night 3:** 5 swamp shamblers attack the village in the dead of night, targeting Tiderron and Temmeculah Thibodeaux.

**Night 4:** 10 swamp shamblers attack the village, seeking to kill and drag away all the occupants of Goz-Blight.

**Night 5:** 20 swamp shamblers attack the lizardfolk village, seeking to kill and drag away the entire tribe.

## PLAYER START

**H**aving come downriver, the PCs have been traveling through bayou of the Twilight Marsh on a simple wooden raft, punting their way amidst the waterways. How they may have arrived here is left to the judge's discretion, although it is recommended that the PCs be relatively unfamiliar with the area as well as its flora, fauna, and legends.

As the story opens, the PCs are being frantically signaled to by the residents of Goz-Blight. The villagers fear for the safety of both themselves and the strangers—and realize that the PCs have no understanding of the dangers they may face. Traveling through these parts of the Twilight Marsh at night can be brutally fatal. The PCs find themselves swept into the unfolding events, arriving three days after the disappearance of Averill Brousard.

*You've traveled down the waterways of the bayou for over a week now. Supplies have been running low (except for frogs – there are always plenty of frogs) and daylight is fast fading. You are relieved to see signs of habitation on the swampy shores – it doesn't appear to be much, a small fishing village (at least, you hope it's a fishing village). Several rotting wooden docks jut out into the water and number of small skiffs tied to the timbers. The village itself is made up of ramshackle homes, no more than wooden boxes with crude doors. Still, beggars can't be choosers. There certainly seems to be quite a bit of activity...people are running down to the water's edge and are waving their arms at you, frantically signaling. So much for a quiet resupply.*

# THE VILLAGE OF GOZ-BLIGHT



oz-Blight is a small village of roughly 30 inhabitants, primarily made up of four families (the Waterlights, Thibodeaux, Marshaws, and Brousards) along with Ol' Zebulon, the local priest of Glaucus. Further afield in the community is the Goz clan, a family of trappers. The people here are poor but, while definitely "back woods", are intelligent and wise to the ways of the waterways around them.

In each disappearance, the family heard nothing, and slept peacefully through the night. Upon waking there were some slight signs of a struggle, and pieces of ivy and moss found on the floor, but no sign of where their family member vanished to. Judges are encouraged to embellish the stories with

each retelling, as locals continue to increase the seriousness of their experience.

## A WARNING, AND A PLEA FOR HELP

*You punt your way to the ramshackle dock and tie off. The locals are a motley bunch, marked by a lifetime of hard work in an unforgiving environment. The formerly boisterous crowd quiets, their eyes now focused on the waterway behind you, as if expecting something. A single person steps forward. Older than the rest, he carries himself with an air of humility. He takes off a worn flat-cap and works it in his hands as he looks downwards.*