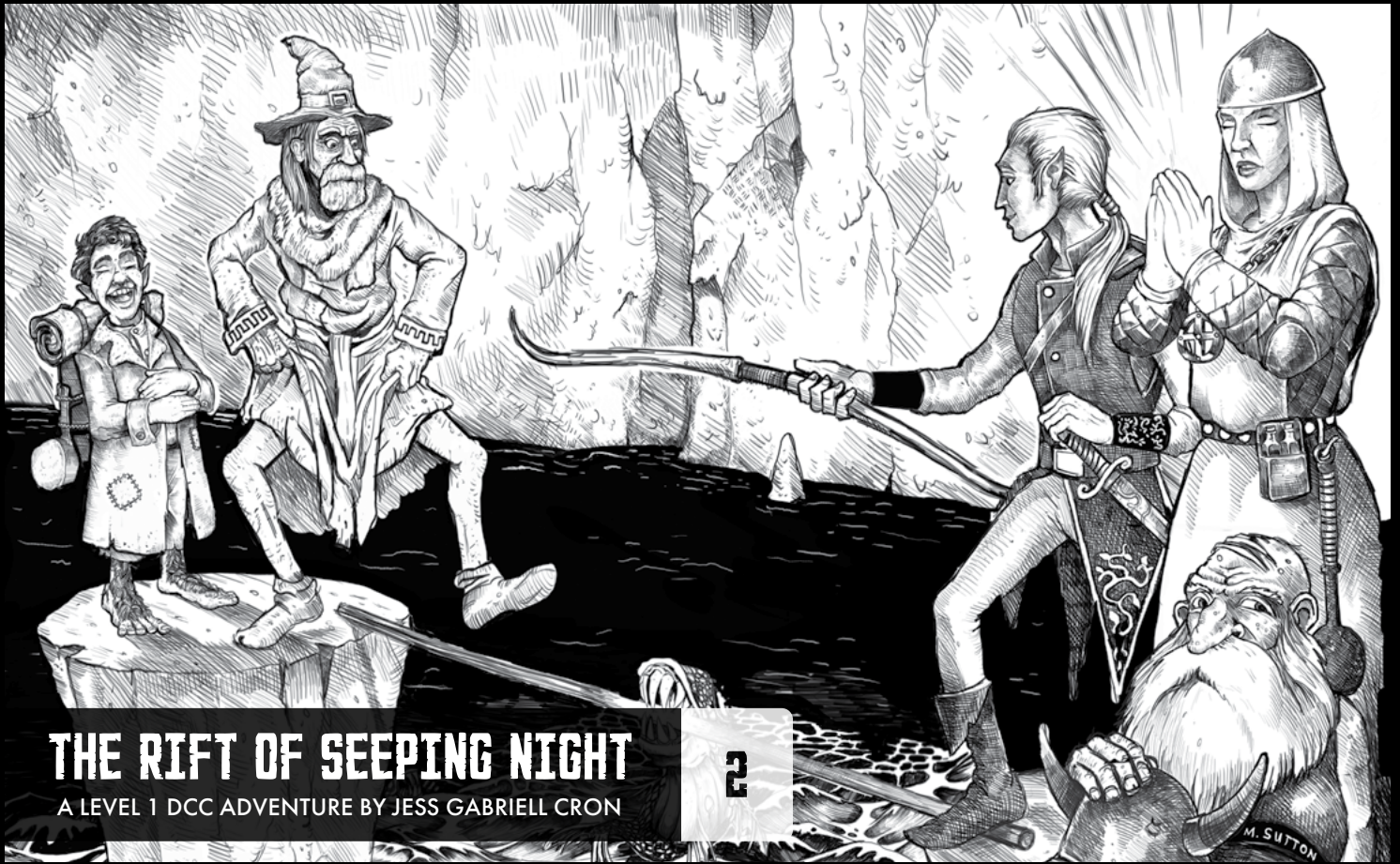


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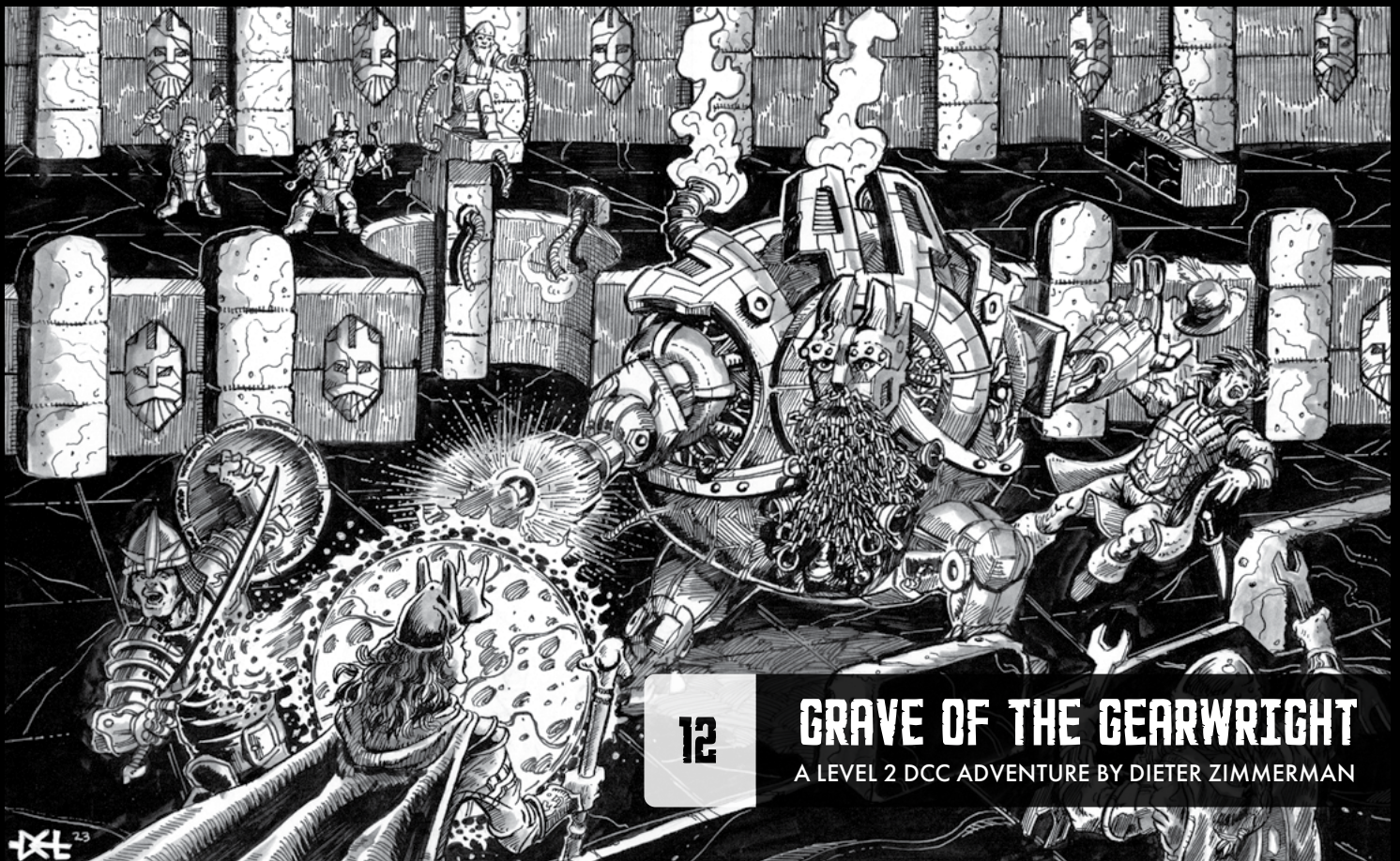
ADVENTURE PACK DCC DAY 2023

TWO BRAND NEW ADVENTURES INSIDE!





DCC DAY: ADVENTURE PACK 2023



THE RIFT OF SEEPING NIGHT

Winner of the 2022 Mystery Map Contest

A Level 1 Adventure by Jess Gabriell Cron • Edited by Rev. Dak J Ultimak

INTRODUCTION



he Rift of Seeping Night is an adventure designed for 5 to 7 1st-level characters that takes the party to the isolated city of Sphyre. For ages this mountain city has basked peacefully upon its sun-drenched rock ledge high among the Torrieth Mountains, however, lately the townsfolk have been worrying about the waning of daylight over the past years and the arrival of the fell creatures seen swarming the increasingly darkened night skies.

