

A TERMINAL GAMES PRODUCTION

BLACKOUT IN

CRATER VALLEY



COMPATIBLE WITH
**DCC
RPG**

A DUNGEON CRAWL CLASSICS FUNNEL BY ZOG

A VHS ERA SLASHER RPG

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CRATER VALLEY

A zero level DCC funnel by **ZOG**

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Judge's introduction

Blackout in Crater Valley is essentially a DCC zero level funnel, with a few quirks. The game is meant to feel like a 1980's VHS-era horror film, and as such it is set in a small town full of bored teenagers. In this case our heroes will investigate the sudden and violent disappearance of one of their best friends, Julie, in the small town of Crater Valley. This module is action oriented and players will very quickly find themselves fighting for their lives as they try to unravel the mystery of what happened to their friend. Along the way they will uncover secrets of their town's dark history, and unlock otherworldly powers almost beyond their comprehension.

What is DCC?

BLACKOUT in Crater Valley is a 3rd party adventure for the Dungeon Crawl Classics RPG system. DCCRPG is an Old School role playing game that combines the rules light approach of early iterations of the world's most famous role playing game with the high adventure, sword and sorcery vibe of appendix N classics and the gonzo influences of Heavy Metal and psychedelia. The "0 level funnel" is a unique and much loved feature of the DCC system where players make up 4 very low power characters and throw them at the various perils of an rpg adventure, though most will die those that survive live on as heroes!

Background

The game is set in Crater Valley, a small rural town. The town was founded by a mysterious Czech aristocrat named Alphonse Novak in the 1800's in a large forested crater which was formed by a meteorite collision at some point in prehistory. Novak had a lifelong interest in the occult and through some forces beyond our understanding the location of Crater valley was revealed to him in a dream. Novak then embarked on a voyage to the new world in search of the otherworldly meteor that crashed in Crater Valley for use in a powerful magic ritual. Upon discovery of the valley Novak used his considerable wealth to form a small community of like minded individuals, and thus the town was born. The settlement began to grow and two distinct camps began to emerge. Newcomers came to settle in Crater Valley and they did not mix with Novak and his followers due to their unconventional beliefs.

Alphonse Novak's objects of power

As time progressed Novak became consumed by the power he was developing through a magical alphabet of sigils which he described as the 'true language' giving him power over life itself. He utilized the strange chromatic metal from the meteor discovered at the nadir of Crater Valley to forge The Mask which he imbued with part of

his own soul as a kind of phylactery by engraving his true name in sigils and mixing his own blood with the alloy of the metal. He imbued several other items with great power by utilizing his magic sigils as well, such as a shroud like garment he began to wear at all times, alleging that it would protect him from anyone who would wish to do him harm. He enchanted a large and ornate bible that had been in his family for generations, gifting it and a strange looking cross to the local church as the town grew. Unbeknownst to the Crater Valley parishioners both the bible and the cross contained traces of Novak's occult power. Novak was never seen without his family amulet worn on a chain around his neck, which may have been the progenitor to all of his interest in the occult; this ancient amulet was passed down through the Novak line for centuries and though Novak was the first modern ancestor to unlock it's power the magic it possessed had been there since it's creation.

The end

As Novak's power grew, both magically speaking and in terms of his influence in Crater Valley some of the local clergy and folks in neighboring communities began to get very nervous. With time this nervousness became open hostility towards Novak and his followers and a raid on Novak Manor was planned for October 31. Novak had spies within their ranks and knew that treachery was coming, so he said goodbye to his followers with a bizarre ritual that he claimed would allow him to transcend both time and physical space and ensure his resurrection. When the torchbearing mob of concerned citizens arrived they found nothing more than Novak's body, hanging from a crossbeam over the well and the grounds completely deserted of all of his followers.

And now ...

Fast forward over a century and Crater Valley has become a modern, albeit boring small town. After learning that he was in fact a distant descendant of Novak local resident and world famous archaeologist Leo Von Hoenniker has become increasingly interested in the town's strange history and the beliefs of it's founder and his followers. He has learned that the extremely famous historical baseball superstar, Duke McDade had been raised in the Novak cult as a child, and that his famous home run hitting bat which is on display at the local highschool is decorated with sigils from Novak's 'true language'. He has also learned of the other items imbued with power via sigils by Novak and has worked tirelessly to try and discover the location of The Mask for years. He has quarrelled with a rival, professor Gideon about the location but Von Hoenniker's theories were ultimately

proven correct as the Mask was discovered very recently at the bottom of a wellshaft on the grounds of Novak Manor.

Our story picks up on the night of Halloween. Dr. Von Hoenniker's daughter Julie is late to meet her friends in the town square and hastily tries to throw together a costume. She discovers a strange chromatic metal mask in a crate in her family living room. Assuming it's just another one of her dad's weird artifacts she decides to put it on and freak out her friends when suddenly she is overcome by a force from beyond death. Alphonse Novak's spirit, untethered from the physical world on a halloween night over a century ago has returned to Crater Valley via The Mask on this Halloween night and the party must find a way to stop his nefarious plans and save Julie before it's too late!



Character Creation

Included in this module is a unique character creation system to help flesh out PCs that fit the 1980's slasher aesthetic. Your players can quickly create 2-4 zero level characters using the table below. This game works best with a group of 10-16 PCs, some of whom will advance significantly in power throughout the course of the adventure, though most will meet a grisly fate at the

hands of the adventure's villains. Have each player roll up their characters using 3d6 for the following attributes: Strength, Agility, Stamina, Personality, Intelligence and Luck. They can then roll 1d4 +/- STA mod for HP. AC is 10 +/- AGI mod. Occupation can be rolled on the table below:

D50	Occupation	Equipment
1	Wallflower	Walkman and cassette
2	Introverted Poetry Enthusiast	Book of various poems, pen (1d2 damage)
3	Extroverted Drama student	Theatrical make up kit, turtleneck
4	AV Club member	Hand held camcorder, multi-tool
5	Goth	Trench coat, black lipstick
6	Punk	Chain (as flail), leather jacket (+1 AC)
7	Metalhead	Gibson 'Explorer' guitar (1d4 damage), denim jacket
8	Jock, 1d8: football, baseball, hockey, basketball, lacrosse, swim team, track team, wrestling team	Gym bag with athletic equipment for specific sport, anti-fungal foot spray (+1 STR/AGI-player decides)
9	Skater	Skateboard (1d4 damage, 50' movement), fingerless gloves
10	Mysterious loner	Black wayfarer sunglasses, switchblade
11	Heart throb	Mirror, fresh breath spray
12	Prom King/Queen	Yearbook, chewing gum
13	Small time drug dealer	Medium sized bag of shake, pocket sized ledger book
14	Valedictorian	Text books, calculator
15	Role playing gamer	Dungeon master's guide, bag of dice
16	Class clown	Whoopie cushion, buzzing ring
17	Magician	Bag of magic tricks, bow tie
18	Miscreant	D30 firecrackers, switch blade
19	Young Republican	"Atlas Shrugged" book on tape series. Pocket sized photo of Ronald Reagan
20	Jesus Freak	Pocket bible, porno magazine (hidden inside pocket bible)
21	Paper boy	BMX, copy of the Crater Valley Gazette

D50	Occupation	Equipment
22	Karate expert (yellow belt)	+1 to hit, karate gi
23	Break dancer	Portable stereo, bucket hat
24	Graffiti artist	3 cans of spray paint (different colours)
25	Computer nerd	7 floppy disks, backup pair of glasses.
26	Baby sitter	Address book, \$18 (3 hours pay)
27	Schoolyard bully	Brass knuckles (+1 to unarmed attacks), someone else's lunch money
28	Friendless misfit	1 jar of miscellaneous live insects, magnifying glass
29	Pizza delivery guy	Restaurant uniform, driver's license
30	Fry cook	Restaurant uniform, acne cream, hair net
31	Camp counsellor	Pocket knife, first aid kit
32	Super senior	Last year's yearbook, ass-paddle (as club)
33	Life guard	Whistle, speedo
34	Wilderness scout	hunting knife in belt sheath, 50' rope
35	Juvenile delinquent	Lock picking tools, bag of oregano
36	Cheerleader	Pom-poms, fake smile
37	Peeping-tom	Binoculars, convenient excuse
38	Future farmer of america	Pitch fork (as spear), mesh baseball cap
39	Band geek	Instrument Roll d10: trumpet, tuba, trombone, french horn, oboe, clarinet, flute, violin, cello, triangle, retainer
40	Aerobics enthusiast	unitard, thighmaster
41	European Exchange Student	Large english dictionary, sausage
42	Arcade high-score champ	large sack of quarters (as flail), inflated sense of self worth
43	Burnout	A small bag of magic mushrooms, failed algebra test
44	Art Student	Sketchbook, beret
45	Dog walker	dog whistle-grants +2 attempt to calm dogs, small baggies
46	Smart mouth	witty come back (+1 PER), polo shirt
47	Golf caddy	Plaid pants, 9 Iron (as club)
48	Rich kid	Sweater worn as cape, tennis racket (1d3 damage), tube of 3 tennis balls
49	Political activist	'No nukes' pamphlets, megaphone
50	Role model	Excellent report card, letterman jacket

Additional items (to distribute as the party see fit)

One pocket knife

D24 cans of Black Cat brand beer

D20 firecrackers

D30 pieces of candy

D3 skateboards

One sling shot (as sling-player must make a point of retrieving stones to use as ammo)

A small bag of lousy weed

1 friendly dog

1 bag of dog treats (12 treats in bag)

One Halloween costume per character

Party intrigue and entanglement

In keeping with genre norms running Blackout in Crater Valley should contain a steady stream of character death. Though your average DCC Funnel often encourages you not to get attached to your zero level characters the author feels that in this case you should do everything you can to encourage as much attachment as possible. Playtests of this module contained lengthy discussions with the players about who their characters were, how they knew each other, what kind of inside jokes they had amongst themselves etc. This set the stage for some truly shocking moments when characters were ripped apart by dogs, had their heads 'home runned' down a highschool hallway, or chopped in half by a chainsaw. Have each character roll on the following chart to determine party entanglement and build player buy-in.

