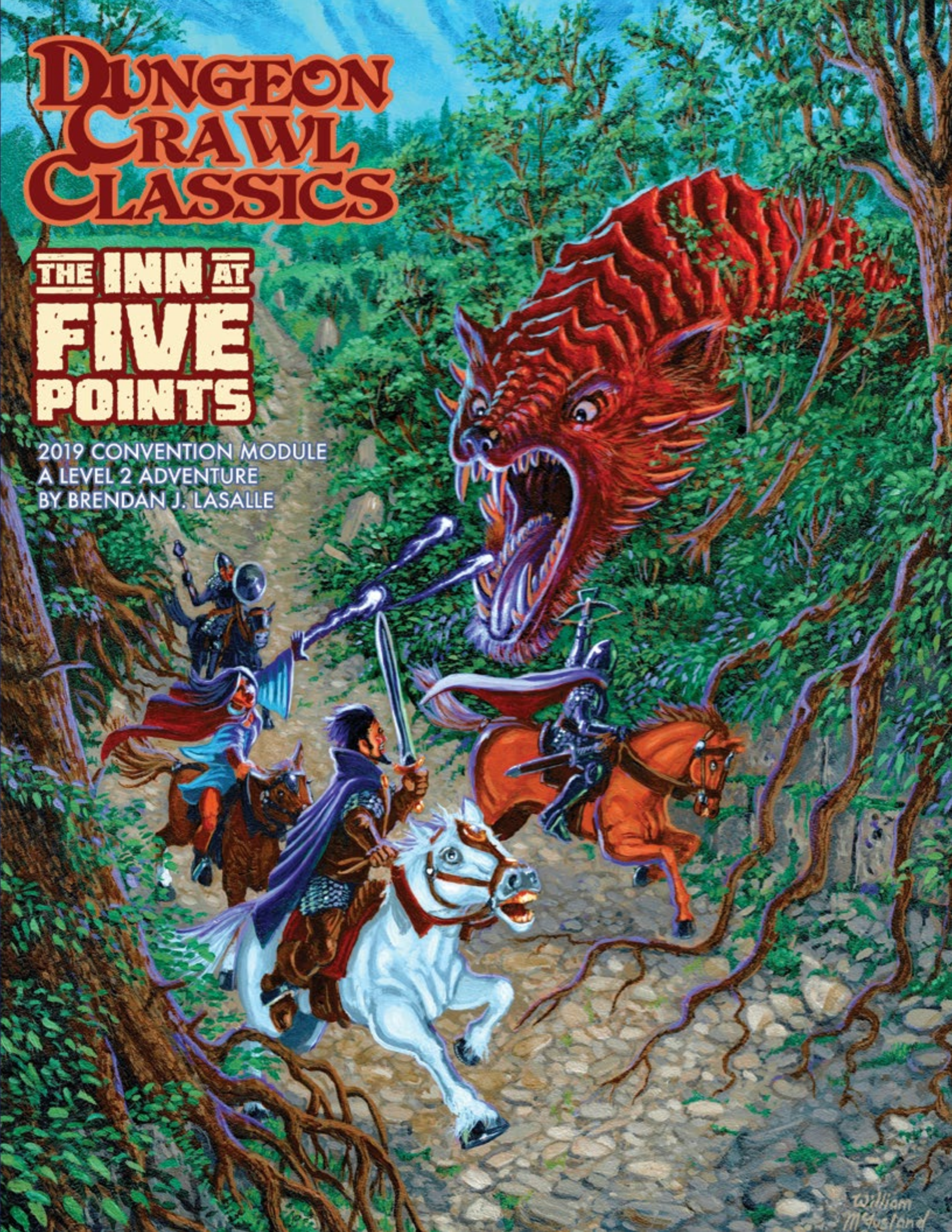


DUNGEON CRAWL CLASSICS

THE INN AT FIVE POINTS

2019 CONVENTION MODULE
A LEVEL 2 ADVENTURE
BY BRENDAN J. LASALLE



William
McGustand



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THE INN AT FIVE POINTS

A LEVEL 2 ADVENTURE

By Brendan J. LaSalle • Editor: Rev. Dak J. Ultimak • Cover art: William McAusland • Cartography: William McAusland • Interior art: William McAusland, Bradley McDevitt, Stefan Poag • Art direction: Joseph Goodman • Layout: Matt Hildebrand

Stew Artisan: Dr. Lori M. King • Beer Patron: Keith "Desert Yeti" LaBaw • Spiritual Godfather and Co-Deer-Avoider: Michael Curtis • Special Thanks: James Walls, Walker and the Derby Joe crew, Evan, Ivy Fowler

This adventure is dedicated to the memory of Michael Fantin. "Be good to people for no reason."