ADVENTURE BACKGROUND



n unseasonal darkness has been spreading across the Torrieth Mountains. The locals have attributed this disturbing phenomenon to the mysterious outpost that lies within the mountain's peak, due north of the city. Townsfolk speak of rumors that, within this outpost long ago, the great immortal wizard, Baltothume, had discovered a fissure deep within the mountain that leads into what some historians have conjectured to be the plane of perpetual Night. Although not much is known of Baltothume's true intentions, it has always been believed that it was the wizard's task to protect Sphyre from this dark rift. In fact, unbeknownst to all, it was Baltothume himself that had accidentally opened the rift by attempting to delve too deeply into the rock in search of a rare primordial fluid; a necessary ingredient to his experiments and conjurings.

The characters are tasked to uncover the mystery of the unnatural darkness surrounding Baltothume's outpost. The first area features the man-made solar-powered outpost of the wizard Baltothume, which consists mostly of puzzles and encounters of his design, while the second area is a crude system of natural caverns and chasms festering with creatures corrupted by the darkness of Night.

PLAYER START



fter responding to a dire summons from Solgrynn, elder druid of the peaceful city of Sphyre, you now find yourselves high among the Torrieth Mountains upon the mesa of a large sunny outcropping of rock where the city of Sphyre sits on the threshold of Baltothume's Peak. A tawny crowd of monks and townsfolk watch your approach with hushed anticipation as you make your way up the large staircase toward the temple. You see a banner bearing the Sphyrean Crest, an orange circle surrounded by nine outwardly pointing triangles, flying from the highest spherical turret as you approach Solgrynn, who sits upon a cushion in the temple gardens smiling at you warmly.

"Welcome to Sphyre, that which is closest to the Sun. I will waste no time getting to the matter at hand. For hundreds of years, our great immortal wizard Baltothume, has dwelt in the peak north of

JUDGES NOTE ON SUNDIALS, STATUES & SOLAR ORBS

The sundials in areas 2-3, 2-4, and 2-5 are nearly identical save for each of them having a unique inscription along its edge. There is also a single extinguished solar orb in each of these areas. By illuminating the solar orbs, either by placing one lit orb next to another or by placing an extinguished orb in a beam of light from the ceiling in area 1-7 or 2-4, the orbs come to life. They begin to emit a glow 30' in diameter, lasting 2 hours before needing to be recharged. They will float about the area before coming to a stop in a specific location for each sundial. The shadow cast by each sundial's gnomon will point to the proper triangular rune of the Sphyrean Crest numbered 1-9 (Handout B-1). Additionally, each sundial's inscription corresponds to the runic inscriptions along the arms of each statue in area 1-2. The inscriptions are a clue in case the PCs can't interpret the runes on their arms, as they correlate with the pose of each statue: Statue 1 points at their "supplicants", statue 2 points at his "brother", and statue 3 points toward the gong in area 1-5, and the "light" in area 1-7.

our city. Our people have lived for centuries here in Sphyre, under his protection, going about our quiet lives in deep solar contemplation and peaceful worship. However, a few years ago, we have noticed disturbing changes in our studies. The nights have been beginning increasingly early and the days, increasingly late. Dark creatures have been seen swarming the night skies and our people have been disappearing. Our crops are beginning to fail due to a lack of adequate sunlight. We believe that some terrible fate has befallen Baltothume deep in his outpost. Unfortunately, there are none among us who are of the skill and fortitude required for this task. This quest falls upon you alone and if you do not succeed, we fear that this seeping darkness will one day cover the entirety of Aereith to the doom of all. You must find what has happened to Baltothume and if there is a way drive back the night. Please follow me."

Solgrynn leads your party through the temple and out of a rear entrance to stand before a long thin staircase ascending the mountain behind the city. Solgrynn speaks again, this time with a sense of finality in his voice, "If you can find an end to this impending doom, I shall bestow upon each of you a rare and valuable Sphyrean Sapphyre. In addition to this reward, you may also bask in the knowledge that all things that live in this land will owe you an enormous debt of gratitude."

With that, Solgrynn walks back to his meditation and leaves you to ascend.

AREA 1: THE SOLAR OUTPOST OF BALTOTHUME

Area 1-1—The Stone Foyer: *The entrance to the outpost appears as a large foyer carved back deep into the ochre-hued rock face. Three columns line either side of the vestibule, a depiction of the Sphyrean Crest carved into the two centermost columns faces in toward the middle of the room. A large compass rose is etched in the wall opposite the entrance.*

The compass rose shows north pointing up, east pointing right, south pointing down, and west pointing left. As PCs investigate, they will find that the carved pillars can be turned to face either the center of the room, or their corresponding wall. By manipulating the pillar on the right of the room so that the image of Sphyrean Crest faces toward the right wall and the pillar on the left so that the crest faces the left wall, a trapdoor leading to a descending staircase is revealed.