D40 Intrigues and relations

1	One of the characters once showed you a dead body in the woods. Who was it? What happened next? +1 luck for you and the character you select
2	You stowed away in the museum one night when you were younger and had your parents worried sick, You know a way to sneak into the museum. You know the backdoor leads into an office area used by staff and that the bathroom window is almost never locked and easy to climb through due to an electrical utility box located below it.
3	One of the characters has been your best friend since the first day of first grade, who is it? These two characters can burn luck on each other's rolls
4	You're an only child -1 PER
5	One of the characters has been your worst enemy since grade school. Who is it and what did they do to earn your enmity? -1 luck for both of you
6	A homeless man who hangs out in the town square has been teaching you chess, you now have him as a contact. What is his background? Gain Luke the Drifter NPC
7	You work with 3 of the other characters, who are they and where do you work? Point it out on the city map, you have keys to this location.
8	Your face is full of metal and rubber bands and no one can understand what you are saying -1 PER
9	The character with the highest intelligence sat in front of you all year in science and you copied off of every test they did (chaotic) or studied with them (lawful) or either (neutral). +1 intelligence
10	You wear coke-bottle glasses. Gain glasses as a piece of gear, but don't lose them!
11	You are related to two of the other characters, who are they and how are you related?
12	Your partner just dumped you this afternoon and you are distraught -1 PER
13	The character with the highest strength was in your gym class and helped you train all year. +1 strength

D40 Intrigues and relations	
14	You volunteer at the school and the faculty trusts you. You know a way to sneak into the school. Bill, the school bus driver always parks the school bus which has a small ladder attached to it's rear directly next to a building with a low sloping roof and from there you can easily get onto the flat roof of the main structure and let yourself down into Gus's office workshop via a service hatch in the roof. Inside You find Gus's tools (including chainsaw), cleaning supplies, roach spray, etc.
15	The character with the highest agility was in your gym class and helped you train all year. +1 agility
16	A family member of yours mysteriously disappeared d6 years ago. You saw them in a dream last night.
17	You were romantically involved with one of the other characters. Who is it? Is there still something going on or did your relationship end? If so how?
18	You take care of your grandparents and sometimes help yourself to the medicine cabinet. You have a bottle of miscellaneous pills (roll: 1-2: downers, 3-4: pain pills, 5-6: uppers)
19	You played on a sports team with 3 of the other characters here growing up, who are they? What was your team called?
20	You're a kleptomaniac.
21	You and one other character had to stand your ground against some bullies in the 8th grade and it's bonded you ever since, plus you both can now handle yourselves in a fight. +1 to hit for both characters.
22	Your family was very involved in the church, and you often spent long hours there. You know a secret way to get into the church. The lock on the back door of the church is faulty and a very small amount of pressure will allow you to pop the door open. (Though it does make a loud noise when it opens)
23	You and one other character stole your parent's car and went for a joy ride, crashing it pretty badly. Another friend in the vehicle died, you and the other character just got hurt but you've never been the same. -1 AGI for one -1 CON for the other (you decide who gets what)
24	You used to go explore Novak Manor by yourself when your parents would argue at home. You know the layout of the house and grounds. This character is aware that the Library is located in the upper west wing of the building.
25	You and one other character are next door neighbors. You've known each other all your lives and always communicated with walkie-talkies from your bedrooms. Pick a character, you each gain a walkie-talkie as items.
26	You've seen your dad's handgun in his nightstand. If you make a point of going to get it you gain a pistol with d4 bullets as an item. You will need to find a way to get it out of it's hiding spot without your dad noticing though...
27	You do odd jobs for an eccentric scientist who lives on the edge of town. What kind of experiments have you helped them with? Gain Professor Hamm as an NPC
28	You once saw a UFO when you were looking out your window late one night. +1 LUCK
29	You and two other characters stopped a crime. What was the crime and who was there to help you intervene? The town cops see you as 'good kids' and owe you a favour.
30	The town cops have always suspected that you and two other characters were involved in a crime but they could never prove it. What was the crime? Did you do it? The cops see you as 'bad kids' and will treat you poorly if they see you.

D40 Intrigues and relations	
31	You and three of the other characters play in a band together. Who is in the band and what are you called? +1 PER for all band members
32	You borrowed your older brother's sweet van before you headed out tonight. You and the rest of the crew now all gain a +10 on any attempt to run away from an encounter (while in the van) and you have a slick ride.
33	You spent all month building a realistic looking robot costume out of high quality materials. Gain robot costume as an item which gives a +2 to your AC, -2 to your AGI while you are wearing it.
34	You and one other character spend the summers working with animals on a local farm, +2 to any attempt to calm down an animal.
35	Unbeknownst to your friends you took LSD on your way out tonight. You have just begun to feel the effects as the game begins. How are you feeling? (Judge: Have fun with this one)
36	You once saw your own death in a dream. Once per game you can force the judge to reroll a hit that would otherwise have killed you. If the second roll still results in your death, you have instead been reduced to 1 hit point. "No, it wasn't like this...I didn't die this way..."
37	You and Julie had a bit of a thing going. You know a secret way of getting into Julie's house. You know the large trellis on the side of the house can easily be climbed to get into her bedroom window. (+5 attempts to climb trellis outside Julie's window)
38	You know a secret about one of the other characters, what is it? (write it down and share it with them)
39	One of the other characters knows a secret about you, what is it? (write it down and share it with them)
40	You are the likable hero that kind of just gets along with everybody. +1 PER and +1 Luck and roll again on this chart.



Godsend Ally

This adventure is intended to be extremely violent and lead to the death of many PCs. However, while a TPK is possible it is of course not the intended outcome. In order to temper the danger that these hapless teenagers will face, and in keeping with the genre cliché of a mysterious stranger stepping in to save the day the judge can roll on the following chart to gain an additional ally that can help them out with one of the encounters. This rule is totally optional, and if you have a large number of PCs (Ie: four or five players rolling up four zero levels each) you may elect to skip this process. If you choose to use this feature, roll on the following chart, and the result will give the PCs access to a specific NPC that can help them with a specific encounter. The judge should treat the party as though they had rolled up this NPC on the entanglement chart as an ally, and provide an explanation such as “Your next door neighbor Hugh thinks of himself as an informal member of law enforcement”, but provide no further explanation beyond that to make it a surprise when this godsend ally pops up to save their bacon.

Each game should only include one godsend ally, if your players have already selected one as a result of their entanglement roll then skip this section. NPC allies are designated for specific encounters only. If the party runs into trouble at the Church but they used up their ally encounter at the high school, that’s just the way the dice fall. All of the allies will behave in a similar way, appearing seemingly out of nowhere at the nick of time telling the kids to ‘save yourselves!’ before diving headlong into the fray. They will fight with abandon, and almost certainly die but their presence should hopefully even the odds-if only to provide an opportunity for the PCs to run away. Feel free to give them some heroic or hilarious last words to inspire the party onward if there is enough left of them after the encounter to speak. Full descriptions of each ally can be found in their specific encounter.

D6	NPC Name	Encounter
1	Luke the Drifter	Random Encounters: Wild dogs
2	Coach Thomas	High School
3	The Grave Digger Mr. Ward	Church
4	Hugh the neighborhood watchmen	Random Encounters: Dog King
5	Lou the pizza guy	The Edge of Town
6	Professor Hamm, local wingnut	The Library



Crater Valley: campaign mode

A map of Crater Valley has been included in the module, and the principal encounter locations have been described in detail. While it is presumed that players will take the bait and explore the primary encounter locations they should not feel railroaded through the encounters. A few sample locations have been included below, though feel free to customize the town in a way that feels right for you. Though this adventure has been designed to feel like it all takes place in one night, there is no reason why the events of the module cannot be stretched out to take place over a longer period of time. Perhaps Julie goes missing one night and the players spend the rest of the week or month trying to figure out what happened? Or what happens in the months after the events of BLACKOUT? Are the PCs compelled to learn more about Novak's cult and the surviving followers? Or perhaps they'd like to follow up on plot threads from the entanglement chart, is the UFO that Brad saw connected to Tiffany's missing sister? One will have to spend more time in Crater Valley to find out!

Lambert's Hardware

A small town hardware store that carries everything from greeting cards to power tools and lumber. It's owned by Mr. and Mrs. Lambert, a friendly couple in their 60's. They close promptly at 5pm. The cash register is only emptied a few times a week and will have \$250 in small bills if the party chooses to look there.

The Junkyard

Located just across the train tracks north of town the Junkyard is run by the Fowler family, down-on-their-luck locals who subsist on what they can salvage from the town's refuse. They have a large tow truck and 4 snarling rottweilers named Otto, Hans, Gunter and Lars. The normally bloodthirsty dogs have been transformed into ravenous beasts by the change that The Mask has brought to the town and the party will have to fight all four of them if they try and get over the large scrap metal fence of the junkyard. These are ferocious guard dogs to begin with so give each of them max HP (4HP). If the party successfully kills or calms the dogs and gains entry to the Junkyard they will find that the dogs have killed the Fowler family. Useful scrap abounds in the junkyard however and makeshift weapons are easy to come by amongst the piles of rusted metal strewn about the property.

Apollo Arcade

A favorite hangout of local teens, this could be a good place to recruit additional party members if the encounters have been particularly devastating. They stay open until 11pm which makes them the second latest running business in town. The arcade itself is a moderately sized rectangular room with several rows of arcade machines back to back. They also sell very very cheesy pizza and fountain soda with a lot of ice. Anyone inside the arcade at the time of the blackout likely would be standing on the sidewalk outside the Arcade wondering what is going on.

Pearl's Books

A small store run by the cantankerous Ms. Pearl. Not much to see here really, she sells a variety of new and used books and has a very fat tabby cat named Spud who lives in the store. Though she closes at 6pm she often stays long after closing reading her own wares. Unbeknownst to anybody in town, including Dr. Von Hoenniker she has an old journal of Alphonse Novak's in her rare books section. What the journal reveals should players recover it is entirely up to you...

