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A Level 0 Funnel or
Level 1 Adventure

COMPATIBLE WITH
**DCC
RPG**



A Conspiracy of Ravens

by

Matt Robertson



A CONSPIRACY OF RAVENS

A 0 - LEVEL FUNNEL ADVENTURE or
A 1st LEVEL ADVENTURE

By Matt Robertson

This module is dedicated to my cousin Gabe who ignited a lifelong passion by introducing a young boy to the amazing "Isle of Dread". I forgive you for not letting me touch it.



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The Summoning of Mistolresanees

Introduction



Conspiracy of Ravens is a module that may be run as a funnel for 4 - 6 players using 0-level villagers or as a 1st level adventure for 5 -7 adventurers returning triumphantly home from their recent near death funnel experience. *A Conspiracy of Ravens* uses DCC RPG, also known as *Dungeon Crawl Classics Role Playing Game*.

This is a horror themed module which will present opportunities for NPC interaction, stealth, quick thinking, and of course magic and brute strength. Judges can increase the eerie feeling and ambiance when gaming by playing skin-crawling sound bytes, providing a playing area in dim light, or even go so far as to give each player a candle to play by candlelight. Since the adventure takes place in a village surrounded by a magical fog, Judges may also opt to have a fog machine spitting out smoke on a low setting if you really wanted to go above and beyond.

There is a lot of opportunity for improvisation within the town map of Meadhan and first-time Judges should familiarize themselves with alternate town locations they might like to add or that players may specifically inquire about. Players will have knowledge of the layout of the town map and Judges should feel free to add any locations not already listed or remove certain locations listed to maximize the amount of playable time.

'A *Conspiracy of Ravens*' encounter locations can be manipulated by the ever present fog surrounding the village. The fog may be used to restrict access down certain paths or to steer the party in a certain direction. Manipulation of the fog will allow a Judge to play the module as a one-shot session or a multiple session game, depending on available time. During playtesting, if the players continue on the main road south the module will finish in around 4 hours. When playing the module in multiple sessions, consider using the fog to direct the characters to approach from the east or west or Judges can increase the visibility and sounds of side encounters to be more tempting.

Adventure Background



The PCs (player characters) begin in the town of Meadhan which has been magically sealed by a faction of evil wizards intent on summoning the 14th King of Hell, the greater demon Mistolresanees. These Ravens, as they call themselves, have collectively cast a spell creating a magical fog which is surrounding the town. This otherworldly fog lulls the inhabitants into mindless complacency, and they are being used for the purpose of sacrifice to build the necessary magical energies to finish the summoning ritual. To successfully reserve the energy needed, a great blood sacrifice must be made in Mistolresanees' name. The faction believes that upon his successful summoning, the demon will grant them untold power and knowledge.

Judge's Notes: Mistolresanees is pronounced [mist-ōl-rez-ə-nēs]

The faction has engaged the services of an Imp named Iitak, who was previously summoned by the Ravens when practicing for their great rite. Iitak is bound to serve them until it is released from service. Each of the wizards has also dispatched a Homunculus to serve as their representation and to keep them apprised of Iitak's progress.

Mistolresanees and the Ravens will appear again in subsequent modules and there will even be an opportunity to receive Mistolresanees as a patron.

Encounter Contents



To help the judge prepare, or to provide a preview of what the adventure contains, included is a quick reference table showing all of the encounters at a glance. The table keys used are: Area - the location number keyed to the map for the encounter. Type - indicates if the encounter is combat (C), a hazard (H), an interaction (I), a puzzle (P), or a trap (T). Encounter - the key monsters, traps, or NPCs that can be found in the encounter.

Encounter Table

Area	Type	Encounter	Area	Type	Encounter
1-3	C	Conspiracy of Ravens	1-15	C	7 Humsiers
1-4	C/T	Demon Children	1-16	T	The Copper Cup
1-5	I	Reece the Seer	1-17	C	Wizard Apprentice 2 Homunculi
1-6	C	Giant Shadow	1-19	H	Feline Stampede
1-7	I	Tomlin the Dwarf	1-20	T	Mayor's House
1-8	H/I	Burning House Rowland	1-21	C	Conspiracy of Ravens
1-10	C	Bloodlust Canines	1-22	P	Merc's Mercantile
1-12	C/T	Flesh beetle Swarm	1-24	C	5 Homunculi
1-13	I	Bant the Farmer	1-25	C	Iitak the Imp Hellhound

Judge's Notes: An interaction (I) is an encounter with the environment or an NPC (non player character) that could result in a favorable or unfavorable outcome depending on how the players role play the interaction. It could include a riddle or puzzle given to them by an NPC or an escalation of tempers that turns into combat, a fleeing NPC that leads them into a trap or maybe a simple conversation that leads to clues. Or in some cases an interaction could be all of the above.

Player Start



t has been an especially long day that has tried the very limits of your patience. Nothing has gone right and an annoying sense of foreboding has followed you around like a nagging spouse. You lie your head on your pillow, comfortable in the security and safety of your home, ready to forget all about burned loaves of bread, lost sheep, and broken pitchforks. Tomorrow will be a new day.

The characters have just experienced one of the worst days ever where absolutely nothing has gone right. Whatever their job, instances of bad luck have hung over their heads all day. Judges can elaborate on whatever instances correspond with the character's jobs as to how the day went, and make them as silly or ridiculous as possible. This may be the last moment of humor they will find tonight!

Suddenly you are startled awake by the loud, ringing sound of the town's church bells resonating through the silence of the night. With sleep clouding your vision, you reach over to feel the comfort of your companion, only to feel cold, empty sheets. Immediately shaken with fear, you leap up to check the other rooms of the house. Where children, family members, roommates, and pets once rested peacefully, now only vacant, deserted cots take their place. In a matter of seconds the bell's donging resonance goes from piercing your sleep muddled senses to a dull, dying moan that makes you shiver where you stand. As the last tone dies on the night air, you stand alone in eerie silence, regretting your last thought; that whoever is ringing that damn bell would shut the hell up.

Judge's notes: When running the module as a funnel, separate your party into two groups to increase the danger and tension, one starting in Area 1-1 and the second in Area 1-2. All characters will have their starting equipment available. If playing as a 1st level adventure, all PCs can begin in the same area of 1-1 or 1-2, as the first encounter can be quite deadly if they are split into two groups.

As you open the door to the place that once offered you comfort and safety, relief floods your body as you see some neighbors and friends doing the same. The trepidation of being alone is temporarily forgotten, as you take solace in knowing that you are not the only one.



Adventure

Area 1-1 & 1-2 - Cul De Sac:

The characters will soon become aware that no one else is anywhere to be found. Any PC wanting to search other empty houses for people or materials may make a Luck check. On a successful check, they may roll 1d24 on the starting equipment chart, table 3-4 on page 73 of the DCC RPG, for a second random item.

A thin fog creeps out of the trees and the fields surrounding the outer limits of the town. Dark, spectral shapes dodge in and out of the corners of your vision. A quick assessment of your surroundings shows that the fog encircles at least this portion of the town, silently daring you to enter from the edges of your property. From down the street you hear the muffled, distressed sound of a child crying.

The fog will always be present unless specifically stated otherwise. The fog prevents anything from being seen clearly within 15 ft, lighting will be muted and encounters will appear obscure until characters are within 15' of the source. Infravision will be reduced to half distance and the shapes of heat signatures will

appear smaller than what they actually are. Along the main streets are lanterns hanging from 12 ft tall posts that are sunken into the ground. If the players direct their characters at any time to try to circumvent travelling on the road, exiting the town, or taking a shortcut through areas you may read the following.

You bravely take a step toward the light fog that rolls just below your knees. Small fingers of thickened air seem to reach for your feet and then retreat back into the main body of the mist giving you a very unsure feeling about if you want to proceed.

If the character continues, read the following...

Summoning the inner strength to conquer any self-doubts, you puff out your chest and ready yourself for anything. As you step into the fog, it immediately thickens and grows to consume you in thick blinding tendrils of smokey air. The shadows that were once transparent take on a corporeal form and smooth, dark hands grab at your arms and legs, surrounding your torso, and reaching across your face to cover your eyes and mouth. The last thing you see are the horrified eyes of your companions as they stare into your trembling, terrified pupils, barely visible between the fingers of two ebony, shadowed hands.



At this point it is at the Judge's discretion to describe how this bold adventurer who wanted to test their limits will perish. Some ideas include being torn apart by the shadows, pulled into the fog never to be seen again, consuming the shadow creatures and becoming entranced, or anything you would prefer that is gruesome and will deter any further strays from venturing off the path. If you are feeling particularly generous or running this as a level 1 adventure, you can offer the PC a DC 15 Reflex save to escape their fate. If you are running a 0 level funnel, there are villagers to spare, set the precedent early.

Area 1-3 - Helpless Children (funnel):

As both groups make their way down the road, you can read and roleplay the following instance individually or simultaneously, since they are almost identical.

A tiny huddled mass of clothing is curled up in a fetal position in the middle of the road. A small child lays there whimpering. Matted, dirty curls cover a tear streaked face. The child looks up at you with terrified eyes as you approach. As you debate how to deal

with your newly found ward, a conspiracy of ravens descends upon the puny victim and the youth lets out a blood curdling scream.

At this point, a bit of tension has been built up by the preceding events. Try reading the above passage in slow, quieter tones to get everyone leaning forward to hear every word. Then at the very end letting out a loud scream.

Conspiracy of Ravens (2): Init +1; Atk peck +2 to hit (1d4); AC 14; HD 1d10; hp 8 ea; MV 10', fly 50'; Act 1d20; SP swarm; SV Fort +0, Ref +1, Will -2; AL N.

The ravens will cause superficial wounds on the children to keep up appearances but will not do any damage. They are able to occupy the same space as their target by swarming over them, which means any missed ranged or melee attacks could possibly strike allies.

Judge's Notes: A conspiracy is the official collective name for a group of ravens. It is up to the Judge exactly how many ravens are in the conspiracy, but the suggested amount is 15-25.

When the ravens are defeated, the swarm will break and a small number of ravens will fly away. Have the characters make a DC 16 Int check at the end of the battle. If successful they will notice that one of the ravens that escapes looks slightly larger than the rest with a red tint to its feathers. If both groups succeed, only the first successful group will see the oddly colored raven.

For the group coming from 1-1, the child will be a young girl the age of 7 and for the second group it will be a boy of the same age. The children will be terrified and attach themselves to whichever PC shows them any concern or kindness or to the character who had the biggest part in saving them. They will not leave that PCs side and cling to that character's leg, asking to be picked up and carried. The children will feign having no knowledge of what is going on, saying that they woke up from the sound of the bells and saw one of their parents forcibly have to swallow a full human-sized shadow figure. That parent then just opened the door and left the house. Both children will describe how they ran outside to follow their parent, but lost sight of them in the fog. They will point that they saw their caregiver walking, as if in a trance, in the direction of the church.