If the PCs get stumped, a thief may use their skills to identify the correct pillar positions with a DC 15 *Pick Lock* check.

Area 1-2—The Pointing Statues: *This chamber is populated by three 15-foot tall stone statues, each with a circular cavity bored through the chest. Carved around the circular cavity are the nine outwardly pointing triangles of the Sphyrean Crest. Each statue points a solitary finger in a different direction and along each statue's pointing arm is a unique, faintly etched, runic phrase. To the west, there lies a pathway leading down a long, dark corridor toward some faint, distant luminescence, and to the north is a locked wooden door.*

The northern door can be forced open or broken down with a DC 8 Strength check. The path to the west leads to area 1-5.

If a PC wishes to try to climb a statue and place anything in its chest they will have to make a DC 7 Reflex save or suffer 1d6 damage as a heavy disk forcibly ejects the adventurer. Only a properly oriented stone disk from area 1-3 will safely fit in the hole.

A PC may attempt a DC 10 *Read Languages* skill check or DC 15 Intelligence check to decipher the inscriptions on each of the statue's arms.

Statue 1 is pointing downward toward the middle of the room. Its inscription reads, "*The Light of Day shines upon its supplicants.*" Its corresponding sundial is in area 2-3.

Statue 2 is pointing to statue 1. Its inscription reads, "*The Light of Day shines upon my brother.*" Its corresponding sundial is in area 2-4.

Statue 3 is pointing west toward area 1-5. Its inscription reads, "*The Light of Day gives way through the dark of Night.*" Its corresponding sundial is in area 2-5.

(See JUDGES NOTE ON SUNDIALS, STATUES & SOLAR ORBS above.)

Area 1-3—The Stone Disks: *Three large stone disk are lying along the floor of this small corridor. Each disk is about three feet in diameter, nine inches thick and on the upward facing side of each, a radial line is carved from center to edge.*

Moderately observant characters should be able to deduce that these disks appear to be hewn from the same type of stone as the three statues in area 1-3 and are meant to be placed within the circular cavity of each. However, not enough may be known about the proper placement of each disk in relation to their radial lines and the triangular runes of the Sphyrean crest.

Area 1-4—The Opulent Gallery: *The interior of this strangely shaped room is absolutely glimmering with warm flickering lights glinting off the thousands of orange, red and gold crystals embedded into the ceiling, floor and walls of the gallery. Along the walls, these meticulously crafted crystalline mosaics depict scenes of great battles between the same two armies. You also see two more doors other than the one you just entered through, a large gold full-length mirror in a short alcove in the western wall, and at the end of a dark hallway branching off toward the east, lies another large mirror; its obsidian frame nearly invisible in the gloom, save for the wreath of faint pinpricks of light sparkling in the shadows.*

The mosaic recounts a series of great battles between the forces of Day and the forces of Night through the eons in which each side occasionally triumphs over the other, only to lose other battles at a later date.

Most of the crystals used in the mosaic are valueless, but some of the crystals are in fact gems and can be picked from the walls. The size of each gem varies with the total value of all gems being 100 gp.

The leftmost northern door leading to area 1-12 is barred by a 10 foot plank of wood which can easily be lifted. The rightmost path to area 1-10, is closed off by a locked iron door (opens with Baltothume's key or a DC 10 *Pick Lock* check). The southern door is unlocked and leads into area 1-3. The passage east of the southern door is seemingly a dead-end, a secret door can be discovered by passing through the obsidian mirror into area 1-11. The gold mirror has no special properties, but is worth 100 gp.

Area 1-5—The Golden Gong: *You enter into a dark corridor containing a large glowing brass gong hanging along the southern wall. Upon examination, you discover the faint lines of the Sphyrean Crest etched into it. Across from the gong, at the end of a long hallway, is a sealed brass door that seems to pulsate rhythmically with a glowing golden luster. The corridor also continues past the gong into a cavern to the west.*

The brass door is magically sealed and cannot be opened until the stone disks from area 1-3 are properly placed in the statues in area 1-2. The gong may be struck by characters if they wish, however nothing happens until the puzzle of the pointing statues has been solved. Once the stone disks are properly placed in the statues, the brass gong will glow and when struck, the seal upon the door leading to area 2-7 is broken. Only after the glowing gong is struck, read the following:

The golden gong rings out throughout the caverns in waves of echoes. When the sound finally dies down, you hear the magically sealed door behind you unlock.