Crater Valley Library

A large and well stocked small town library, it serves as both the local repository of knowledge and the defacto homeless shelter for the town's small transient population. Closes at 7pm, no cash on site. Time spent studying here can yield information regarding the founding of the town by Novak and tip players off to the schism between locals and his followers due to his occult beliefs. If players choose to study the census they learn that Julie is actually the great great granddaughter of Alphonse Novak.

The Crater Bottom Tavern

The local watering hole for Crater Valley's thirsty residents. The Bartender is a friendly but no-nonsense woman named Cheryl who will not tolerate any violence in her bar, a rule which is enforced by a large bouncer named Barney. There is a 25% chance that any given player's parents will be in the Tavern at the time of the blackout.

The Graveyard

The local necropolis has undergone some changes as a result of the presence of The Mask and if the party chooses to investigate this location they will find that eighteen graves have been disturbed, the ground in front of each grave seems to have been dug up but the digging doesn't appear to have been done by a shovel. Further investigation will reveal that each gravestone has a strange sigil consistent with what they have seen on the power items carved into it. A large backhoe tractor is parked near the rear fence of the graveyard. D6 semi decomposed zombies can be found wandering slowly through the graveyard headed south. These zombies are dressed in rotten 19th century clothing and will not interact with the party in any way whatsoever, even if attacked. They simply keep shambling slowly southward. Following them leads the party to Novak Manor.

Hightower Surplus

Local veteran and paranoiac Darius Hightower runs this army surplus store. Though the store officially closes at 6pm Hightower lives in the surplus store and will be present if the party chooses to investigate. He is always dressed in fatigues and will not take much convincing if the party seeks his aid as an ally, Hightower has long been convinced that something strange was going on in this town and his years of combat experience have taught him to be ready for anything. He is worse for wear however after his time in 'the shit' and is missing one leg and one eye. Though he cannot join the adventure due to his missing leg, if the party tries to get him on side he will give them access to his 'exclusive wares' by revealing a secret compartment in a display case which contains 2 grenades: DC10 modified by AGI to hit medium range target (within 30 feet), 2d10 damage rolls for everybody in 10 foot blast radius. The store also contains a variety of weaponry and combat gear, the party can find 6 oily bayonets (as dagger), an antique military sabre (as longsword), combat helmets, flak jackets and any other piece of surplus gear the judge finds appropriate.

Superstition Lake

Superstition lake is a naturally formed body of water on the edge of town located in the bottom of the crater valley. The lake got it's name after six teenagers drowned in it on an allegedly moonless halloween night ten years after Alphonse Novak's death. The teenagers were all noted missing one evening and discovered the following morning floating face down in the lake, fully clothed.

A seventh teen named Patricia Grade also disappeared that night though she was never found. Prior to the official name change the lake had been known as Crater Lake and was known for the large number of trout in it's waters. Despite the lake's ominous name and history it is still a popular destination for local fishing enthusiasts and amorous teenagers, though nocturnal swimming is unsurprisingly frowned upon.

The Watertower

Located northwest of town the Watertower is a favorite hang out for local kids; it's surrounded by woods and an intrepid explorer can pretty easily get inside to climb the tower as a shallow dip under the barbed wire fence has been excavated by local teenagers. Once inside a utility ladder can be found on the east side of the tower which leads up the structure to a catwalk around the water reservoir itself. In addition to it's unparalleled view of the town and surrounding environs the water tower is also regarded as a great place to hide contraband, take a date and get messed up with your friends.

K-OWL Radio 99.9

This is the town's only radio station, playing the latest contemporary classics. Home of local shock drivetime DJ Boris "The Creature" Kowalski, famous for his off colour jokes, obnoxious voice and less than progressive political views. Late night listeners to K-OWL however enjoy "What's Really Happening, with Dr. Alex Hamm", a 3 hour call-in format show airing friday nights after 11pm where local wingnut Professor Hamm speculates on paranormal phenomena, the mysteries of our age, conspiracies and fringe science theories. Though he does not credit himself, Hamm also produces the show's new-age synthesizer music interludes. It's up to you if the radio station somehow maintains power during the blackout and could be a convenient way to feed clues to hopelessly lost characters.



Random Encounters

Once the party has exited Julie's House or retrieved their first power item (whichever comes first) they must begin rolling on the random encounter table. It is not necessary to the overall story that the party have any of these encounters take place, however they are included to give the story a sense of verisimilitude and to provide less of a feeling of being railroaded through a specific set of encounters. Between encounters have each player roll a D6. On a roll of 1 they have had a random encounter. Roll a D6 again, on a roll of 1-2 they encounter Jocks, on a roll of 3 they encounter Cops, on a roll of 4 they encounter Zombies, on a roll of 5-6 they encounter Dogs. If more than one player rolls a 1 they encounter two of these things at once, for example a car full of jocks rolls up on the party. The Jocks set up to fight but before they can begin a pack of wild dogs arrives and starts tearing them limb from limb. The party should have the opportunity to run in terror if they wish. Each encounter can only take place once, except for Dogs which can happen multiple times and becomes more severe with each encounter.

Cops

The party hears a car approaching and notices blue and red flashing lights reflecting off of windows before they even turn around. A squad car with constables Varney and Williams approaches the party and the cops use the loudspeaker to tell the party to "Stop right there kids". If the party chooses to run they escape on a DC5 though anybody who rolls under a 5 should be counted as falling down in the attempt and the cops will rush over to try and handcuff the character. The party may also parlay with the cops and can essentially talk their way out of this encounter, though if they are visibly carrying the bat or the shroud (and/or covered in blood) when they encounter the police the cops will try and bring them downtown for questioning. The cops will use their guns if need be, but will retreat if one of them is taken down to 2HP or lower, radioing for backup. If they call for backup the party will have two rounds before 3 more squad cars arrive with 6 cops total. If the party kills these cops they can retrieve their weapons; If the revolvers are recovered they have 8 bullets each (minus any that were discharged in the battle), and each of the cops has 8 more bullets on their person. They are both wearing bullet proof vests (+4 AC). Any characters that are arrested by the cops will be taken into the police station and placed in the town's holding cells. There are

3 cells in the station, and at any given point there are 3 staff on site. If the party would like to retrieve their jailbird friend, feel free to play it out.

Cops (2): Init +2, Atk: Billy club +d3 deed (1d4 dmg +deed) or revolver +3 (2d8 damage, ranged). AC 14; HD 2d8 (12HP) Act 1d20; SV Ft +1, Ref +2, Will +1, AL L

Zombies

This is a non-combat encounter. The party is walking from point A to point B when they see a group of 6 very decayed and desiccated corpses in antiquated clothing shambling slowly to the south. If the party is already somewhere in the south of town the Zombies appear to be walking away from the direction of the graveyard, but this could happen anywhere as the town is very old and it's entirely possible that some of Novak's followers could have been buried elsewhere. These Zombies are former followers of the Novak cult, resurrected by his resurgent power now that the Mask has been activated. If the party tries to engage with the Zombies in any way they are totally non responsive. They can make no speech, and will not attack or respond to any attacks. If left alone the Zombies will very slowly make their way towards Novak Manor.



Jocks

The party is on the street heading to their next encounter when they hear the loud purr of an engine and a truck speeds into view, skidding to a halt in front of the party. Four people sit inside the cab of the truck and four more sit in the bed. The party immediately recognizes Blake Ladimer and his crew of flunkies, a group of rich kid athletes that have made their lives hell since elementary school. Blake hops down from the driver seat and his friends pile out when he says “Trick or Treat Freaks! where did you losers get those scary costumes?...oh wait those are just your faces!” his crew of friends all emit sycophantic guffaws as they begin to encircle the party. They are armed with baseball bats (non magical). Their intentions are not to actually kill anybody but after years of picking on the party they are pretty used to knocking our PCs around for a few laughs. If the party shows sufficient combat skill they will get back in their truck and peel out, note that this need not mean taking any of them completely out of action.

Jock (8): Init +1, Atk: baseball bat +1 (1d4); AC 10; HD 1d6 (6 HP) Act 1d20; SV Ft +0, Ref +1, Will +0; AL C.

Dogs

The pack of wild dogs that the party encountered at the beginning of the adventure has grown in number and is now a ravenous horde of formerly domestic house pets driven mad by the evil power The Mask has unleashed on the town. The party is walking between encounters when they hear the braying of what sounds like dozens of dogs. They will have one turn to outrun the dogs before they are beset by the horde and the beasts attack. On a DC 15 (DC 10 if the party has skateboards) the party is able to outrun the dogs. If the dogs overtake the party they attack ferociously and will fight to the last. They will focus their attacks on party members carrying power weapons first. If a party member is killed several dogs will swarm on to the corpse, distracting them for a time allowing for potential escape.

Dogs (12): init +6, Atk: Bite +4 (1d4 dmg). AC 10; HD 1d4; (3hp) Act 1d20; SV ft +0, Ref +2, Will +0 AL N

Potential Ally: Luke the Drifter. Luke is a homeless man who lives in the city square. He is a kindly loner who can show up if the party encounters the Dogs. If the party have rolled him as an ally he will dive out of the bushes on the side of the road and pull a large knife out of his pocket, shielding the party from the ravenous beasts.



Luke: init +1, Atk: knife +1 (1d4 dmg). AC 11; HD 1d12; (8hp) Act 1d20; SV ft +1, Ref +2, Will +0 AL N

If the party has exhausted all other random encounters, or they roll Dogs a second time as their encounter, the dogs have mutated and fused together into a horrific and beastly Dog King. The creature towers over the party and emits an utterly terrifying cacophony of barks and howls from it's numerous mouths. The creature moves surprisingly quickly on a centipede like body with numerous dog legs working in unison and it's 'neck' is studded with foaming and slathering mouths barking and trying to bite the PCs. It will thrash it's tubular neck/head around biting anything it comes into contact with ferociously.