Both children will tell almost exactly the same story but feel free to make any small changes you think may fit the narrative. The children will beckon their chosen PC closer, telling them they need to whisper a secret into their ear. They will attempt to charm the PC by having them look into the engraved eyes on their Amity Ring they each wear, DC 16 Will save or be charmed. This could be played out at the table for a little immersive fun by motioning the actual player to come over to you or lean closer, telling them you need to whisper something to them. It would make it even better if you were wearing a ring and were able to get them to look at it! Send that player a private message, proclaiming verbally that they should read it and keep it to themselves. A good message to send is "You are mine now!" or something similar if they have failed their Will save. This will build the suspicion for the next encounter.

The demon children have the special ability, through the power of their rings, to send telepathic

messages to that character. These private messages from the Judge should be along the lines of attacking the other group but not the other child.

Area 1-3 - Helpless Children (1st level):

If running this module for 1st level characters, splitting the party into two separate groups can be done, but can cause possibly one or more PC deaths right at the beginning of the game. Even though death is ingrained into the heart of DCC, this could cause players to become quite upset with this unfortunate set of circumstances. An alternate, but less fun, option is to have them all begin in either 1-1 or 1-2 in separate houses of the same neighborhood.

The text from Area 1-3 can still be read and applies for the singular group. The little girl the party encounters will still act in the same fashion and will attempt to charm 1 character who shows her concern or protection.

Area 1-4 - Crossroads (funnel):

The road declines softly as you walk past dark, empty houses. Pondering the fate of the people you have known for a lifetime, you approach an intersection. Do you take the road to the north, past Reece the Seer's house, and flee this nightmare or head south, toward the center of town and the church, to try to discover the source of what woke you. Internally debating whether you can make a difference in the fate of the town, you see another group coming from the opposite street. Seeing this other band of folk, the child at your side clutches your clothes in terror. "That's one of them, one of the shadow creatures. I saw him in the street before. They are leading those people into town and they ate shadows, just like my mommy. I don't want them to take us! Hurry you have to do something."

The fog is cleared in this area allowing the players their normal range of vision to see across the intersection. The children will try to convince each of their groups that the opposing child is a being from the fog and has infected the other group, attempting to get them to attack each other. If one of the characters has been charmed, the children will instruct that person to begin attacking immediately. A charmed PC will want to protect



the children with their lives. If the PCs have not been charmed, do not engage each other, delay and question the children, have any suspicions about the children, or take any other action besides attacking the opposing group read the following.

The small imposters hunch over and let out an evil shriek as miniature, black, leather wings sprout from their backs. Their innocent faces twist into something wicked as small horns sprout from the top of their heads and their small teeth sharpen into pointed razors. Thin reddish, barbed tails grow from behind them and the newly formed demons look at you with black, hungry eyes.

Demon Children: Init +2; Atk claw +2 to hit (1d4-1), bite +2 to hit (1d6-1); AC 12; HD 1d8+1; hp male 6, female 8; MV 20' fly 30'; Act 1d20; SP amity ring, type 1 demon; SV Fort 0, Ref +2, Will +2; AL C.

If the children are being carried, it will give them a surprise attack on the character holding them, an additional +2 to hit. Any charmed PCs can make a DC 12 Will save each round after their initial turn to break free from the charmed state. If one of the children is killed, the other will scream and fight to the death with renewed vigor, receiving a +1 to hit/damage. The children are Type 1 demons and have abilities and immunities as such, DCC RPG page 401.

Searching the bodies will uncover two copper Amity Rings, one on each of the demon children. The rings are engraved with the image of two eyes. Inset in the eyes are two sparkling onyx gemstones that resemble pupils. These rings can cast Charm Person once per day with a +2 if the target is looking at the bejeweled eyes and give the ability to telepathically communicate with the charmed creature. The spell has already been used for today.

Area 1-4 - Crossroads (1st level):

The road declines softly as you walk past dark, empty houses. Pondering the fate of the people you have known for a lifetime, you approach an intersection. In the center of the crossroads is the lifeless form of a shredded and mangled body. Weeping into the woman's motionless chest is a youth who appears to be around 10 years of age. As you come closer you can make out the horrified expression of Gentra the Baker, her mouth frozen in a scream that was ripped from her tender throat. The boy pulls at her shirt with his small fists trying to shake her awake and in a strained, melancholy voice cries, "Don't leave me alone." You quickly try to rack your brain remembering Gentra's child's name. Wait, did Gentra have any children?

When the players inevitably ask if Gentra had any children, and they will ask, have the first person who asked roll a 1d10 for the group.

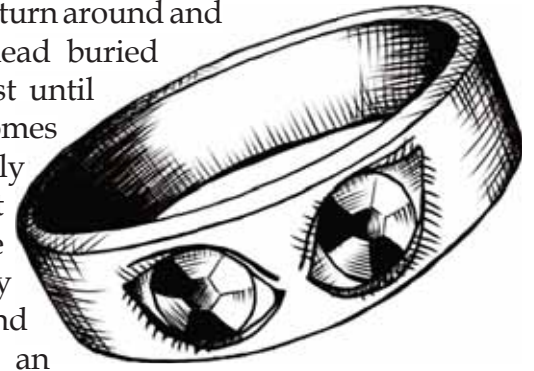
1-5. *You definitely recall Gentra had several children, although you cannot remember any of their names. You do seem to recollect seeing her a few days ago with a boy around the same age as this child, when you stopped to get some biscuits for lunch.*

6-8. *It seemed like she had kids around her all the time, you're not really sure if that was because she always passed out baked sweets to the little ones or if they were her own children. You have a foggy memory of Gentra saying a nephew was planning on visiting.*

9-10. *You are positive that Gentra did not have any children of her own. Having spent many nights at the Copper Cup with her husband Miller and having to listen to his complaining about how she said he wasn't man enough to give her a child. So who is this?*

If the little girl was able to successfully charm one of the characters, she will encourage that character to give directions to the remaining party members. Advising them to go and check on the boy, who is really her demon brother, to ensure he is okay. If she has not charmed any of the characters, she will attempt to convince them that he is one of the village children, speaking of him by name and saying that he is an orphan from Speedlings and that he and Gentra were close because she had no children of her own.

The boy will not turn around and will keep his head buried in Gentra's chest until a character comes up to physically check on him, at which point he will immediately turn around and launch into an attack.



Simultaneously his demon sister will transform and try to rip the throat out of her caretaker. The children will each get 1 surprise attack before initiative is rolled unless the players have devised an acceptable way to approach the boy without getting within striking distance.

The children hunch over and let out an evil shriek as miniature, black, leather wings sprout from their backs. The innocent faces twist into something wicked as small horns sprout from the top of their heads and their small teeth sharpen into pointed razors. Thin reddish, barbed tails grow from behind them, as the newly formed demons look at you with black, hungry eyes.

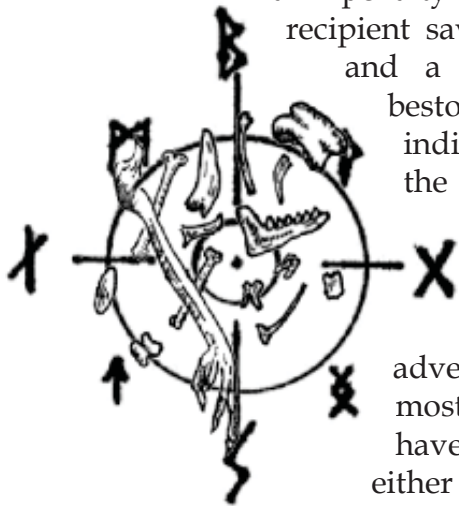
Area 1-5 - The Residence of Reece the Seer:

An older, dilapidated house sits off the road to the west. An old woman you know as Reece sits at a small, wooden table, her face hidden by a cloaked hood. Small candles on the table reflect off a steaming cup of tea amid the bleached bones of small animals. A wrinkled, bony hand reaches for the tea as a voice from under the hood speaks dryly, "So you have managed to withstand the effects of the fog have you? That might be something special."

Reece has not been affected by the fog and should be played as friendly. She will have an air of mystery and obscurity in her responses and a touch of memory loss. Reece will explain that she believes the fog causes a hypnotic effect on whomever is exposed to it. She relates a story from her childhood, mixed with a lot of forgotten details, about a very strong magic ritual being used to manipulate victims into a mass sacrifice in order to summon something infernal.

If asked, Reece will give a reading for the price of 1 gp per character through the use of tea leaves, palm reading, or bones, roll 1d14 on Table B. Reece will commune with the fates 1d7 times before becoming exhausted and unable to divine any further fortunes. If attacked she will not defend herself, but she will use her last breath to utter a curse on her killer. The curse will cause

a -1 penalty to all rolls until the recipient saves an innocent life and a blessing has been bestowed on the cursed individual (praying at the shrine in Area 1-9 would qualify).



Judge's Notes:
If playing the adventure as a funnel, most characters will not have 1 gp. Judges can either lower the amount for a reading or advise the players to pool their funds.

Table B - Fortune 1d14

1. A horrible death being ripped apart by shadows
2. An image of the PC lying on their back, being saved by a flash of silver
3. Reddish leathery wings flying away from the town
4. No reading
5. A child trapped inside a burning building
6. Unguarded riches ready for the taking
7. A life that is in need of being saved
8. An image of being cut in half in a very gruesome manner by a huge razor blade
9. A memory of being with a loved one
10. No reading
11. Image of Choranus touching their forehead with a soft, blue light
12. All the free ale you could drink
13. Being deceived by someone you thought needed help
14. Images of suffering townspeople covered in blood

Area 1-6 - Edge of Town:

The road continues onward to the outskirts of the town. With escape in sight you continue but the fog begins to grow and thicken, as if it is moving to block your path. From within the inkiness of the gloom, a massive shadow the height of two men steps forth from the swirling haze. It stands threateningly just inside the embrace of the mist, advancing no further, but barring you from any further progress down the path.

The shadow will not step out from the fog but will stop any further advances from the group. It would be ill advised for them to attempt to fight this devil and if by some miracle they manage to defeat it, travel through the fog will require a DC 20 Fort save. On a failed save the PC will die from asphyxiation and their bodies will be ripped apart from the shadowy creatures inside the murk.

Giant shadow: Init +6; Atk soul drain +5 to hit (2d6+2); AC 16; HD 5d8+5; hp 36; MV 40'; Act 1d24; SP shadow stealth, stamina loss; SV Fort +3, Ref +4, Will +2; AL C.

Shadow Stealth allows the shadow to instantly hide in any existing shadow giving it a +3 to its AC and an additional +4 to hit. The shadows draining attack causes 1d4 points of temporary Stamina loss, replenishing at 1 point per day. If a character is reduced to 0 Stamina, they die. It receives half damage from any non-magical attacks but double damage from any solar attacks.