GRAVE OF THE GEARWRIGHT

A Level 2 Adventure by Dieter Zimmerman • Edited by Rev. Dak J Ultimak

Playtesters: Harrison Hark Levans, Angela Hampton, Erina-Marie Ryder, Sierra White, Nate Purvis, and Boone.

INTRODUCTION



Grave of the Gearwright is a short *DCC RPG* adventure intended for 4-6 characters of level 2. It is heavily inspired by Goodman Games' *DragonMech* setting, but it's still a *DCC RPG* adventure so no knowledge of that setting is needed to enjoy the adventure.

Master Gearwright Alia Coppermantle is in peril, and the player characters are persuaded to investigate her fate. First, they must break into the gearwright's tower and face its defense systems. Once inside, they discover that the tower and workshop have been invaded by alien life forms from the moon. The mysterious lunar creatures have taken over the gearwright's latest project: a mechanical suit of powered armor made of lunar metal.

Parties might find a thief useful, as well as a character with a mechanically-inclined occupation. Neither are necessary for successful completion of the adventure, however. The majority of threats in the adventure are either mechanical or alien in nature, and thus are highly resistant to mind-affecting spells and abilities. A wizard or cleric with those types of spells will find them largely ineffective.

POSSIBLE ADVENTURE HOOKS

1. The characters are hired by a friend of Coppermantle's to find out why no one has heard from her in weeks, and to help her if she requires aid.
2. The characters are hired by a rival of Coppermantle's to find out why no one has heard from her in weeks, and to steal any of her secrets they can.
3. The characters are in search of specific engineering knowledge, and were told that Gearwright Coppermantle may have the information they want.
4. The tower is discovered by chance while traveling.

ADVENTURE BACKGROUND



Alia Coppermantle was a talented dwarf smith in her early years, but her imagination always exceeded her skill. That changed when she found Dotrak's Manual buried in an archive, a tome bound with copper wire, and with covers of a shimmering blue metal. The book detailed amazing devices, feats of engineering only made possible through the power of Dotrak. The Manual described Dotrak less as a singular intelligent being, and more as an impersonal force of nature. Coppermantle studied the book, practiced its teachings, and before long she could complete any project she could conceive of.

THE GEARWRIGHTS GUILD

According to those who have heard of them, the Gearwrights Guild is a tiny, loose collection of crackpot tinkers. But by their own description, they are an ancient order of engineers, technicians, and coglayers that exists to further research into the mechanical sciences. In this current age, that is dominated by magic and extraplanar powers, it is true that the Guild is small and virtually unheard of by most people. Dotrak's Manual claims that was not always the case, though. It speaks of an Age of Walkers several millennia ago where giant mechanical cities in humanoid form roamed the lands, keeping their citizens protected by battling any threat, no matter how large. Most elves and other long-lived creatures say the Age of Walkers is pure mythology, but there are a few antiquated discoveries that lend some credence to the book's story.

The modern Gearwrights Guild is a secretive and self-absorbed organization, with only maybe a dozen members scattered across the land. They guard their knowledge as jealously as any wizard protects their grimoire. The gearwrights tend to overestimate their influence, and their ultimate goal is nothing short of improbable: to bring about a Second Age of Walkers.

The book's covers turned out to be made from the moon. The moon-metal had inconsistent, changeable properties that fascinated Coppermantle and inspired all sorts of amazing ideas in her inventive mind. The covers weren't enough metal to craft anything useful with, but the inspiration stayed with Coppermantle as she aged and rebuilt the Gearwrights Guild, an ancient organization devoted to the power of Dotrak (see sidebar). When she constructed her workshop, she included a tower observatory where she could watch the moon and be alerted if any more lunar rocks made their way to the planet's surface.

Gearwright Coppermantle's persistence finally paid off. Two years ago, an enormous meteor originating from the moon fell to the planet, breaking apart as it did so and striking several locations. One of the impact sites was not far from Coppermantle's isolated tower, where she was working on a major project that would surely validate her rank of Master Gearwright: a 15' tall mechanically-powered walker like those of Gearwright lore. When the meteor struck, she was further inspired to build the contraption out of exotic lunar metal. She called the project the Selenic Walker.