Dog King: Init +6, Atk: Bite storm (6d4 dmg), Acid Barf (2d10). AC 8; HD 12d4; (30HP) Act 2d20; SV ft +2, Ref 0, Will +4 AL C

Potential Ally: Hugh the neighborhood watchman.

Hugh is a local snitch that is out late on Halloween night to ensure that no teenagers are up to any shenanigans. He's a fan of citizen's arrests and fancies himself a kind of informal extension of law enforcement. If the party has rolled him as an ally he will rush to join combat once they have engaged in fighting the foul mutated canine beast. If the party search his body should he be killed in combat they will find a pair of handcuffs and the associated key.

Hugh: init +1, Atk: Golf Club +1 (1d4 dmg). AC 09; HD 1d12; (8hp) Act 1d20; SV ft +1, Ref +2, Will +0 AL N

Player's Introduction

The game begins with the party hanging out in the square at the center of town on halloween night.

You are a group of friends, misfits from the small town of Crater Valley. This could be anywhere, this could be nowhere. For the last 17 years you have chafed against the shackles of this backwater hellhole and you can't wait to get out. Some of you will go off to college, others will get jobs in the local mill or move to the big city in search of a more interesting life. This is your last halloween in town, and you plan to make it a memorable one. Everybody in town has already made up their minds about you so why not live it up for one of your last nights of chaos before you grow up and join the rat race?

You are all loitering in the Crater Valley town square watching the last of the trick or treaters making their way home. The smells of Halloween linger in the air-burning leaves, guttering candles in jack o' lanterns and the sulphurous miasma of spent firecrackers. You await the arrival of your friend Julie before you plan to set off in pursuit of some mischief. Julie is the glue that binds your crew of misfits together, the likeable sweetheart that somehow just manages to get along with everybody regardless of their status in the high school social pecking order. It's unlike her to be so late as she lives just a block away from the square but you know her father, a world renowned Archaeologist has just made a major discovery and you assume she must be celebrating with him. You and your friends are considering leaving without her when the sound of breaking glass coming from the direction of Julie's house fills the air, followed almost immediately by the unmistakable sound of Julie screaming "HELP ME, SOMEBODY PLEEEEEEEAAAAASEEE!"

Suddenly everything is quiet as all of the lights in town simultaneously go out. A moment of absolute silence and stillness ticks by when the air is filled with the cacophonous roar of what sounds like every dog in town howling in unison...

The party will likely spend a moment digesting the information that they have just received. In that time D3 dogs arrive. Just as the town's dogs began braying after the power was cut, the friendly dog the party has with them also undergoes a strange change. It's eyes look glassy and it immediately begins to growl and bark, almost as if the dog doesn't recognize it's owner.

Party members can attempt to calm their dog, and any of the other dogs that arrive on the scene with a dog treat. Calming the Dogs down is a DC15 modified by the attempting character's personality, but utilizing a dog treat adds +2 to their roll. They are domestic breeds but they are utterly crazed and bark menacingly at the party before charging them across the square. The party has automatic initiative and can choose to flee, on a DC10 or better the party manages to outrun the dogs due to the distance, if party members choose to use skateboards or bikes (paperboy) they can roll a d24. If they fail their DC the party must fight the dogs. If the friendly dog the party has with them is coaxed back to their control it has effectively passed it's personality test and will not succumb to the madness induced by the presence of The Mask going forward.



Wild Eyed Dogs (3): init +6, Atk: Bite +4 (1d4 dmg). AC 10; HD 1d4; (3hp) Act 1d20; SV ft +0, Ref +2, Will +0 AI N

At this point show the players the town map. The party will most likely head directly towards the sound of their friend's scream and choose to investigate Julie's house. If for some reason they choose to return to their homes they can scavenge whatever items a person might reasonably expect to find in an average suburban home, and additional locations have been provided above for characters to explore. Feel free to involve the character's parents in whatever way makes sense for your game. They are essentially free to explore as they please, though you may wish to use the Dogs as a tool to corral them if they are either getting too far ahead of themselves by rushing straight to Novak Manor, or too far off track by checking out non-essential locations. That being said, non-encounter locations have been included for a reason, feel free to flesh them out with your own ideas or just include them to make the town feel realistic.



Julie's House

You pile into Julie's front yard to find the house completely dark, like everything else in town the power appears to be out. Her house is a relatively large but more or less average looking suburban home, directly in front of you you can see the front door of her house, with a large glass window looking into her living room off to the right. A two car garage is adjacent to the house on the left and paving stones lead through the garden to the rear of the house.

They find the front door is locked if they try to open it. The front door is standard issue for a suburban home, it can be kicked open with a DC12 strength check or the lock can be picked on a DC15. The rear of the house has a sliding glass patio door (also locked) that can be broken and a trellis leads up to Julie's bedroom window which appears to have been broken. Glass crunches below the player's feet as they look up at her window and they notice dark streaking liquid on some of the remaining glass. The trellis can be climbed on a DC14; a failed climb check means the trellis broke under their weight and cannot be climbed again. It is evident immediately that something strange has happened.

Once inside the party finds the house completely silent but can hear what sounds like the wind blowing through an open window coming from upstairs. A medium sized wooden crate sits open on the living room table.

Closer inspection of the crate reveals "Property of The Crater Valley Museum" stenciled on the sides and lid. The crate has been opened and some of the packing sawdust inside has spilled out onto the table. Aside from packing sawdust the crate is empty. A pool of blood, still warm and wet can be found at the base of the stairs and a trail of bloody footprints and drag marks can be seen leading up the stairs. Bloody hand prints streak the hallway wall.

The second floor

Upstairs the party finds a trail of blood that leads them to the badly mutilated corpses of Julie's parents. Three rooms are located on the upper floor of the house, Julie's bedroom, her father's study and the Master Bedroom. If they ascend via the stairway they will begin to notice what looks like a slumped figure appear as each step brings them close to the upper level of the house. Julie's mother's body is sprawled out across the hallway at the top of the stairs, her heart appears to have been torn from her chest and a look of sheer terror is frozen on her face. Her once beautiful dark hair has become completely white and her body is half propped against the hallway wall. Bloody footprints stain the shag carpet leading into the middle of the three rooms on the top floor of the house.

The study

The footprints lead to Dr. Von Hoenniker's (Julie's dad) office, which is jammed with books, historical artifacts, antiques and piles of papers and scholarly journals. A body is sprawled out on the desk, as the party approaches they recognize the face of Dr. Von Hoenniker, though they pause in grim alarm when they realize his head is facing the wrong direction...some monstrous power has twisted his head completely around to face the back of the room, and as before it wears a look of utter terror and his hair has also turned completely white. A closer look at Dr. Von Hoenniker's body reveals that he was clutching something to his chest, so tightly in fact that it requires some force to remove it. This item is a large leather bound notebook, caked in his blood with various papers and notes crammed inside. This is Dr. Von Hoenniker's journal and contains key information about Novak and the items of power the party will need to defeat The Mask. See item description below.

Julie's Father's Journal is a normal leather bound notebook. It's absorbed quite a bit of his blood, but the party can definitely make out multiple pages and page fragments. Each page is completely packed with information, Von Hoenniker's stream of consciousness script covers the pages from top to bottom, interspersed by sketches of strange items and symbols. Much of the content contained in these gore drenched pages is incomprehensible to the party, however they learn a good deal about Dr. Von Hoenniker's recent breakthrough discovery: The Mask, as well as tantalizing clues about the other Novak power items.

Throughout the adventure the party will encounter and acquire these items imbued with magical power by Novak. Each time a power item is used the player must subtract 1 from their personality and the judge is encouraged to describe visible signs of corruption spreading through the character's body that worsen with each use. When they reach 0 they can effectively keep playing but they always go last in the initiative order and cannot resist the Mask in the final fight as they will have been consumed by its superior will.

Once the party has had a chance to review Von Hoenniker's notebook they should hear the sound of police sirens approaching and feel the need to get out of the house as soon as possible. If they wait around run them through the police encounter. (see Random encounters).

Julie's bedroom

Bloody gore paints a trail leading to Julie's broken bedroom window. If the party passes a DC10 search check of the bedroom they will make note of the fact that the window appears to be broken from the inside.

Aside from the bloody footprints and broken window searching Julie's bedroom will reveal a journal with a small lock laying on her bed. The journal reveals that she has a crush on one of the party members (characters roll off with a d20, whoever has the lowest score is the crush), and that she was feeling upset that she had failed to figure out a Halloween costume and was planning on just throwing something together from around the house. Clever party members will likely conclude that she must have put on The Mask or at least that it is somehow involved.

The third bedroom on the upper floor is Julie's parent's master bedroom, should the players choose to investigate they find it unremarkable. This is the only room on the floor that appears to have been untouched in the night's grisly events.

Dr. Von Hoenniker's notebook

The notebook makes constant references to a 'Mask', and includes detailed drawings of it. The Mask appears to be made of some kind of reflective metal. In addition to two normal eye holes, an apparent third eye hole is visible on the forehead. The mouth of the mask is twisted in a half smile/half frown expression. Strange sigils, elsewhere doodled throughout the journal can be seen on the edges of The Mask. The Dr. explains that he needs to compare the sigils on the mask with those on The Shroud, Amulet, Cross and McDade's Bat. The party is taken aback, some of these items sound familiar – The Shroud must surely be the infamous garment worn by Novak at his suicide which is one of the few items of interest located at the town Museum. Likewise, McDade's Bat can only be the baseball bat once owned by turn of the century baseball star Duke McDade, which the party has seen on display in their highschool cafeteria as McDade is literally the only famous person to ever hail from Crater Valley. The Mask comes up over and over again in the journal and it seems to be the last piece of a puzzle the doctor was working on. Dr. Von Hoenniker's last entry in the book states that he has brought The Mask home and will be able to provide more detail once he has been able to assess it in person. Finally he states that Gideon at the museum was a fool to believe that The Mask was only folklore and that he can't wait to surprise him by wearing it to work on Monday! (in Judge's introduction)

Crater Valley Highschool

You approach Crater Valley High through an almost entirely empty parking lot. Aside from a school bus parked near the building a single AMC Pacer sits rusting in the stall farthest from the school. Like the rest of the town, the power is out and the menacing howls of the town's ravenous dogs feel more ominous here in the open space of the parking lot. The school opens before you, a large "U Shaped" building around an inner courtyard area. Numerous doors and windows can be seen around the School.