Area 1-7 - The Dented Shoe:

A muted banging can be heard as you proceed down the road toward the center of town. You know from memory that you approach The Dented Shoe, a smithy run by Tomlin the dwarf. A low light from his forge casts the shadow of a hammer rising and falling in a rhythmic pounding.

If the group advances they will see Tomlin hammering a sword on his anvil. He looks as if he has had the life drained from him, his skin very pale and sagging, a shadow of his former self. He does not stop what he is doing or respond in any way unless touched. Once he is touched, Tomlin will stare at the PCs as if he does not recognize



them and will mumble that he must finish his work for the mayor. Tomlin can inform the characters of where the mayor resides. He does not recall how he came to be at the forge, why he must make the sword, or where anyone else is. After a very brief conversation Tomlin will continue hammering while mumbling under his breath about delivering the sword to the mayor.

The sword he is working on is called Embersmith, a +1 silver longsword, and from any character's untrained view, looks to be nearing completion. A dwarf or any character with blacksmithing knowledge may make a DC 6 Int check and will be able to tell that the metal is silver and that the sword is indeed completely finished. The sword has been imbued with Tomlin's life essence and anyone who wields it, will gain Blacksmithing career knowledge as if they have done it their entire life. The PCs can try to convince Tomlin they will deliver the sword on his behalf with a DC 13 Personality check, otherwise he will not part with it and only 1 check can be made for the entire party. If convinced he will slump to the floor in exhaustion. If the PCs try to take the sword by force, Tomlin will defend himself.

Arranged on the walls of the shop are horseshoes, shovel and pitchfork heads, various other farming equipment, and 1d5 random normal weapons. Have any party members searching the premises make a DC 14 Int check to find a locked strongbox under the counter containing a small vial of healing draught 1d5 hp, 34 sp, and 16 gp. Tomlin will not react at all to his equipment or coins being taken.

Tomlin: Init -1; Atk silver longsword +1 to hit +d4 deed (1d8+1+deed); AC 12; HD 2d10-2; hp 11; MV 15'; Act 1d20; SV Ref +0, Fort +1, Will -3; AL N.

Area 1-8 - Shallow Graves:

Along the side of the road, in front of the bakery, are 3 freshly dug graves. Pale, rigid fingers reach out from



the upturned dirt of the center burial site and a glint of metal catches your eye protruding from the loose dirt of another. Thin tendrils of fog seem to emanate from the grave, quickly dissipating in the air. On the opposite side of the road a few buildings down, the shadow of a hunched figure can be seen fervently digging into the soil.

If the players dig into the graves, two of them have freshly buried townspeople that they will recognize as Tynsel (farmer) and Tritt (halfling moneylender). Tynsel has a silver dagger buried into his heart, the hilt of which can be seen poking out from the dirt. Tritt, on the other hand, still carries his coin pouch containing 42 cp, 51 sp, and 18 gp. Their faces are frozen in distorted looks of terror and silent screams. The third grave has a sealed, earthen jar buried in it. If opened or broken, swarms of flesh devouring Loxo beetles will begin to cover and consume the nearest PC, DC 17 Ref save to avoid being immediately swarmed. If the contents of the jar are unleashed read the following:



Hundreds of black, shelled beetles swarm up your arms when the jar's wax seal is broken. Needle-like, barbed legs stab into your pores as they crawl up your skin. The beetles smooth, fat, pus filled abdomens slide across your flesh as they reach your elbows. The excited, humming sound of their large, chitinous wings drowns every other thought from your brain. As they reach your neck, you are sure you feel the soft, feathered, almost gentle touch of their tentacles caress your artery right before the circular rows of razor sharp teeth saw into your flesh with a piercing, hot pain.

Loxo beetle swarm (2): Init +1; Atk bite +2 to hit (1d4+1); AC 11; HD 1d8+1; hp 8, 6; MV 20', climb 10', burrow 5'; Act 1d20; SP swarm; SV Fort +0, Ref +2, Will -4; AL N.

Characters may use their action to attempt to brush off the beetles with a DC 12 Ref save or remain swarmed. Any missed attempt by other party members to attack the beetles while they are swarming a PC can result in a direct attack to the swarmed character. A PC that is swarmed

by the Loxo beetles attacks at a -1d. If a PC dies while being swarmed, the beetles will remain on the corpse devouring every inch of flesh, which will take 4d6 rounds. If attacked or provoked, the beetles will attempt to overtake another victim. If running this as a level 1 adventure, the victim that is swarmed cannot have their body turned for a chance at renewed life nor can their belongings be collected while it is being consumed, the beetles must be cleared off first.



Area 1-9 - Insane Ramblings:

A thin, withered man with unkempt, short, black hair digs a spade into the dirt. The distinctive sound of the blade slicing through layers of earth at a measured pace raises the hairs on your arms, just as the freshly dug soil gratingly sliding off the metal gives you a foreboding sense of death. The man turns as you approach, giving you a toothless grin. "Oh goodie, goodie. You're finally here. Quickly, lay down so I can see if your deathbed is the right size."

On a successful DC 10 Int check, the characters will recognize Bant as the local gravedigger from the village. Bant was always a bit odd (really, what gravedigger isn't), but he will appear in a much more fractured state of mind. His dark green eyes dart wildly about and he will gleefully sing an off key tune about the soon-to-be deaths of every PC. Bant will know each PC by name, instigating them by singing of the characters deceased loved ones he has buried, how he will be putting them all to rest soon, and goading them to lay down in the shallow graves so he can size them properly. He will tell the group that he is digging graves for the entire town and that they are all dead but will be unable to produce any evidence of such. The only relevant piece of information he has to give is that he saw a horned creature with wings enter the church. If left alone Bant will continue digging happily, singing louder as the party leaves. If attacked or the party attempts to stop him from digging, he will fight back.

Bant the Gravedigger: Init -2; Atk shovel +0 to hit; dmg 1d4+1; AC 9; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -2, Ref -1, Will -1; AL N.



Area 1-10 - Backdraft:

Nearing the end of the street, the fog coming from the West seems to have changed and is bellowing down the center of the road in thick, gray curls. In place of the menacing ebony shadow figures, yellow and orange shadows now dance beyond the edges of your vision. A child's scream breaks the silence of the night in a cry for help, as the smell of smoke and burning wood reaches your nose.

PCs have the opportunity to make a DC 10 Int check to recognize the voice of Rowland Pierce, one of the local children and to discern that the increase in the fog is actually smoke from a fire.

As you walk closer you can now see that what you thought was an increase in the fog are actually large plumes of smoke coming from a burning house. The flames have almost completely blocked the entry and are beginning to climb up the walls to the second floor. A frightened, soot covered face can be seen through the open doorway sitting on the stairs that ascend to the second floor.

Characters may make a DC 8 Int check to recognize Rowland as they approach the house. Having been deceived once already, the group may be unwilling to risk their lives to save Rowland, but he is indeed the real Rowland Pierce. If it appears that the party may leave him to his fate, have Roland spot one of the Lawful characters through the doorway and call out their name. Entering the building to save Roland will require 2 DC 12 Reflex saves to get to the stairs while avoiding burning, falling timbers and 2 more DC 14 Reflex saves to return the way they came. Alternative solutions may be to escape from the 2nd floor windows and Judges should call for any DC checks they deem appropriate from the party's escape plan.

After the party arrives on scene the Judge should call for initiative rolls for the party. The ground floor will be completely ablaze in 1d5+1 rounds. Each Reflex save to enter the building should count as 1 round. After the expiration of the turns, entry or exit from the ground level will be impossible and the second floor will begin to burn. If Roland dies in the house fire, select the character with the lowest Luck to receive a -4 penalty to all Will

checks for the remainder of the adventure, as they meet Rowland's pleading eyes when the house collapses on him in a burning inferno. That PC will be haunted by images of burning flesh and Rowland's screams.

If Rowland is successfully saved, he will give the party information that he was hiding with some of the villagers in the church. They were able to create a hole in the side of the church wall large enough for him to escape and not knowing where else to go, he ran home. He doesn't know how the fire started, only that he saw a winged creature with a tail leave the house immediately after it started. If questioned further, have the PC asking questions make a DC 10 Per check. On a success, Rowland will tell a frightening tale of a red hued spider the size of a goat entering the church and biting a villager in the face. Any of the PCs who have stayed in the street during the rescue of Rowland may make a Luck check. On a success they will notice a soft, blue light the size of a fist coming from the north.

With the collected information, some of the players may now be suspecting that they are dealing with an imp. If they can relate an occupation of religion or demons to their question, that PC can make a DC 12 Int check to recall that imps can shapeshift into a rat, spider, or raven. A success of 16+ will also tell them that imps are resistant to magic and susceptible to silver weapons. On a 20+ they will also recall that imps can turn invisible.

Area 1-11 - Shrine to Choranus:

Once the encounter with Rowland is complete all PCs can make a DC 17 Int check, due to the increased smoke, to notice the light.

A small, clay alcove has been created here dedicated to the deity Choranus, the Seer Father. Miniature representations of the god are stacked around the base of a larger statue inside the alcove. Empty votive candle holders litter the ground behind a well used wooden kneeler. One candle remains lit directly in front of the statue, glowing with a dim light through azure glass.

This small shrine dedicated to Choranus will heal 1d6 hp and bestow a +1 blessing to attack rolls

until dawn to characters that kneel in reverence and offer a prayer to the deity. The shrine will offer 1d5 individual blessings before a hot wind extinguishes the light of the candle and the fog begins to creep in. Any character kneeling after the light dissipates must make a DC 11 Reflex save to avoid being grabbed by incoming shadows similar to stepping into the fog in Area 1-1.

Area 1-12 - The Consumption of Hetril:

The sounds of an animal gnawing on meat and the crack of bones come the middle of the street in front of you. Three loving sheepdogs that you used to pet daily, crouch in front of you ravaging at what appears to be the remains of their master, Hetril the Shepherd. One of the canines lifts its head and sniffs the air with a blood covered nose. Bits of intestines and flesh hang from its slathering jowls as it cocks its head sideways, looking at you with curious recognition.

If the party stands perfectly still and lowers their eyesight to the ground, this will ease the dog and it will resume eating its meal in 1d6 rounds. Each PC can roll an DC 15 Int check to be able to know how to put the dog at ease, a character with a job dealing with animals rolls at a DC 10, an animal trainer rolls at a DC 5. If the party decides to freeze to avoid combat, Judges can have some fun with them and have the PCs roll a DC 13 Fort or Will save for every turn after the first one (give them the first one as a freebie) that they hold their position. Imagine quivering arms and cramping legs, maybe a sneeze, or a fly landing on someone's nose. Judges may make the checks progressively harder or easier based on the overall health of the party. If the characters fail their Int check and make any movement at all, the lead dog lets out a deep growl and bares its fangs. This alerts the other two canines to their presence, and the bloodlust canines launch into an attack.