THE LUNAR MENACE

The life that exists on the moon is truly alien. The thoughts, motivations, goals, and emotions of lunar creatures (if they even have such things) are not just difficult for terrestrial beings to understand, they are outright impossible to grasp. The actions of lunar creatures may even seem completely random at times. As a judge, you should describe what the creatures do, but never attempt to explain why they do it.

Lunar beings gain a +10 bonus on saves against mind-affecting or emotion-manipulating effects. If a character tries to read the thoughts of a lunar creature through an *ESP* spell or similar effect, the spell not only automatically fails, but the character must make a DC 15 Willpower save or be rendered catatonic for 1d10 rounds by the incomprehensible thoughts. Similarly, *comprehend languages* cast on a lunar creature or lunar writings has the same effect.

Physiologically, lunar life varies wildly according to its species, but all lunar creatures share some traits. Their flesh is interlaced with ribbed tubes, like abnormally large blood vessels, that undulate disturbingly. They have oily blood that is a creamy, pearlescent color.

Lunar creatures are not made of traditional terrestrial elements, but something subtly different that reacts to terrestrial elements in different ways. Lunar creatures take only half damage from fire-, water-, and air-based attacks, or no damage on a successful save. They take double damage from earth-based attacks and spells

Unbeknownst to her, the meteor was also the incubator of lunar creatures called pith and the symbiotic lunar microbes that grow with them. The microbes infected the gearwright's engineers, providing bodies for their hive mind, using their hosts' knowledge to finish building the walker their own way. Coppermantle resisted assimilation, but was wounded and trapped in her quarters by the pith. She survived for a while by crawling around the ventilation shafts, but before long it became apparent that her injury was going to be the end of her.

In a last-ditch effort to prolong her existence, she crawled to the storage room and retrieved the large chunk of thought crystal that was stored there. Thought crystal has the special property that it can copy and contain the thoughts of the first person who touches it...and this chunk was large enough that it could potentially contain Coppermantle's entire personality. As her body died, she transferred her mind into the crystal.



PLAYERS START

COPPERMANTLE'S TOWER



he tower is merely a means of holding the lunar observatory above the surface. It is constructed of smooth stone with very little decoration—it is of purely practical construction. The tower is 50' in diameter and 200' tall, topped with a glass dome 15' high. There are no windows at all excepting the dome. A large metal door at ground level is the only obvious entrance.

The door can be opened easily, but it is trapped. Five dials adorn the door, each with five symbols. The symbols are clearly meant to represent: sun, moon, mountain, river, tower. If all five are turned to "mountain", the trap is disarmed (good passwords are not one of Coppermantle's strengths). Opening the door without disarming the trap electrifies it, causing 2d10 damage to whomever is touching it. A thief can decode the combination with a DC 14 *Pick Lock* check.

The door is the easiest entrance to Coppermantle's workshop, but enterprising and daring characters may find other options. The tower can be climbed with a DC 15 *climb sheer surfaces* check for each 20' (10 successful checks to get to the dome). Once at the top, the climber could break the glass dome and enter area 1-4.

If characters scout the area around the tower, they will find the ventilation shaft that leads down to area 1-7. It is covered with a steel grate that is very difficult to break (DC 22 Strength check or 100 points of damage.) Once the grate is open, there is a 50' shaft straight down with a dangerous spinning fan at the bottom.

Unless otherwise noted, all areas of the tower and underground workshop are lit with pale blue alchemical lights in the walls.

Area 1-1—Entrance Platform: *The interior of the tower is a vast empty space. A 15' square platform extends from the doorway out into the emptiness, with a solid surface dimly visible 50' below. A narrow metal stairway spirals up the interior of the tower, lit every 20' or so by blue alchemical lights in the wall. A metal podium about waist-high sits at the far end of the platform.*

The metal podium functioned as the elevator control box (currently in area 1-3). A quick examination doesn't reveal its function, but it does reveal that the box is clearly broken—the surface is dented and cracked, and sparks crackle from a button that has been removed.

If the control box is touched, a panel on each side of the entrance slides open with a hiss, and out of each comes one 3'-tall humanoid constructs made from metal pipes and clockwork gears. In place of hands, each has oversized flared bells like a trumpet.

Blow-bot (2): Init +4; Atk bash +0 melee (1d6) or air blast; Crit M/1d6; AC 14; HD 2d10+5; hp 15 each; MV 30'; Act 1d20; SP bot immunities; SV Fort +2, Ref +0, Will +4; AL N.

Air blast: As an action, a blow-bot can buffet a target with a