The building has multiple doors and points of access, all of which are unfortunately locked when the party arrives. The party can pick a lock on a DC 15, or break a window (windows are securely reinforced glass) with a strength DC10. It is also possible to sneak into an unlocked utility hatch on the roof of the building which will let them down into Gus's workshop, the easiest way to access this hatch is to climb a ladder located on the back of the school bus and then jump from the bus to the roof, but players will have to figure this out on their own. Once inside the party hears the sound of breaking glass from further in the building and a man's voice cry out in pain. If they rush towards the sound they find the school janitor Gus standing by the smashed glass of the trophy case that once housed McDade's famous Bat (see below). Gus is known to the PCs, they've seen this large and seemingly harmless man unplugging toilets, mopping floors and trimming hedges countless times throughout their career as students of Crater Valley high. Gus is a large and physically imposing figure in janitor's cover-all and he grips the baseball bat in his right hand, gazing at it with his arm completely stiff and outstretched and a crazed look in his eyes. Any effort the party makes to negotiate with him will eventually prove fruitless. He will mumble to himself almost as if the party weren't there at first and they can hear him say "all these years It's been right here under my nose ...

I've seen these symbols a thousand times and never knew of their power. All the time I wasted cleaning up after this town's spoiled brats and I could have been using this bat to rule them all..." If the party tries to talk to him he will seem very distracted but greet them with a "hello kids...what are you doing here?" subsequent questions or interactions will lead to him accusing the party of coming to take The Bat, eventually resulting in him attacking the party. If the characters attempt to pry the baseball bat out of Gus's hand they find that no amount of force seems to have any impact, it is as though the bat has been completely fused to his hand

Gus: Init +3 Atk McDade baseball bat +5 (1d8 +5); AC 12; HD 3d12 (24HP); MV 30', Act 1d20; SV Ft +1, Ref +2, Will +1; AL C.



Potential Ally: Coach Thomas. Coach Thomas is a gym teacher and coach of the wrestling team. If the party has rolled him as an ally they will hear a whistle blow from behind them immediately after Gus has charged them, they will hear a deep voice call out “Gus! Have you been drinking in the teacher’s lounge after school hours again? Leave those kids alone!”. Coach Thomas will tear off his track suit revealing wrestling tights beneath and then barrel past the party to try and pin Gus utilizing his wrestling skill.

Coach Thomas: init +2, Atk: unarmed +2 (1d3 dmg). AC 10; HD 1d12; (8hp) Act 1d20; SV ft +1, Ref +2, Will +0 AI L

If the party succeeds in defeating Gus they watch as his hand goes limp and The Bat rolls across the linoleum floor, and the party also hears a loud clinking noise as Gus’s large ring of keys hits the floor. The player who first picks up the bat automatically equips it. Searching Gus’s pockets will reveal a half empty packet of cigarettes and his wallet with \$12 and a photograph of Gus next to a woman who’s face has been crudely cropped out of the picture with scissors. See description of the McDade Bat for more details relating to it’s use. Looking closely at the case which once held the bat reveals that Duke McDade was raised at Novak Manor and that he thought of Novak as a kind of father figure.

The party can also retrieve tools to use as weapons from Gus’s workshop but they need to explicitly state that they are wanting to go there and search. If they do so they find the room locked, but the key is located on Gus’s keychain. In the office the party can retrieve screwdrivers and box cutters (as daggers), as well as 1 hammer (as Warhammer), and a chainsaw (3D6 damage, two handed weapon-roll d14 initiative, limit to 10 uses before running out of gas, on a hit roll of 1-3 the chainsaw chokes and will not start, crit on 18+). They also find one bottle of “Famous Quail” brand whiskey and can search for any other item that would reasonably be found in a highschool janitor’s workshop. It appears that Gus has been living in here as a military cot and sleeping bag can be found behind the desk.

If PCs check their lockers have them roll on the Locker exploration table below:

Locker exploration table:

D20	You find:
1	One skateboard
2	Last year’s yearbook
3	One very soiled pair of athletic sneakers
4	One slingshot
5	Your most recent algebra test
6	A note from your secret admirer
7	A leather jacket (+1 AC)
8	A standard, non magical, baseball bat (as club)
9	A pack of cigarettes and lighter
10	Hairspray
11	A copy of Dexy’s Midnight Runners “Searching for the Young Soul Rebels” on LP
12	One pair of roller skates (+10 movement)
13	Sports padding (+2 AC if equipped)
14	A crude drawing of your least favorite teacher
15	A catcher’s mitt
16	A goalie mask
17	A very warm striped sweater
18	A pair of aviator sunglasses
19	A moldy old lunch that you forgot about
20	A picture of your crush

Searching the gym will yield any number of hockey sticks, baseball bats, or similar pieces of equipment that can be used as weapons, as well as athletic pads and helmets that can be used as armor for +2 to their AC.

The McDade Bat

The party has recovered a baseball bat used by the town hero Duke McDade. McDade is an alumnus of Crater Valley high and was one of the first stars ever in major league baseball. His bat was on display in a glass case at the High School. McDade was raised in the Novak cult and his successes in professional sports were related to ritual training he received as a child and his use of sigils to enchant his bat with incredible power. The party is aware that the baseball bat has strange symbols etched into it and the general understanding is that these symbols were good luck signs that McDade had carved into the bat himself. The McDade bat allows the wielder to automatically advance to level 2 (warrior), providing the associated expanded hit points (2d12) and

attack bonuses and to perform mighty deeds as a level 2 warrior. Once equipped the character feels a painful burning sensation in their palm and the sigils which had previously been just plainly etched into the surface of the bat turn red briefly and drip with fresh blood. Once equipped this weapon cannot be unequipped, it is effectively fused to the player's hand. Each use of the item's mighty deed power reduces the player's personality by 1. Each use should also see the player displaying the effects of Novak's corruption. The veins of their arm begin to bulge black with the first use, with the second the arm ripples with disproportionately monstrous musculature, with the third the skin of the arm becomes tough and grey, etc.



Crater Valley Church

A relatively unassuming building with the customary cross and steeple becomes visible from a block away as you approach. The small parking lot in front of the building is almost entirely empty save for a two door sedan which sits idling in the nearest parking stall. No lights are visible inside the building though you notice immediately that the front door is ajar.

The parking lot

If the party chooses to examine the sedan they find it unlocked, but empty with the keys still in the ignition and the engine running. The radio is on and playing static. The outside grounds of the church are well kept with a few flower beds and benches, a row of hedges separates the church ground from the graveyard beyond.

Inside the church

As mentioned above the front door of the church is slightly open with only darkness visible within. If they step inside players who wish to have a look around should roll a DC10 investigation check, those with a church related background such as Jesus Freak or similar entanglement should be treated as automatically having passed this test. A success on this investigation roll reveals a few strange things to the players, for each successful investigation check provide one of the following clues to the players (in order).

1. The front glass display case has been left open and a large and ornate Bible which was believed to have been donated to the Church by Alphonse Novak is missing.
2. The strange Cross also donated to the church by Novak and mentioned in Julie's father's journal is missing from it's place behind the altar.
3. The door at the back of the Church sanctuary that leads to Pastor Gunderson's office is also sitting open. This rear area of the Church has bathrooms and storage areas and the aforementioned office used by the Pastor. It is very dark in this rear area though some moonlight can be seen spilling through the windows in the office.

The office

If the party approaches the office they find the town pastor, Tor Gunderson, sitting behind his desk staring vacantly at a large and ornate looking book. As with the other encounters the party is familiar with Pastor Gunderson and may try to talk with him. He looks dazed but will not become confrontational until he gets a sense that the party is after the power items. Similar to Gus the party will find him mumbling to himself saying "my years of study taught me nothing. The Lord didn't make man in his image, it was man that made gods in our own image. But what if a man could become a god? What secrets did the master hide in this book and how do I find them?" as he flips through the pages seemingly looking for something. He will become increasingly agitated in his search "The Master has returned and



he grows more powerful with each passing moment ... I must be prepared to meet him ..." Once the party has referenced either the Novak Cross or Bible his eyes will begin to glow with crazed fury and he will scream "BUT YOU CAN'T HAVE THEM!" His arms gesticulate wildly when he screams and the party should notice that he has the Novak Cross attached to the palm of his hand. He will grab a 5' tall brass cross located nearby and begin wielding it as a weapon, attacking the party ferociously. If he is brought down to 50% HP or lower he will try and make a break for it out of the back door of the church. The party will have to chase him through the graveyard as he will run flat out towards Novak Manor. If they fail to catch him The Mask will begin the final encounter with both the Bible and the Cross making for a significantly more challenging battle! He will be travelling on foot however so following him and subduing him should not be difficult if the party attempts to do so. If they corner him he will fight to the death. When he has been defeated the Cross will detach itself from Gunderson's hand and clank to the ground. As with The Bat the first party member to pick up the Cross automatically equips it and it cannot be removed.

Pastor Gunderson: Init +3, Atk 5' brass cross +3 (1d6); AC 12; HD 3d12 (29 hp); MV 30', Act 1d20; SV Ft +1, Ref +2, Will +1; AL C

The Novak Cross

This item is commonly known to have been donated to the local church at it's founding by Alphonse Novak. The cross, though ornate, is commonly regarded as the butt of a local joke as it is famously crooked and often ridiculed as being produced by shoddy local craftsmanship. The askew design of the cross was entirely intentional and is in fact another item imbued with great power as a result of the arcane sigils used by Novak and his followers. Equipping the cross automatically advances the equipping player to level 2 (cleric) with the corresponding hit points (2d8HP). The cross gives the player the ability to lay on hands healing 1d6 HP with each use though a character's hit points cannot be raised above their max HP. When the player picks up the Cross they feel a burning sensation on the palm of their hand where the cross is making contact with their skin. The previously mundane jewels adorning the cross pulse with light momentarily and they suddenly all turn red as though filling with blood. Once picked up the player cannot unequip this item as it is effectively fused to the palm of their hand. Each use of the lay on hands ability reduces the player's personality by 1. As with the Bat the player also should notice their body being corrupted by the evil power of the item with each incremental use.