Bloodlust Canines (3): Init +2; Atk bite +2 to hit (1d6+1); AC 12; HD 1d6+1; hp 3,5,7; MV 35'; Act 1d20; SP charge; SV Fort +1, Ref +2, Will -1; AL N.

The dogs can charge as an action if they are at least 15' away from their target for an additional +2 to hit and -2 AC until their next action. Upon a successful charge, the PC must make a Ref Save vs the attack roll or be knocked prone.



Area 1-13 - Empty Houses:

Judges may use this residence as a resupply point if any player's supply of characters have all perished. For each player in need of PCs, there will be 1d4 0-level villagers fortified in the house. As the party approaches, the hideaways will call out for them to "Halt" in very shaky voices. If running this as a level 1 adventure, the player or players whose characters have died will need to begin again with 0-level villagers. Players can quickly roll up a random 0-level party at www.purplesorcerer.com. This will be the only marked opportunity to resupply lost characters but Judges may feel free to use any empty building to introduce new characters into the game.

Area 1-14 - Mischievous Youths:

Turning east, a short walk brings you to an intersection. You know south will bring you to the town center and

the church, north will take you to Orphanage Alley, obviously named so because The Speedling House for Boys makes up the east side of the alleyway, and further east leads to The Copper Cup tavern and the edge of town. As you pause to contemplate the best course of action, a rock comes flying out of the fog to the north, followed by the laughter of a youth.

Randomly select one PC to be struck on their dominant attacking hand with a good sized rock, giving them a -1 to hit on their next three attacks. A child's laughter can be heard retreating north down the alley as a small shadow can be seen through the mist heading toward the Speedling House for Boys. Note that this shadow has the normal shape of a small youth and just looks obscured from the fog, different from the pitch darkness of the formless shadows surrounding the town.



Area 1-15 - Speedling House for Boys:

The Speedling House for Boys had stood as long as any of you can recall, named for one of the town's founders Bertram Speedling, who himself was an orphan. It has always offered a warm meal, a comfortable bed, and a chance for a better life for orphans and troubled children. The faint sound of snickering can be heard from within the partially open door.

Have a second rock come flying out of the open doorway hitting a random character or even better, whichever PC may have mentioned something about teaching unruly kids a lesson. If the party makes any approach to the open front door it will slam shut. If they choose to retreat to a different path, the "child" will continue to follow them as long as they are on a road, pelting them with rocks at random intervals, always retreating to the Speedling House for Boys if chased.

Any loud noises in this area, like yelling, could draw the attention of the Bloodlust Canines if they have not been encountered and dealt with. If the characters enter the orphanage, read the following.

The reception counter sits empty in front of you, devoid of any human presence. A small end table and comfortable looking chairs rest against the side walls, but there is no sign of the mischievous rock thrower. A set of stairs ascending to a second floor can be seen in a large chamber to the West and a closed wooden door sits in the Northwest corner of the room.

Hiding behind the desk, clinging in the corners of the ceiling, and hanging on the backs of the chairs are 7 Humsiers, see Monsters section. When the characters approach the rock pile or attempt to enter the hallways, the Humsiers will ambush them. Any PCs stating they are approaching cautiously or checking the ceiling, may make a Luck check to notice the ambush or the Humsiers will get 1d7 surprise attacks.

Humsiers (7): Init +3; Atk throw stone +2 to hit (1d3-1), bite +2 to hit (1d3); AC 10; HD 1d6; hp 1,2,2,3,3,4,6; MV 25', climb 25'; Act 1d20; SP flying leap, mimic sound: SV Fort +0, Ref +2, Will +0; AL N.

The humsiers will only have 1 stone each to throw and then will leap for their victims face to bite them. Judges may choose to roleplay through more areas of the orphanage not listed if time allows.

Area 1-16 - The Copper Cup:

You look upon The Copper Cup with fond memories of late, drunken nights singing and playing games of chance. The sounds of merriment that formerly welcomed you after a long day's work, are now gone, replaced by emotionless, uninviting windows. A sudden thought strikes you, if everyone in the village is gone, no one would know if you stopped in for just a sip.

The tavern is stocked full of ale, wine, and liquor, all free for the taking. Anyone searching will find a lockbox behind the bar containing 24 gp, 28 sp, and 53 cp, a set of loaded dice, a club, and a blackjack. Upon any additional searches or inquiries about the surroundings, a successful DC 15 Int check will reveal a loose floorboard hiding a scroll of Enlarge and a small sack containing 82 gp and 131 sp, the life savings of the bartender Ferikk and his fiancé, the barmaid Tenna.

Area 1-17 - A Wizard in Peasants Clothing:

A disheveled, bleeding man carrying a sword runs down the road toward you. "Run! They are right behind me." he shouts. Behind the man emerging from the fog are two winged, gargoyle looking creatures. The man turns

to swing weakly at one of the creatures. The monster deftly knocks the sword from his hand and backhands him in the face. He crumples to the ground in defeat, as the creatures leer over him with stubby, pointed claws.

The two creatures are homunculi, bound to the service of two of the wizards trying to summon Mistolresanees, and are just pretending to attack the man. The man is in reality an apprentice working with Iitak and the Ravens. He will lay on the ground appearing to be helpless while the party engages the homunculi and then try to secretly maneuver behind the party and backstab a character at the first opportunity. If the party does not rush to assist the man, the homunculi will focus their eyes on the more immediate threat anyway which is the party, and engage them leaving the man behind.

Homunculi (2): Init +2; Atk bite/claw +2 to hit (1d3-1); AC 12; HD 1d4; hp 4 ea; MV 20', fly 40'; Act 1d20; SP darkvision 60', immunity to charm, damage modifiers (see below); SV Fort +0, Ref +2, Will +3; AL N.

Wizard's Apprentice: Init +1; Atk dagger +1 to hit, +4 to hit by surprise (1d4 or special), spell +2 to hit; AC 11; HD 1d6+1; hp 6; MV 30'; Act 1d20; SP spells; SV Fort +1, Ref +1, Will +1; AL C.

The Homunculi are immune to any type of charm effects due to the fact they are already mentally bound to the wizards who summoned them and due to their demonic nature and the blessings of Mistolresanees, they take ½ damage from normal weaponry but double damage from silver weapons. The apprentice has the following spells at his disposal: *ventriloquism*, *ekim's mystical mask*, *flaming hands*, and *invoke patron*. If he is able to successfully get behind a member of the party, the apprentice will receive a +4 to hit on an attempt to stab a character in the back causing 1d4 hp of damage and an automatic critical. If unsuccessful his next immediate action will be to cast *burning hands*.

Area 1-18 - A Feline Invitation:

A single pitch black cat sits in the center of the road, watching you with keen, golden eyes. Lazily the feline stands up, flicks its furry, thin tail in your direction, and casually enters the open doorway of Anno's Apothecary to the west.

Area 1-19 - Anno's Apothecary:

Upon entering Anno's, your eyes take a few seconds to adjust to the darkness of the room. Hundreds of shining, golden orbs with vertical apertures turn to gaze intently at you. It's then that you realize the darkness didn't come from the lack of light but from the midnight fur of fifty or more coal black cats, all of which are now staring at your every motion. An overwhelming feeling of what it must be like to be a mouse freezes you in your tracks.

The main room of the apothecary is filled with over 50 black cats. They sit solemnly, their eyes never leaving the party as all their heads move in unison as one. Judges should use the cats to create an atmosphere of unease, like the slightest misstep may cause unrecoverable consequences. The cats are not aggressive and will move out of the way





if gently ushered. Any hostile or quick action will cause all of the cats to attempt to flee in a chaotic frenzy. In the event that the PCs cause a flight reaction from the cats, they will need to make a DC 14 Ref save to avoid losing their balance from the stampede. Failing characters will momentarily be lost in a sea of blinding fur and suffer 1d6 hp of damage from being inadvertently clawed by the escaping cats.

The apothecary has an assortment of tonics, searching characters may roll 1d12 on Table C for results. Judges may choose to have each tonic be placed on a separate shelf or table, so that each character searching will have to devise a method to maneuver around any number of cats sitting in front of or next to the potion they are trying to take. Judges should place a limit of 1 potion per player whether playing as a funnel or at 1st level, any further potions will be expired.

The counter is full of cats but if the PCs make their way behind it they will find a cabinet under the counter that is jammed shut, DC 12 Str check to open. A character who forces the door open should make a Luck check to see if their aggressive efforts set off the stampede of cats. Inside the counter is a small trapped chest containing 1d24 gp and

**Table C -
1d8 Apothecary Tonics**

Label	Effect
1 - Arthritis Tonic	Gives +2 to Agility for 1d6 turns
2 - Health Tonic	watered down version of potion of healing, heals 1d4-1 hp
3 - Sharp Eyes	+1 to hit rolls for 1d6 rounds
4 - Anno's Special Brew	placebo of sweet water
5 - Health Tonic	watered down version of potion of healing, heals 1d4
6 - Wart Remover Cream	mild acid causes 1d4 damage
7 - Anti Aging Cream	+1 permanent bonus to Personality
8 - The Good Stuff	healing potion 2 uses heals 1d6 +1
9 - 3 Leaf Clover	gain 1d4 temp Luck
10 - 4 Leaf Clover	gain 1 permanent point of Luck
11 - Pain Relief	gives characters 1d5 temp hp increase as they will feel no pain but -1d to Agi checks and Ref saves for 1 hour
12 - Blackwater	causes severe vomiting and -1 point of permanent Stam loss

1d30 sp. If the party attempts to find or disarm the trap while among the cats it should be done at -1d disadvantage due to their unnervingly close proximity and intently watching gaze. If the trap is triggered, a small, poisoned needle will trigger causing 1d6+1 damage from the poison, DC 11 Fort Save for ½ damage.

The Good Stuff and the 4 Leaf Clover potions are locked in a cupboard on the wall behind the counter. The cupboard is not trapped, but as soon as the doors are opened a cat will jump from inside the cupboard directly at the character that opened them, DC 10 Ref save

to maintain composure and not set off the chaotic charge.

An additional option during some point in the investigation, is to have all the cats stand, arch their backs describing their fur prickling like feathery spikes, and hiss, staring at only one character for the remainder of the time they are in the apothecary. Once the party leaves, one black cat will exit the building, sit in the middle of the street, and begin licking its paw.

Area 1-20 - Mayor Finnious Wenchell's House:

The mayor's house is a well built, upper class two story building. Similar to many of the other establishments in town, the door has been left wide open, as if someone rushed out in a hurry. Immediately past the threshold is a rune circle that appears to be painted on the floor in what could be red paint, but what you fear may be blood. In the center of the circle is what appears to be the unconscious body of Mayor Wenchell.

A PC who investigates the circle before or after entering can make an DC 16 Int check, DC 12 for a wizard, elf, or villager with a background in magic, to determine that the runes are demonic. Although the players may believe so and spend precious seconds trying to deface the red herring, the runes have nothing to do with the security trap protecting the house.

Once the PCs enter the house, the door will close silently shut behind them. The house will become a magically sealed fortress, windows and doors cannot be opened or broken, physically, magically, or by any other means. At this point tell the players that they may not communicate to each other verbally or when they speak they do not hear themselves or their companions. The entire household is under a spell of silence and for every round they remain in the house, a pressure will build up in their heads. Very softly at first like a whisper (round 1), and increasing in tone until it becomes an unbearable, debilitating, deafening, skull exploding, cacophonous force (round 10). Characters who successfully pass the Will save DC will not suffer the lasting

penalty to future checks but will still feel the effects of each particular round.

Judge's Notes: Judges have the option to roll for initiative, having the tone increase in intensity every round. Another option is to increase the tone secretly after each PC has had a chance to have an action. A character will not feel the escalating effects until they fail a Will save, at which point they will feel the cumulative effects of whichever round they are in. Therefore it is entirely possible for strong willed characters to live past the 10th round by continuously making Will saves.

Table D - Effects By Round Of Scanners Trap

Round 1	DC 5 Will save or -1 to all DC checks Slight buzzing sound
Round 2	Mild discomfort
Round 3	Nosebleed
Round 4	DC 10 Will save or -2 to all DC checks, 1 hp damage Loud ringing in ears
Round 5	Migraine Headache
Round 6	Blurred vision
Round 7	DC 15 Will save or -3 to all checks, 2 hp damage Bleeding from ears
Round 8	Vertigo
Round 9	Bleeding from eyes
Round 10	DC 20 Will save Head explodes, unable to roll body

This is the internal security system the mayor has against intrusion and can be circumvented in two ways. The first is by ringing a small, crystal bell sitting on the fireplace mantle of the living room. The bell can be found with a DC 13 Int check. Ringing the bell will turn off the magical security system completely. The other is by finding a silver musical note necklace the mayor and his family wear to prevent the effects of the system. The house has a foyer, living room, kitchen, dining



area, sitting room, study, 4 bedrooms, and two lavatories. Judges may randomly place 3 necklaces in any of the rooms, the necklaces can be found with a successful Luck check when searching. If the necklaces are worn, the ringing will immediately stop and characters wearing them will be able to open the doors and windows.

Further searches will result in finding an elven-made crossbow, intricately carved with a forest on the side, displayed on the wall as a trophy in the upstairs master bedroom, the crossbow will give a +1 to mighty deed die rolls. A quiver with 8 steel bolts and 3 silver tipped bolts can be found in a dresser. A search of the study, DC 15 Int check, will reveal a locked safe behind a portrait. The safe contains 42 sp, 182 gp, two land deeds of farmland just outside of town, and a ring of protection +1. The lock on the safe is fairly well made but will open with a DC14 Pick Lock check, DC20 for anyone untrained in arts of thievery. Inside one of the bedrooms is a scroll of Holy Sanctuary and a Potion of Minor Corruption can be found in one of the other bedrooms. The Corruption potion however, is clearly as a Potion of Giant Strength, any PC who drinks the potion should roll 1d10 per the results on table 5-3 in the DCC RPG, page 116. There are a pair of ruby earrings worth 53 gp that may be found in one of the lavatories.

Judge's Notes: If both a necklace (after the Judge

determines what rooms they will be in) and one of the other described items are in a single room, it is left to the Judge's discretion which is found on that particular search or if both are found.

Judges may also choose to reduce the length of this encounter to 4 or 7 rounds by removing rounds 2-3, 5-6, and 8-9 and adding the effects to rounds 1, 4, and 7 respectively.

Mayor Finnious Wenchell is unconscious but not dead, he will be unable to be revived while the Scanner security system is in effect. He is wearing a silver musical note necklace. If a PC removes the mayor's necklace he will immediately suffer all cumulative effects of the trap. He does have information on the terms of a deal he made with a certain group of wizards who call themselves Ravens, but unless they can make a DC 20 Per check he won't breathe a word about what he has brought upon the town. A DC 12 Int check when speaking with the Mayor will give the party the realization that there is an awful lot of magic in the house for a politician.

Area 1-21 - Look Out Above:

Proceeding cautiously down the road you hear the alarmed sound of a bird cawing overhead. Looking up to see where the offending sound came from, you see rows upon rows of ravens standing on the ledges of roofs and covering the branches of trees, all staring down upon you intently. A few more of the birds begin to hop restlessly and caw at you for intruding into their domain until one takes flight.

One raven will take flight circling the group setting off a chain reaction as more and more begin to swoop down upon them, Judges should describe this as an ever increasing mass of avian anger. The party can make a DC 10 Agi check every 15' to try to outrun the birds or become swarmed with an attack. They will be able to take refuge in any of the nearby houses until the birds disperse, a Luck check may be made to see if the door is closed and locked.

Conspiracy of Ravens (5): Init +1; Atk peck +2 to hit (1d4); AC 11; HD 1d10; hp 7 ea; MV 10', fly 50'; Act 1d20; SP swarm; SV Fort +0, Ref +1, Will -2; AL N.

They are able to occupy the same space as their target by swarming over them, which means any missed ranged or melee attacks could possibly strike allies.

Area 1-22 - Merc's Mercantile:

A rugged, wooden sign hangs off the front of this building proclaiming it as The Merc's Mercantile. You recall many trips here hauling bags of seed, picking up parcels of tools, and occasionally the late night game of cards in the back room. Now it has a different meaning, a welcome respite to this night of horrors.

Merc's Mercantile will have normal gear that can be found on Table 3-4, page 73 DCC RPG, as well as an assortment of farming and general goods. The back room is locked and can be opened by locating the key which is hidden in a secret panel under the counter, breaking down the door, or by picking the lock. If searching, have the PC make a DC 11 Int check to notice 5 small nesting dolls beneath the counter. The largest of the dolls is firmly secured to the shelf under the counter. If the dolls are placed inside each other in descending order, the board it is secured on will click and become loose, revealing a cubby hole hiding the door key. Alternatively the door can be opened with a combined DC 30 Str check or by picking the lock DC 14. In the backroom is a small chest containing 184 cp, 49 sp, 29 gp, and a mithril handaxe. There are also 2 sets of leather armor, 1 set of hide armor, 1 set of banded mail, and two shields displayed on tree stumps with two large branches poking out for arms in a semblance of mannequins.

Area 1-23 - Town Square Perimeter:

The fog seems to lift in this area, allowing you to see the town square in its entirety, and now in its absence you pray that it would return. A truly horrifying site unfolds before your eyes. A makeshift, wooden platform about 10' in height has been erected in the center of the road in front of the town hall. You watch in abject horror as Arthur, a farmer, is led up a narrow staircase to the top of the platform by two demonic, gargoyle-like creatures. Once he is there, a larger, winged creature with two long horns, leathery, red skin, and a long, twitching tail that ends in a scorpion-like stinger anoints his forehead with a viscous, black liquid while chanting in an infernal tongue.

Give the players a very quick opportunity to take one action before the next series of events. If they hesitate or are unable to declare an action within 30 - 60 seconds, proceed to 1-24.

Area 1-24 - Center of Town:

The devilish creature finishes chanting, moving to the side of the 15' wide pavilion. Arthur, staring straight forward with unseeing eyes, takes three steps to the edge of the platform and stops. His body wavers back and forth for unending seconds before falling gracefully off the platform onto a 5' wide and 4' high iron blade. The weight of the fall cleaves his torso in twain on the gigantic, upturned blade, as his blood and intestines spill over the mound of gore beneath it.

The full extent of the carnage takes hold in your brain, as weak moans of suffering emanate from the mound of butchery. Tenna, the barmaid, is crawling on the ground leaving a trail of blood behind her, her legs having been sheared off at mid thigh. Alek, a stableboy, sits against the giant blade, blood dripping down his face from an angled chopping cut that sliced off a third of his skull and brain. And worst of all, Maurius, the innkeeper, who is stuck atop the appalling instrument of death, one arm hanging loosely by sinew and the blade deep in his torso splitting open his chest. Your minds register the atrocities of what is happening, these are your friends, your neighbors, and they are being led like lambs to the slaughter.

The best image to describe the blade would be similar to a giant razor blade that has been upturned and buried into the ground. If the characters approach from the north, Iitak will notice them immediately and will scream out for the Homunculi to kill them for the glory and resurrection of Mistolresanees. If they approached from the east or west, choose the leading PC to make a Luck check for the entire group to decide if they are seen. If they have arrived unnoticed, the characters can make a plan of attack and have a surprise round. There are 5 Homunculi in the area, 2 on the platform, 1 at the bottom of the stairs, and 2 at the doors to the town hall. Before any action by the PCs, Iitak will instruct his minions to continue the slaughter, turn invisible, and relocate to the church.



Homunculi (5): Init +2; Atk bite/claw +4 to hit (1d3-1); AC 12; HD 1d6; hp 5 ea; MV 20', fly 40'; Act 1d20; SP darkvision 60', immunity to charm, damage modifiers (see below); SV Fort +0, Ref +2, Will +3; AL N.

The Homunculi are immune to any type of charm effects due to the fact they are already mentally bound to the wizards who summoned them. Due to their demonic nature and the blessings of Mistolresanees, they only take ½ damage from normal weaponry but double damage from silver weapons.

Area 1-25 - Town Hall:

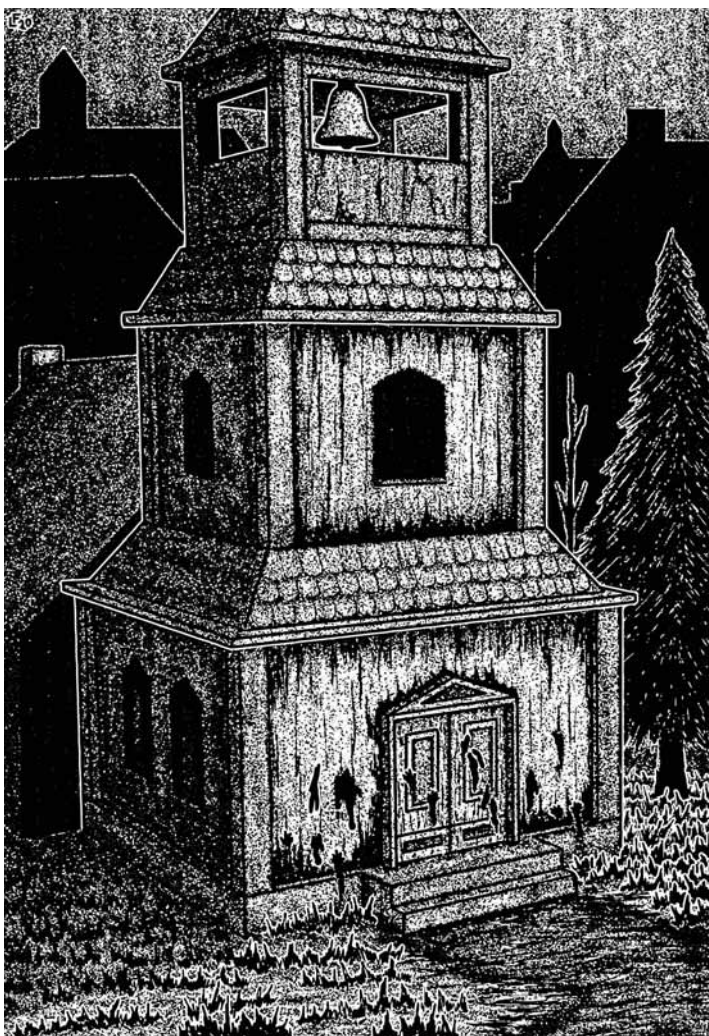
You open the ornate, iron banded double doors to the town hall and see the majority of the town standing before you, their faces blank of any emotions like motionless, granite statues. A thin layer of fog shrouds the floor like a milky, transparent veneer.