The bible of Alphonse Novak

Pastor Gunderson also has the personal bible of Alphonse Novak, another item that he bequeathed to the town's parish, though Dr. Von Hoenniker had not yet pieced together it's significance as a power item as no sigils are immediately visible on the item. If the Bible is retrieved by the party it appears as a completely normal, though ornate and antiquated bible written in Czech, with the exception of an unusual number of blank pages at the back of the book. If the party spills a drop of blood on a blank page the book will seem to drink up the blood and it will momentarily disappear, followed in short order by the appearance of strange sigils that appear to be written in blood. Looking at the pages causes an incredible burning sensation in the player's eyes but allows them to be able to read the runes on the page. Equipping the bible causes the PC to advance to the 2nd level (as wizard) with the accompanying hit points (+2d4HP) and spell casting bonus. It also allows the player to cast the following spells as a level 2 magic user: Scorching Ray, Chill Touch, Forget and Force Manipulation. As with the other items using any of these abilities drains one point of the player's personality each time it is used and the visible signs of corruption become worse incrementally starting with what look like blackened veins in the whites of the player's eyes and spreading from there with each use.

Potential Ally: Mr. Ward. Mr. Ward is the grave digger who works in the graveyard outside of the church. He's a strange old man with an unblinking stare. If the party has rolled him as an ally he will step out of the shadows wielding a shovel and try and shield the party from Pastor Gunderson's attacks.

Mr. Ward: init +0, Atk: shovel +0 (1d8 dmg). AC 10; HD 1d12; (8hp) Act 1d20; SV ft +0, Ref +2, Will +1 AL N



Crater Valley Museum

You approach a small one story rectangular brick building that you all recognize from school field trips as the Town Museum. The grounds are quiet and dark, but you notice what appears to be the bobbing light of a flashlight inside the Museum through the glass windows near the front door.

The town Museum is a rinky-dink operation that has bored the PCs on field trips for most of their lives. The Museum houses a collection of items related to the town founding, with a focus on it's founder, including a very large portrait of Alphonse Novak. The portrait depicts a handsome and aristocratic young man dressed in a fine suit; on his lap the party immediately recognizes The Mask as depicted in Von Hoenniker's journal. Display cases showing pictures of famous historic buildings around town, placards describing the pioneering spirits of the first town settlers, tokenistic descriptions of the

indigenous people who once lived nearby (savvy party members can learn the curious fact that the region's first peoples gave the crater that gives the town it's name a wide berth and no pre-contact habitation sites have ever been discovered within the crater. Further exploration will reveal that the crater was formed after a meteorite hit the valley, though no trace of it has ever been recovered. The PCs can also learn that Novak founded the town on this site after it was revealed to him in a dream. The Novak exhibit has a macabre twist, revealing that Novak was not only a doctor, he was also an occultist who hung himself from the crossbeam above the well at Novak Manor on Halloween night after becoming the town's patriarch. A large number of followers came to live on the grounds of the Manor in it's heyday, attracted by the esoteric teachings and libertine lifestyle of the mysterious doctor.



Laura Jefferson

The party arrives to find all exterior doors locked, though as mentioned in the read aloud section they notice what looks like the bobbing light of a flashlight moving around inside. If they knock a pretty young grad student will come to the door holding a flashlight, her name tag identifies her as Laura Jefferson, research assistant. She has been working with Julie's father to unlock the mysteries of Novak Manor. Laura is initially cagey but will let the party in when she learns that something has happened to Dr. Von Hoenniker. The party

can follow her back to an office at the rear of the museum. She is in shock over the death of her mentor, but she knows a great deal about Novak and the various power items he and his cult crafted, the party can ask her about anything they do not understand and she can provide them with information. Feel free to roleplay this exchange of information or each player (not character) can roll on the below table to see what they learn from Laura.

Laura's Clues

D12	Clue
1	Novak conducted much of his magic rituals in the library of the Manor. The library is located in the upper east wing of the mansion.
2	Novak hung himself with the noose on display in the museum. If he has somehow made good on his promise to return from the dead it may have power against him.
3	Novak's fall from grace in the eyes of the town was tied to rumors that he was studying necromancy and believed one could return from the dead more powerful than they were when they were alive.
4	Novak believed that the sigils represented a kind of true and universal language, and that utilizing them allowed him to channel incredible, otherworldly power.
5	Novak's amulet is said to be very ancient, dating to pre-Christian Czech culture. It has supposedly always been in the Novak family and was the first item with 'awakened' power that Novak encountered.
6	The mask was forged by Novak from the metallic meteorite that created Crater Valley on its impact. Novak came to Crater Valley from Prague after seeing the meteor in a dream.
7	Duke McDade was the last known surviving member of the Novak cult, and possibly the last practitioner of it's art. He was a child when Novak killed himself and the Cult was disbursed by local clergy.
8	Von Hoenniker believed that Novak hid messages in the bible that he donated to the local church but he was never allowed to examine it closely by the Pastor.
9	Before his suicide Novak told his devotees that he had found a way to transcend mortality and unlock his spirit from it's mortal shell.
10	Novak believed that time could also be manipulated by sigils and reportedly created strange 'time slips' tied to specific locations allowing his followers to see into the past, look far into the future or suspend the passage of time briefly.
11	It was believed that Novak sired many illegitimate children amongst his followers, though after his death no heirs came to claim his manor or property.
12	Though he had been threatened by locals when they learned of the dark magic he and his cult were practicing, Novak boasted that the sigil emblazoned shroud he often wore rendered him practically unkillable by mortal man.

Lawrence Gideon

Once they have had a chance to talk with Laura the party will hear breaking glass in the Museum gallery. Emerging from the office they will see that the glass case housing the Novak Shroud, Amulet and Noose has just been broken though nobody seems to be standing there, the pedestal displaying the Amulet has been tipped over. If the party still has the friendly dog with them it will begin to bark loudly and growl at this point. Laura will walk over to investigate when she suddenly lets out a grunt and her body contorts in pain. Her eyes will roll back into her head and her body will fall limp as a bloody red stain appears on her chest. A knife will slowly materialize out of thin air, skewering her through the midsection. A moment later a portly man will appear behind Laura holding the knife. He has a large silver Amulet in the palm of his hand. He will only remain visible for a moment giving the party a twisted smile before he once again disappears. The party will see the back door of the Museum open seemingly on it's own as the invisible murderer exits.



This man is Lawrence Gideon, a rival archaeologist that Dr. Von Hoenniker mentions in his notes. Gideon is armed only with a kitchen knife but will use the Amulet's power to make himself invisible and escape after Laura is slain. Gideon's mysterious disappearance should leave the party shaken, he will appear out of the darkness and fight them to the death before they head out to the Novak Manor but the party should live in fear of him until that encounter takes place. If they still have the 'friendly dog' with them, feel free to have it begin to bark at nothing and have it's fur appear to stand on end at various points as a red herring. The Noose and the Shroud are still present in the display case.



The Novak Shroud

the Novak Shroud is a very ornate poncho-like tunic adorned with unusual but very high quality embroidery worn by the town patriarch at his suicide. It is made of white linen and sigils are festooned virtually all over the garment. Equipping this shroud automatically advances the character to level two (warrior) with the corresponding advancement in hit points (2d12HP) though the character cannot make mighty deeds. The character's AC automatically jumps to 20 and the PC may force the Judge to reroll any successful attack or spell rolls against them and take the lower result. Upon donning the shroud the character's body is wracked with pain and the white fabric of the shroud turns red as though stained with blood. Once equipped the shroud cannot be removed. Each use of the hit reroll ability reduces the player's personality by 1 and like the other items visible signs of corruption begin to spread over their body with continued use.

The Novak Noose

This is the noose used by Alphonse Novak in his suicide and has been the subject of morbid curiosity since. It is a two foot length of grey rope with a noose at the end. The party can examine this in any way they like, any party member in possession of a power item putting the noose over their own neck will lose possession of the item and the corresponding bonuses, though they can re-equip the item by picking it up once they have removed the noose; doing so also returns whatever PER points they have lost so far. PCs with no power item notice nothing strange if they try on the Noose. The Noose will be very powerful against The Mask and may in fact be the only

way the party can defeat it. On a successful hit roll against the Mask the attacking PC may opt to grapple the Mask, which will immobilize it for one turn. At the end of this first turn a DC18 strength check must be made or the Mask breaks free. While grappled another party member may slip the rope around the neck of The Mask which does an automatic 10 HP of damage and causes smoke to rise from the body of The Mask. A character capable of doing so may also attempt a mighty deed to get the noose on the neck of the Mask without grappling. Each turn that the noose is in contact with the Mask causes an automatic 10 HP of damage and The Mask will forgo one of it's actions to try and remove the noose. Once the noose has been removed it will

continue to attack the party as normal, though they can retrieve the noose and try again. If the party is able to get the noose on the mask they will hear Julie cry out "yes, this is hurting him! He doesn't like thiissss". Putting the Noose around the neck of other enemies in possession of power items such as Gus, Gunderson and Gideon will cause their item to drop to the ground, though The Mask is still in possession of their minds and they will scramble to try and pick up the item that they have lost once they have removed the Noose.

The party cannot retrieve the Amulet until they have killed Gideon.

The Edge of Town

You can see a rough path leading into the darkened forest at the edge of town. Fallen autumn leaves crumble beneath your feet and the sound of the wind blowing through the dry branches of the trees distracts you from the distant howls of the town's ravenous dogs. For a moment you think you hear footsteps in the forest shadows off to your right. Out of the darkness a disembodied voice speaks "You will not reach the Master. His work is not yet complete, and your friend's role in this evening's events is still far too important to be interrupted. He has tasked me with stopping you".