With a successful DC 12 Int check, a few

townspeople can be awoken from their trance by being vigorously shook, slapped, or anything else that will send a jolt through their system. The last thing anyone will recall, is whatever they happened to be doing the night before. They will have no knowledge of being abducted, the imp, any ritual, or the carnage outside. The party will be unable to recruit anyone to join them as most will run home in fear, others will flee to try to locate loved ones or check on the safety of their possessions. Many will implore the PCs to please find their family members. The remaining villagers will continue to be entranced until the ritual has been broken, but this can offer an opportunity to resupply any players low on characters.

Area 1-26 - Defiled Church:

A sickly, gray tint shrouds the once bright and sacred building that was the church. The outer walls are blanketed with bloody handprints that streak to the ground and you can feel that the holy essence that once consecrated this ground has now become sanctified



with something much, much darker. Inside you can hear what you think is chanting.

The PCs will find that the double doors are unlocked and infernal chanting can be heard from inside. Characters with a background in demonology or magic may make a DC 16 Int check to determine that it is some type of summoning ritual. There is a small hole in the west wall of the church that was created by Rowland escaping. The hole is large enough for a halfling, small framed thief, or a skinny dwarf to enter undetected with a DC 11 Agi check. Anyone else will have to enter through the front door.

Fun Fact: During playtesting one player who was trying to sneak in rolled a natural 1 and found their character in the uncomfortable position of having some of the stacked pews shift and pin them to the ground. Unfortunately the Hellhound who had just been summoned also fumbled on his attempt to bite the Halflings head off and the Halfling was

pulled out of the hole to live another day.

As you enter the dark sanctuary, the first thing you notice is that all the pews have been thrown to the sides of the room, replaced by a large number of villagers standing in a paralytic zombie-like state. At the front of the church in the chancel, the winged beast stands over the baptismal font holding a commoner in its grasp. A crude pentagram has been painted on the floor in blood and mangled bodies litter the area. Its black eyes focus on you as it finishes its incantation and its barbed tail lashes out at blinding speed to split open the villagers throat. As this pur soul's lifeblood rhythmically spurts into the holy water the demon shrieks, "Mistolresanees, send me your aide." The fog from outside flows into the church, coursing along the floor to the center of the pentagram where it gathers and takes shape. A large beast coalesces in front of you, in the shape of a huge dog. With fur as black as coal, small dashes of flame flash between its blood-stained teeth, and an orange, volcanic glow builds in its broad chest as it growls menacingly.

Hellhound: Init +2; Atk bite +2 to hit (1d6+1), cone of fire +3 to hit (1d10); AC 15; HD 2d10+2; hp 16; MV 50'; Act 1d20; SP fire breath; immune to fire; SV Fort +2, Ref +2, Will +0; AL C.

Litak the imp: Init +3; Atk claw/bite +2 to hit (1d6), tail sting +3 to hit (1d4+1+poison); AC 13, 15 when flying; HD 2d8+1; hp 13; MV 30' fly 40'; Act 1d20; SP poison, invisibility, darkvision 120', immunity, shapeshift; SV Fort +1, Ref +3, Will +2; AL C.

The Hellhound's first action should be to blast a 20' cone of flames at the majority of the group in the front entrance, DC 12 Ref save for ½ damage. Any character that is struck by the fire will be required to use their next action to put out the flames or take 1d4 of continuous fire damage. The fire breath takes 3 rounds to build up enough energy to be released again.

Litak will turn invisible immediately after summoning the hellhound. He will take flight and attempt to strike the party from above and behind while they are distracted with the Hellhound. Litak has demonic traits that render him immune to poison and fire. Characters that are stung by

the scorpion tail must make a DC 14 Fort save or suffer a -1d penalty on their next action, as the poison flows into their bodies causing them to see multiple images of the same target. The imp can shapeshift into a rat, spider, or raven as part of its movement action. If reduced below 4 hp and still alive, Iitak will change forms and attempt to flee, vowing to get his revenge.

Concluding The Adventure

The morning dawn breaks over the horizon dissipating the last remnants of the cursed fog that surrounded your home. The warmth of the sun offers a sense of relief and comfort, washing away the evil, tragic events of the night. Friends and family reunite with hugs, and weep over the terrible loss that will be felt for years to come. As you look at the survivors of your group, each of you feel that something within you has changed. Your family and friends have been ritualistically slaughtered, sinister magic has targeted your home, and a demon from Hell itself has set its black gaze upon you. You nod to each other, silently consecrating a vow between you which has been sealed by the blood that was spilled tonight. It is time to take this fight to the enemy!

Once Iitak has been killed or has escaped, the remaining townsfolk will awaken very confused and begin the process of trying to make sense of what has happened. The morning sun will break and all traces of the fog will evaporate. The Judge can expand this adventure into a larger campaign by adding a search to capture Iitak (if he escaped), a new servant who takes Iitak's place, or further battles against the cabal of wizards and the minions of Mistolresanees. Judges may offer the players the option for their characters to take a vow of vengeance against the demon Mistolresanees for the atrocities committed against their home. This solemn promise to destroy the demon, gives them a +1 to Atk and Dmg vs Mistolresanees and any of his infernal subordinates in the future.

Judges Note: The last illustration of the comic page (along with many others) was unlocked as a stretch goal by the many backers who backed this project on Kickstarter. The last image shows another Imp flying overhead of the party, this can be Iitak if he managed to escape or another

minion. Judges who would like to continue with the storyline may have the characters make a DC 14 Int check to see if they notice it.

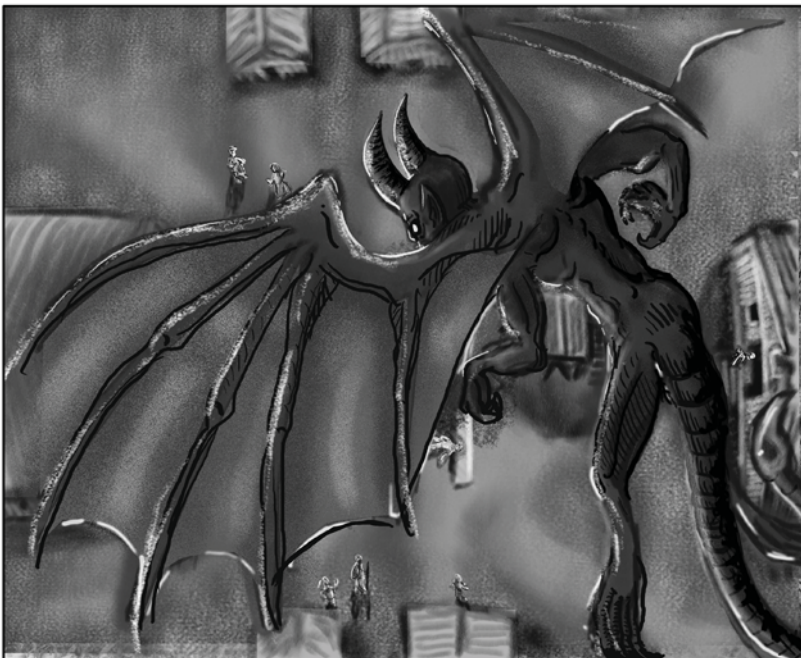
More adventures coming soon with new spells, new monsters, and even the chance to pledge allegiance to a horrific new Patron, Mistolresanees!

Awarding XP

Below are suggestions on how to award xp for each encounter. Judges may consider levelling up the characters mid-adventure if running the adventure in multiple sessions.

Area	XP Amount
1-3	1 XP
1-4	3 XP
1-5	1 XP
1-6	4 XP if defeated
1-7	1 XP, 2 Xp if Embersmith is acquired
1-8	1 XP, 2 XP if Rowland is saved
1-9	1 XP
1-10	2 XP
1-11	1 XP if blessed
1-12	2 XP
1-13	1 XP
1-15	2 XP
1-16	1 XP
1-17	2 XP
1-19	1 XP
1-20	2 XP
1-21	2 XP
1-22	1 XP
1-24	2 XP
1-25	3 XP





Emirikol's Sacrificial Assistance

Level: 5 Range: Varies Duration: Varies Casting Time: 1d4 hrs Save: N/A

General The caster sacrifices material goods and life essence to augment the results of the next spell that is cast within 1d7 days time. The wizard casting this spell can gain a +2 to the results for every other caster who lends him aid in the summoning, at the cost of 1 permanent point of spellburn from assisting casters.

Manifestation Roll 1d4: (1) the ground is covered with a sea of undulating insects extending in a 100' diameter circle centered on the area of the sacrifice; (2) all forms of vegetation within 200 yards of the sacrificial area withers and dies leaving the area desolate and lifeless of any plant life lasting for 1d4 months; (3) a thick black fog with a reddish tint completely surrounds the location of the sacrifice; (4) translucent, green hued acidic rain falls from a huge, mammatus cloud causing 1d14 damage for every turn of exposure

Corruption Roll 1d8: (1) caster fingers and thumbs meld together to form paddle hands; (2) casters reproductive and digestive organs absorb into the body leaving the caster with what is commonly referred to as "Barbie" Syndrome; (3) a tail 3-6' in length grows from the casters lower back, giving a permanent +1 to agility; (4) the nails on the casters hands and feet absorb the color and texture of whatever was sacrificed; (5) minor; (6) major; (7-8) greater

Misfire Roll 1d5: (1) the wizard loses 2 points of stamina loss and takes on all of the spellburn assistance from any other casters in the ability categories they chose, permanently; (2) the casters next 1d4 spells automatically result in loss and failure; (3) the caster loses the same amount of hp of whatever creature was sacrificed, if any; (4) the spell immediately absorbs the life force of 1d6 living creatures that are nearest to the caster, DC 15 Will save to lose hp equal to $\frac{1}{2}$ of total hp; (5) all wealth in the form of coins and precious stones are immediately sacrificed within a 15' area around the caster, this includes any gems that are inset into magical items or are of magical means themselves. The conflict of absorbing magics has a % chance equal to the spell check value of creating a Phlogiston Disturbance, roll on Table 4-7 DCC RPG, page 103.



Davin Klutzz • 2021

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire. Minimum requirement for spell is a live sacrifice of an animal and 50 gp worth of goods.
- 2-15 Lost. Failure. Minimum requirement for spell is a live sacrifice of an animal and 50 gp worth of goods.
- 16-20 Failure, but spell is not lost. Minimum requirement for spell is a live sacrifice of an animal and 50 gp worth of goods.
- 21-22 Automatic success on the next spell cast. Minimum requirement for spell is a live sacrifice of a small animal or creature and 50 gp worth of goods.
- 23-25 Automatic success on the next spell cast and boosts the results by +2. Requires a live sacrifice of at least 2 mid-sized animals or creatures and no less than 100 gp worth of goods.
- 26-28 Automatic success on the next spell cast and boosts the results by +4. Requires a live sacrifice of 2 animals of worth e.g. war horses, exotic animals, familiars, etc. and a monetary sacrifice of no less than 150 gp worth of goods..
- 29-30 Automatic success on the next spell cast and boosts the results by +6. Requires a live blood sacrifice of no less than one person and no less than 300 gp worth of goods
- 31-32 Automatic success on the next spell cast and boosts the results by +8. Requires a live blood sacrifice of no less than one dozen people and no less than 500 gp worth of goods.
- 33+ Automatic success on the next spell cast and boosts the results by +10. Requires a live blood sacrifice of no less than fifty people and no less than 750 gp worth of goods.



Table E: Optional Mercurial Magic

D10	Adjustment To Spell Effect
1	Sensory Overload. The wizard's senses become extremely sensitive to all external stimuli for 1d12 rounds. Roll 1d4: (1) the smallest sounds become the loudest booms causing temporary deafness; (2) any clothes or armor that is worn grates itchy on the casters skin and causes intense, debilitating irritation; (3) any scents in the area overwhelm them causing fits of nausea and projectile vomiting (4) any miniscule amount of light burns the casters irises causing blindness and a migraine headache
2	Branded. For every life that is sacrificed in casting, the caster is marked with a ritual scarification on their body.
3	Power up. The wizard absorbs a portion of the life essence from the sacrifice, giving them a bonus to their Str skill equal to the spell result bonus for 1d4 hours. i.e. if the spell result was a 28-30, they would receive a +4 to Str skill.
4	Love is Everlasting. The wizard becomes completely infatuated with a randomly selected person in the area or the next person they meet. The wizard will want to be in this person's personal space, not leaving them alone for a second and dotting over them. This can only be undone by the wizard receiving true love's kiss.
5	Bald is the New Beautiful. The wizard immediately loses all body hair... everywhere.
6	Melts in Your Mouth. The wizard's tongue melts out of his mouth to a length of 2 feet long, preventing intelligible speech and drooling disgustingly all over the place for 1d8 rounds.
7	Not in Your Hands. A hard, sweet shell coats the casters hands up to the wrists preventing articulation and movement but adding a +4 to AC for the next 1d7 turns. Roll 1d6 for shell color: (1) Red; (2) Orange; (3) Brown; (4) Blue; (5) Green; (6) Yellow
8	Hagfish Syndrome. The caster hands become extremely slippery, exuding a jelly-like, oily substance. This effect lasts for 1d5 days, making it impossible to hold anything in their hands without succeeding on a DC 18 ref save.
9	Anger Management. Caster is enraged for 1d5 turns, charging into any encounters with the intent to fight, friendly or otherwise, unless they spend 2 rounds taking quick, short breaths. Caster gains +2 to attack and -2 to AC but may only make melee attacks.
10	You Are a Hero! For the next 1d7 days, the caster acts only for the benefit of others, accepting hopeless quests, saving the innocent, defending the helpless, donating all worldly possessions, and acting completely selflessly in the exact opposite of DCC fashion.

Monsters

Humsier

Humsier: Init +3; Atk bite +0 melee (1d4-1) or stone +2 missile fire (1d3-1); AC 10; HD 1d4; MV walk 35' or climb 35'; Act 1d20; SP flying leap, mimic sound; SV Fort +0, Ref +2, Will +0; AL N.

A humsier is a small, furry, semi-intelligent primate with huge, innocent, brown eyes that make up approximately half of its face. The other half is a wide mouthful of a hundred razor sharp teeth. This carnivorous creature has thin elongated fingers and toes, which have miniscule suckers on them similar to an octopus. These suction cups allow them to climb vertical surfaces effortlessly and even suspend themselves upside down. They have exceptionally long legs twice the length of their bodies, allowing them leap great distances in a single bound.

Humsiers are nocturnal and usually travel in a troop of 5-13, with one female being the dominant leader of the group. Their enormous eyes allow them to sense the slightest movement in the dark and the fact that they can rotate their head 180 degrees, makes them near impossible to sneak up on. Humsiers do have opposable thumbs and are known to use rudimentary tools as weapons.

Lastly, a Humsier has the ability to mimic or repeat any simple sounds it has heard within the last 12 hours. It cannot repeat a combination of sounds and loses recollection of any sounds it has heard more than 12 hours ago.

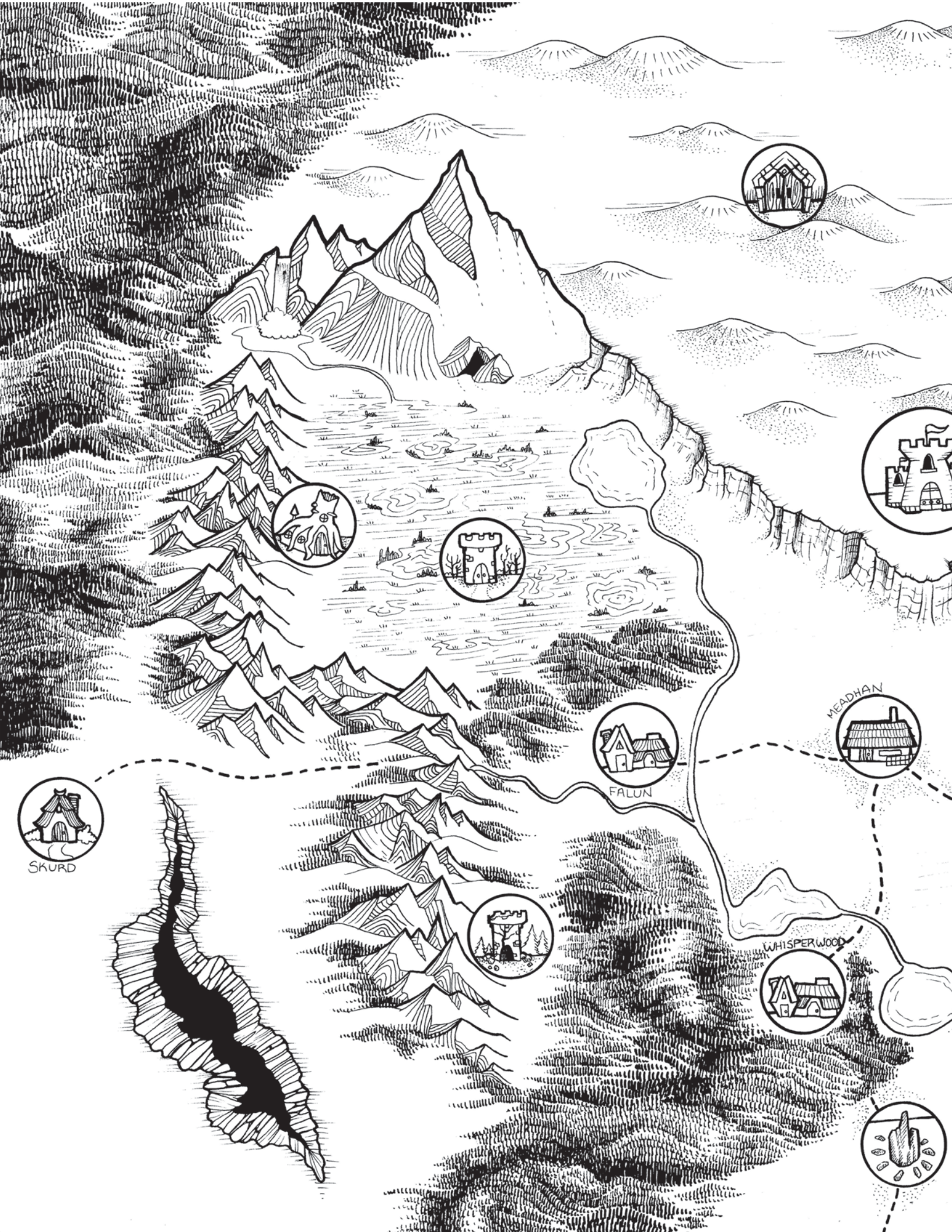


Loxo Beetle

Loxo beetle swarm: Init +1; Atk bite +2 melee (1d4+1); AC 11; HD 1d8+1; MV crawl 20' or climb 10' or burrow 5'; Act 1d20; SP swarm; SV Fort +0, Ref +2, Will -4; AL N.

Loxo beetles can range in size from being slightly larger than a walnut to a little larger than a fist, depending on their habitat and available food sources. They are non-discriminate eaters and will consume any type of flesh, alive or dead.

Loxo beetles have a hard exterior shell with thin wings that are folded underneath. Since the Loxo beetle has no point of articulation between their head and thorax, the beetle will drop it's abdomen allowing the wings to unfold and flutter in the space between the abdomen and the shell. The vulnerable ocular cavity of the Loxo beetle is filled with 100's of tiny, infrared sensory receptors that can detect any change in temperature. A rigid tube protruding from the beetle's head ends with soft, fleshy sense organs that can detect the slightest electrical activity in prey. Inside this straw-like tube are rows of minute, razor sharp teeth that bore circular holes inside their victims flesh, grinding it into a meaty paste while it injects a digestive acid into its victim. This liquid is then sucked down the tube into its body.