If the party still has their dog with them it will now begin to growl and bark and the hair will stand up on it's back. Gideon has returned and will now make a sneak attack against a player carrying a power item. He will backstab with a knife unless the party was tipped off to his location by their dog, in which case the player Gideon is attacking will hear his feet crunch leaves behind them and brace for the attack, taking normal damage. Once he has attacked he becomes visible and the encounter can proceed as normal. He will use the Amulet's power to turn invisible every other turn after making a backstab attack; though he will not flee and fight the party to the death.

Lawrence Gideon: Init +3, Atk: kitchen knife +4 (1d4); AC 10; HD 3d12 (22 HP) Act 1d20; SV Ft +1, Ref +2, Will +1; AL C. Sp: can turn invisible at will (one action), backstab while invisible (Use the monster table from the DCC core rules, or if not available each attack does 8 damage)

Potential Ally: Lou the pizza guy. Lou is a middle aged pizza delivery guy. He is driving by when he sees Gideon materialize out of thin air and attack the party. He will try and clobber Gideon from behind and may help prevent him from utilizing his invisibility. Unfortunately, Lou has spent too much time eating pizza and not enough time learning to fight invisible villains possessed by otherworldly sorcerers from beyond death and he's not likely to see another sunrise over Crater Valley.

Lou: init +0, Atk: unarmed (1d3 dmg). AC 9; HD 1d4; (4hp) Act 1d20; SV ft +0, Ref +0, Will +0 AL L

Novak's Amulet

This item is a large but relatively simple silver Amulet with a crude almost stick figure like man in the centre, flanked by sigils on all sides. Picking up this amulet causes the PC to automatically advance to the 2nd level (as thief) with the accompanying hit points (2d6HP). The player now also has the ability to effectively turn invisible until they take an action. The player is undetectable until they attack or interact with an object. Attacks made while invisible count as a backstab. Utilizing this ability drains one point of the player's personality and spreads physical corruption as described in other items.

Novak Manor

Novak Manor is the game's final encounter.

Having scrambled downhill through a dark and forbidding forest with a deepening sense of dread you walk out into a clearing. Novak Manor is situated at the very nadir of Crater Valley, and though the grounds have grown over with scrubby bushes and a few very large trees you can still clearly see the once opulent mansion before you, a rough path of what was likely once paving stones can be seen amongst the tall grasses leading up to the house. The house itself is a large and dilapidated structure, sprawling off in both directions though much of it has now fallen down or been reclaimed by nature. A crumbling brick well can be seen amongst some tall grasses directly in front of the house. In the gleaming light of the full moon shining down from above the mansion you can see twelve figures standing completely still in the front yard.

Closer inspection will reveal these figures to be desiccated and mostly decayed corpses dressed in 19th century rags. As in the Zombies random encounter these figures are not responsive in any way and await the command of their resurrected master, Alphonse Novak. Attacking, pushing, trying to talk or communicate with these corpses in any way will yield no result and they will simply stand there staring at the mansion awaiting their master's return.

The Foyer

All is quiet as you approach the house, wind blows through tall dead grasses and rustles the dry brown leaves on the massive elms that guard the mouldering ruin. The warped boards of the rotting porch creak under your feet as you approach the front door, which swings lightly in the breeze. A yawning black vastness awaits within.



As the last party member steps through the doorway into the darkened space beyond the massive wooden door slams shut and the room is suddenly lit by gaslight. The party now finds themselves in a richly decorated foyer, outfitted in the highest aesthetic standard of the late 19th century. Despite the glow of the gaslight and rich decoration of the interior the room feels strangely cold. The party can hear a loud ticking coming from an antique clock located near the door on the upstairs right.

The front door is directly behind their backs. Large doorways can be seen to their left and right. A grand staircase opens before them, splitting off to the left and the right. Above the landing is a large and ornate portrait of Alphonse Novak identical in every way to the one they saw in the museum except for one difference, in this painting Novak is wearing the Mask. Below the painting is a wooden table with some ancient looking dry flowers in a vase resting on top. At the top of the stairs near the door on the right (library door) is a grandfather clock. If the party looks closely at the clock they will notice that the hands are travelling in a counter clockwise direction. Both wings of the staircase terminate in a closed door. Below the left wing of the staircase on the ground floor is a door on the back wall.

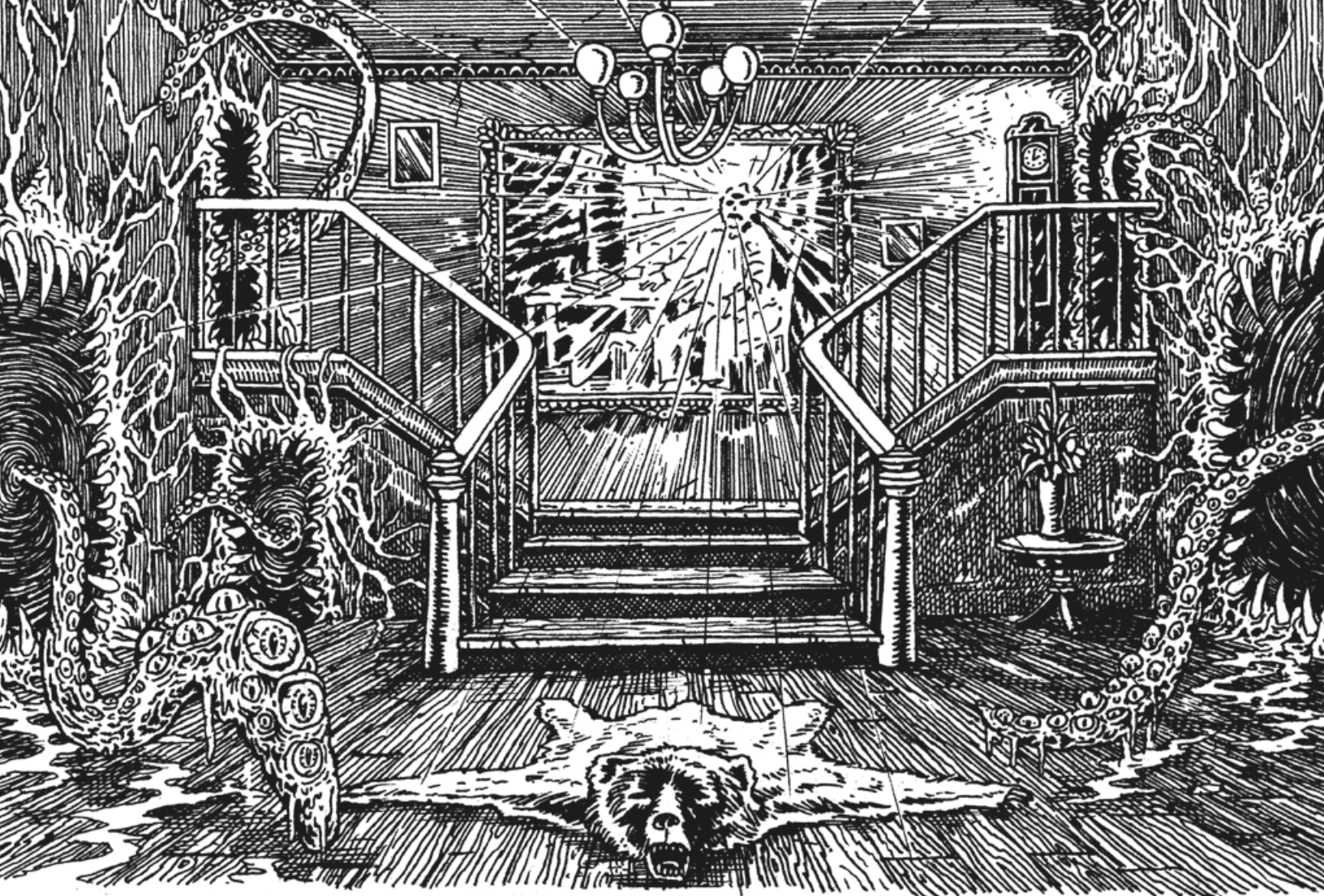
This room is a puzzle. Walking through the bottom left door delivers the player to the upstairs right door. Walking through the downstairs right door takes the player to the upstairs left. The door at the back of the room leads to the front door of the house and the front door leads to the back. The party may have made note of the fact that the library is located in the east wing on the second story when gathering information at the Museum. If they select each door in counter clockwise order ending with the library door they step through into the library and the final encounter with The Mask. If selected in the correct order non library doors will slam closed behind them and if opened again they will see nothing but the crumbling next room rather than a blank void as before. Holding the swinging arm or stopping the minute hands of the grandfather clock freezes the operation of the doors; stepping through any of them while the clock is not functioning has the character simply stepping into a black void with an open door behind them. Attacking the clock will cause the room to begin to retaliate.

If the party attacks the clock the doorways of the room will distort into grotesque mouths with eye covered tentacle-like tongues lashing out at the party, and glowing green eyes will appear in The Mask worn in the portrait of Alphonse Novak. The party can strike out at each tentacle or direct their attacks at the clock.

“Killing” a tonguetacle by reducing it to 0 HP takes it out of action and removes one attack from the room, but the party cannot move on until the clock has been brought down to 0 HP. Focusing on ‘killing’ the clock allows the party to circumvent having to fight the tonguetacles as the enchantment on the foyer will end when the clock is destroyed. Successful hits on the clock are easy enough, it is totally stationary, however green ooze-like light will spread out from the main clock to it’s broken components and it will appear to knit itself back together slowly. Each Tonguetacle is effectively as long as it needs to be, they will slither out of the doorways until they reach a PC. Once the clock has been brought down to 0 hit points the party will be blinded momentarily by a bright flash of green light. As their eyes adjust they will find themselves in the same foyer, though advanced in age by over a century of dilapidation and exposure to the elements. The portrait above the stairway landing will be missing and the clock will be smashed to pieces. They can now pass through the doors as normal, the doorway to the Library leads them to the final encounter with The Mask. The other doors lead them to moldering old rooms in the crumbling mansion, to be populated at the judge’s discretion.