SKURD

FALUN

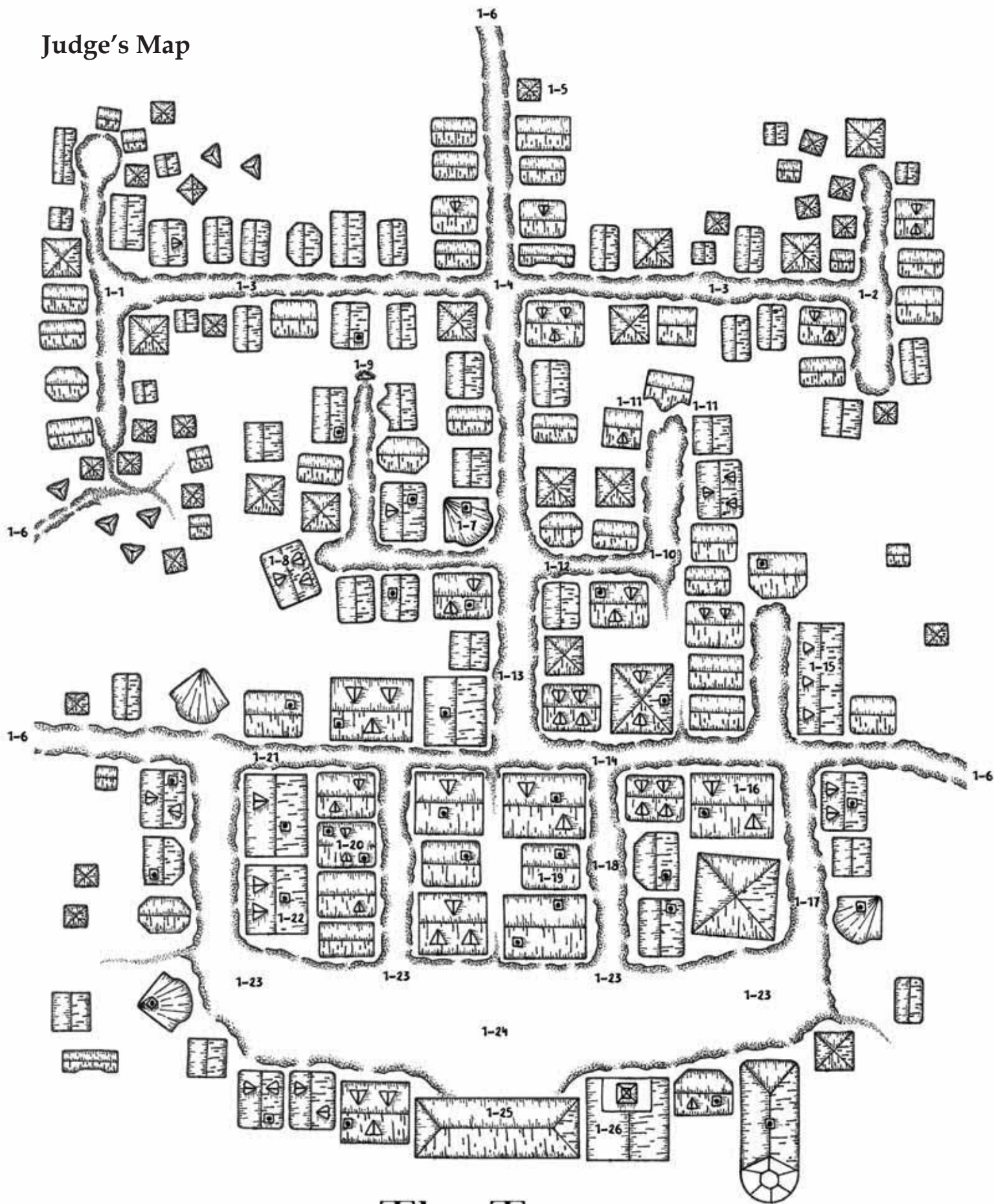
MEADHAN

WHISPERWOOD

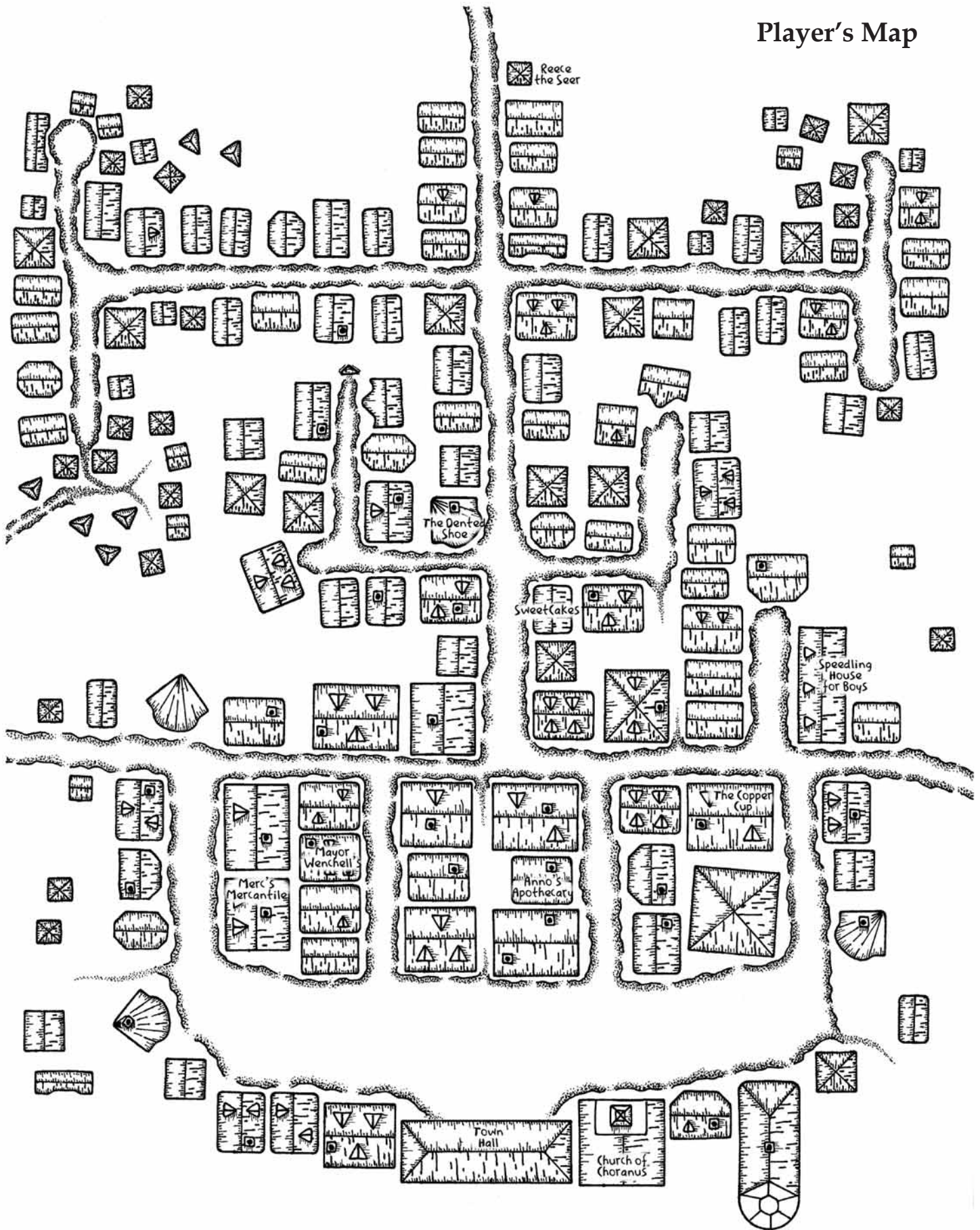


The Country Of North Haven

Judge's Map



The Town of Meadhan



The Town of Meadham

Table F: Alternate Fumble Table

Roll	Result
0 or Less	Dust, dirt, spores, smoke, or some other substance cause your eyes to tear momentarily and your vision to blur, causing you to miss recklessly. "I'm not crying, you're crying!"
1	Squirrel! Something completely distracts you, breaking your concentration. Everyone may call you "Dug" for 1 round.
2	The pressure of battle momentarily overcomes you making your palms sweat profusely. DC 10 Will save or you take a -1d3 penalty to your next attack.
3	Loose ground beneath your feet causes you to lose your balance leaving you open to attack. You take a -1 to your AC the next round.
4	Your ineptitude leads to a lucky strike... on yourself for 1hp of damage.
5	The desire to land the killing blow has caused you to become overzealous in your attack. Your forward weight disrupts your momentum leaving you sprawled on the ground. You are prone and must use an action to stand.
6	A ray of light reflects off of a mirrored surface (armor, a mineral in the cavern wall, a weapon, etc.) directly into your eyes. You stumble into the next ally in the initiative order disrupting their attack. (The next ally in the initiative order, that is closest to the PC who fumbled, loses their next action.)
7	You're not sure if it was all the ale the night before or all the water you drank today to recover but you are overcome by stomach cramps until you can micturate. You take a -1d4 penalty to all attacks until you relieve yourself. (In battle, peeing your pants is always an option.)
8	Announcing yourself boldly to the enemy you roar out a challenge and then fail in your attack miserably. The enemy is so emboldened by your lack of skill that he focuses his next strike against you at a +1d.
9	Your ranged weapon has suffered from a corrosive enzyme from the ground, water, or air dropping it's action die by -1d permanently.
10	Your strike hits a solid, unforgiving surface sending numbing reverberations through your arms. You take a -2d3 penalty to your next attack.
11	Overcome with rage, your vision is clouded in red and you strike out at anything that is near. The target of your next attack is determined by the Judge, be it enemy, ally, treasure, structural foundations, or whatever.
12	You suffer from exhaustion from the weather, lack of sleep, exertion, or possibly the warlock Zinolestimus trying to invade your psyche. You collapse and must succeed on a DC 12 Fort save the next round to recover or remain prone and helpless until the save is made.
13	Everything goes wrong causing you to strike yourself with your attack, roll weapon damage and reduce AC by -1 permanently from damaging your armor/clothes.
14	Multiple battles have left your weapon chipped, bent, loose, cracked, or just plain worn out. Your weapon suffers a major malfunction rendering it forever useless
15	A traumatic memory from a childhood comes back to haunt you, freezing you in your tracks. You immediately incur a free unarmed melee attack from the nearest enemy, DC 14 Will save to repress the memory.
16	Your strike is deflected off the enemy and strikes the next closest ally for normal damage.
17	A piercing psionic pain shoots through your brain causing just as you are launching your attack causing 2d4 hp of damage and your next action is at a -1d disadvantage.
18+	A tremor opens up a small crevice underneath your feet sinking you into a 10' deep hole in the earth. You are prone, you take 1d6 points of damage, and must make a DC 16 Str or Agi check to climb out unassisted.

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FIRST PRINTING

A CONSPIRACY OF RAVENS

CN1: A 0-LEVEL FUNNEL
OR LEVEL 1 ADVENTURE
WRITTEN BY MATT ROBERTSON

A sinister blood fog surrounds the quiet town of Meadhan. Dark forms lurk in shadowy depths, innocent children turn into viscous winged beasts, and entranced villagers are being slaughtered on a giant instrument of death. The ringing sound of church bells shatter the silence of the night, signaling that the fate of Meadhan and all its residents lie within the hands of the few chosen souls. Will you choose to take up the battle against the cabal of wizards who call themselves the Ravens and stop the summoning of the 14th King of Hell, Mistolresanees?

A Conspiracy of Ravens is a horror adventure town crawl that will challenge the players to use their wits, strength, and everything in between. Will you be able to survive the deceptive encounters and deadly creatures to save your friends and family?



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