Monstrous Foyer: Init +0 Atk: tonguetacles+1 (1d4, grapple on a successful hit, player must make a DC10 strength test to free themselves), doorway mouth chomp (1d8 damage, player must be grappled by tonguetacle); AC 10 (tentacles) AC 2 (clock); Each tentacle has 12 HP, the clock has 20HP, instant death if clock brought down to 0HP. Act 6d14; SV Ft +0, Ref +0, Will +6; AL C.

Party members may try and find an alternative entrance to the house, which would not be difficult as virtually every window has long since been broken and any door can be easily opened. Entering Novak Manor this way leads the players to a crumbling antiquated room, such as a sitting room, kitchen or office. Investigating this room will yield nothing of value, each room will have a door connecting it to the rest of the house and crossing through this door leads the party to the Foyer encounter. A truly intrepid PC could find a way onto the second story windows of the Manor and enter the Library via a broken window, effectively skipping the The Foyer encounter. This is no easy way out as a PC entering this way will have to face the occupants alone until help has arrived, either by completing the Foyer encounter or climbing up one by one.



The Library

You step out into a crumbling mansion library. The strong smell of mildew and mold fills the air and moonlight streams in through the broken windows. Three glowing green eyes and a twisted smile/frown look down on you from a mezzanine above your heads. A terrifying laugh pierces the still air and you hear Julie's voice weakly call out "heeeeeelp...meeeeeeeeeee" before it shifts into a strange and inhuman voice saying "Hello my young friends, and welcome. I see that you have collected all of my belongings, just as I wished. Won't you join Julie and learn the truth? I have already taken control of this town. When you have yielded my possessions back to me, I will take control of the WORLD"

At this point the party members in possession of power items must make personality tests against the will of the Mask. If they have allowed their personality to be reduced to 1 they collapse and their power item flies from their possession. If not they must successfully roll under their current personality or it is reduced by 1. The judge should inform them that their vision fogs

over and their body is wracked with pain that seems to be emanating from the place where the power item is bonded with their skin. Once reduced to 0 PER they lose control of their power item and revert to level 1 warrior stats. The party's attention is suddenly broken by the sound of a chainsaw ripping to life. Three grotesque figures emerge from the shadows on the lower floor. After all the power item possessing party members have taken their first personality test roll for initiative as the final fight has begun! Every power item that is repossessed by The Mask increases it's HP by D8 and it gains the item's corresponding ability (Deed, Lay on Hands, Spells, Invisibility, forced reroll etc).

The party must now face the Mask and the reanimated corpses of those it has bent to it's will. Gus, Gundersson and Gideon have been robbed of the supernatural powers they displayed when they possessed their power items, but they have been imbued with grotesque strength and twisted monstrous appearances by the corrupting power of the Mask. Though they are

recognizable as their former selves, these beings have been transformed in death. Their ghoulish grey skin now ripples with muscle, their hands display sickeningly long fingers with disgusting yellowed talons and their mouths have been twisted into a mockery of an enormous smile with absurdly long, chisel like teeth dripping with a putrid emulsion of blood and saliva. Their eyes burn with the same green glow of the Mask above and they lock their hateful gaze upon the party before charging ...

Mask Beasts (3):

Chainsaw Gus: Init +1, Atk: ghoulish claw +4 (1d4 +4) or chainsaw hand -1 (3d6 damage, on a hit roll of 1-4 the chainsaw stalls, crit on 18-20). AC 12; HD 2d8 (14HP) Act 1d20; SV Ft +1, Ref +2, Will +1, AL C

Beast Priest: Init +5, Atk: ghoulish claw +4 (1d4 +4). Or Bite +2 (1d10) AC 14; HD 2d8 (14HP) Act 2d20; SV ft +1, Ref +2, Will +1, AL C

Lawrence Squidion: Init +2, Atk: ghoulish claw +4 (1d4 +4) or Tentacle +4 (1d4 – can grapple on a successful hit and do an automatic 4 damage without rolling to hit on the next turn-DC10 strength test to break free after being hit) AC 10; HD 2d8 (14HP) ACT 3d20; SV ft +1, Ref +2, Will +1, AL C

Potential Ally: Professor Hamm: Professor Alex Hamm is a local ‘inventor’ who lives alone outside of town, subsisting off of the money he makes from old patents for electronic components he designed. Though he is highly intelligent he has come to be regarded as a crackpot after claiming that the valley was a kind of energy vortex allowing for extra dimensional travel. If the party has rolled him as an ally his ‘devices’ tipped him off to strange energy fluctuations at Novak Manor and he arrived shortly after the party. He will do his best to assist the party with his scratch built Taser. He stumbles into the library after the mask has made his speech and addresses a PC of the Judge’s choosing, saying “what the hell is going on here man?! My instruments have been going crazy, it seems that there is a major output of energy emanating from this very spottttt..” trailing off as he looks up and sees The Mask and it’s beasts before him.

Professor Hamm: init +0, Atk: Taser (1d10+2 dmg). AC 9; HD 1d12; (6hp) Act 1d20; SV ft +0, Ref -1, Will +3 AL C



The Mask

The party easily recognizes the limp body of their friend Julie floating a few inches above the floor on the library mezzanine, though her face is obscured by The Mask. The Mask will not directly engage in melee combat until it has amassed the power objects from the party. It has some immensely powerful ranged attacks however and will use those to incapacitate the party as they try and deal with it's minions, and focus it's attempt to gain control of the power objects starting with the lowest personality party member. Physical attacks against Julie's possessed body do damage to her, though they instantly appear to knit together with an otherworldly green light. This process is too slow to function as real regeneration but accounts for the expanded hit points Julie has received from The Mask.

The Mask: Init +5, Atk: Special- See Below, AC 16; HD 3d8* (22HP to start, +1d8HD from each recovered power item) ACT 3D20; SV ft +2, Ref +3, Will +10, AL C

Mask Attacks: Dominating Gaze One of the Mask's eyes will burn with green light, at which point the PC must make a DC15 will save or be stunned while the mask concentrates on them. If the Mask is injured the spell is instantly broken and the PC is no longer stunned. While stunned the PC sees themselves in a maze of mirrors, but the only thing reflected in the mirrors is an image of themselves wearing the mask. The Mask must concentrate to keep the player stunned so each ongoing stunned player subtracts 1 from its available Actions, while in the Maze the player can take no action but to wander aimlessly within this sub-plane. After the first turn spent in the maze the player should begin to roll on a d6. On a roll of 1 the player encounters another person in the maze. They will be dressed in 19th century clothing and wearing The Mask. This is the ghost of an individual who has been consumed by Novak's dark power long ago. Their will has been degraded to the point where they can no longer speak but they will follow the PC as it tries to navigate the maze. It is possible to encounter more than one ghost in this way. Once freed from the maze the PC will receive a +1 to hit and damage on their next attack against The Mask for every ghost encountered in the maze. If 3 characters have been 'mazed' the Mask essentially can take no further actions unless it wants to release one or more of the PCs from the Maze.

Superior Will: One of the Mask's eyes burns with green light as it concentrates to try and take control of a power item and it costs them an attack. The subject

of the attack must make a DC15 will save or lose 1 point of personality. If the party member's personality has been reduced to 1 at the time of the attack based on the method described earlier they lose control of their power item and it flies off of their body and to the Mask. Though they have lost the associated power abilities, The PC is not completely lost as the experience gained on the adventure thus far has advanced them to level 1. They are effectively now a level 1 warrior with the accompanying hit points, as well as the ability to perform mighty deeds. Their personality has returned to it's original value once they are free of the influence of the power item. The Mask may use as many of it's actions in a turn as it wants to try and take control of the power items.

Power Item Attack: Once it possesses an Item it can use the item's special power and gains +1D8 HP for each new item it regains control of (see specific item).

Conclusion

If the party is able to get the Mask down to 0 HP read the following aloud:

All of the magic items fall to the floor in a blinding flash of hot green light, after a moment your vision returns to normal and you find Julie semi-conscious on the floor with the Mask floating in the air above her. Bolts of green lightning arc off of the Mask igniting flames in the room around you. Julie opens her eyes and mumbles "what happened?... Where are we?...Where are my parents?". Swelling laughter begins to fill the air and The Mask seems to speak with an unearthly voice "You have not won, this is only just the beginning... Death is only a doorway through time HAHHAHAHA" The Ground begins to shake and the house starts to crumble around you. Flames ignite moldy books on their shelves, the beams in the ceiling crack and begin to give way. You scramble from the house as floors tilt at strange angles and the house begins to fold in upon itself and disappear into the ground. As you step out onto the front lawn gouts of bright orange flame and bolts of sickly green lighting convulse the Manor and you are blinded by a bright green flash as you are thrown forward by a powerful force. As your eyes readjust to the first light of dawn you see the house crumbling down into itself, the fires rapidly consuming every trace of it's existence ...

THE END?

... Find out in RETURN to Crater Valley!

BLACKOUT IN

CRATER VALLEY



It's Halloween night, nineteen eighty-something ...

... you are a group of friends, misfits from the small town of Crater Valley. You are all loitering in the Crater Valley town square watching the last of the trick or treaters making their way home, awaiting the arrival of your friend Julie before you plan to set off in pursuit of some mischief. It's unlike Julie to be so late as she lives just a block away from the square but you know her father, a world renowned Archaeologist has just made a major discovery and you assume she must be celebrating with him. You and your friends are considering leaving without her when the sound of breaking glass fills the air, followed almost immediately by the unmistakable sound of Julie screaming "HELP ME, SOMEBODY PLEEEEEEEEEAAAAASEEE!"

Suddenly everything is quiet as all of the lights in town simultaneously go out. A moment of absolute silence and stillness ticks by when the air is filled with the cacophonous roar of what sounds like every dog in town howling in unison ...

Will you be able to find Julie and stop an evil force from beyond death before it's too late? Find out in BLACKOUT in Crater Valley!

A Zero level RPG adventure for the Dungeon Crawl Classics Roleplaying Game or the old school RPG system of your choice!

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