Guests of The Inn (and official convention playtesters): Adam "Glitterbeard" Sanfilippo, Alexander "öindy" Yang, Anton F. Wilsbach, Bob Brinkman, Brian McNeil, Brie "Drift" Randazza, Bruce Cunningham, C.J. Simmons, Cory Gashman, Cyrus Duane, Dan Domme, Dan DuLard, Dan Glover, Dan Steeby, Daniel J. Bishop, Danny Connolly, Dave Conant, Dave Crimm, David Baity, David Cowling, Eric Rex Petersen, Evan Rossi, Evie Walls, Forrest Aguirre, Frank Bustamante, Gage Jacques, George Hardy, Haley "Young Skatch" Skatch, Ivy Fowler, Jacob "Slayer of Men" Harkins, James Walls, Jeannie Mueller, Jeff Bernstein, Jerry Aldrich, Jesse Bailey, Jim Borkoles, Jimmy Sung, Jobe Bittman, John Munnoch, John Munnoch, Jonathan Snodgrass, Larry "Follow Me, and Die!" Hamilton, Lloyd Gyan, Matt Evlogue, Michael Fantin, Mike Loew, Nema Bezak, Nita Bittman, Reid San Filippo, Rev. Dak Ultimak, Robert Hausch, Rob Hausch, Robert Lambert, Rodolfo "Sir Lord Balthazar Fitzgerald" Nartze, Ross Jackson, Scott Meredith, Scott Swift, Sean McConkey, Sean McLoukey, Shannon Nicholas!, Trevor Heartman, Trevro Bramble, Turan Holland, Victor Dorso, Wheel Hailer, William Hausch, William "Wool" Munnoch.

To them, and to all those whose names were stolen away by the Crawling Lord, THANK YOU! You are all welcome in Five Points forevermore.

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was Dagon on the 20th level? Those days are back! Dungeon Crawl Classics adventures don't waste your time with long winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The Inn at Five Points is designed for a group of 2nd-level characters. After a harrowing wilderness encounter, the PCs arrive at the eponymous inn to negotiate for a treasure map. However, the inn is literally taken by an oppressive cult bent on destroying the famously Neutral landmark and sacrificing guest and PCs alike to their evil god. The PCs must fight to survive and escape the clutches of the Order of the Crawling Lord

BACKGROUND

The Inn at Five Points is a local landmark—set deep in farm country between five population centers, the inn is the only public house within several days ride in any direction. The inn is a quiet place to spend the night with a reputation for decent food and good drink. In addition, the inn has a special reputation for Neutrality. Often folks meet there to negotiate, make peace, work out long-standing differences: it is considered very bad luck to start a fight at the inn. Before an argument escalates to violence, one party might offer a meeting at the Inn at Five Points as an alternative to bloodshed.

The bucolic and amenable neutrality of the inn attracted the attention of the Order of the Crawling Lord. The Order represents the most extreme and repugnant ideals of Law: oppression, slavery, and a merciless survival-of-the-fittest ethic that intentionally instills deep self-loathing in its members, forcing them to every day meditate on how inadequate and malformed they are when compared with the Eternal. At the height of its power, the Order was responsible for the kidnapping and sacrificing of hundreds of humans per year, mostly avowed Neutrals—the cult thrives on conflict and cannot abide Neutrality.

An alliance of Lawful, Neutral, and Chaotic temples came together to eradicate the Order of the Crawling Lord years ago after discovering the cult's plan to dominate the world and turn non-believers into slaves. The leaders of the Order were mostly put to death, while the rank and file mostly dispersed, some finding a home with less bloodthirsty Lawful temples.

Some loyal to the Crawling Lord refused to surrender. High Priestess Mortaloca went underground for years during the purge, and is now she and her small band of faithful have a plan to restore The Order and reignite their mission of eternal global war. After discovering tunnels deep in the earth beneath the Inn at Five Points, she drafted a ceremony to drag the inn down into the earth where she and her acolytes can sacrifice the staff and guests of the inn at their leisure. What Mortaloca did not account for was the presence of a band of resourceful adventurers who might just object to a helpless death in the name of the Crawling Lord ...

IN MEDIAS RES

If you are running this adventure as a one-shot, the author recommends beginning *The Inn at Five Points* in medias res in order to jump right into the action. It's a classical storytelling technique, and its use improves the pacing of this adventure and provides a unique starting point for an RPG session.

As soon as your players are settled and ready to game, call for an initiative check—don't immediately tell them that they are rolling against the wolf-wyrm (see encounter 2, p. 3).

Once initiative is determined, describe the wolf-wyrm that has burst out of the trees 30' from where they stand, towards the flank of their marching order. Don't give much in the way of location details, in case they take a strange turn the encounter takes place somewhere unexpected. Focus on the horror of seeing the beast for the first time, how it glares from player to player deciding which one to devour first.

Once you have set this scene, tell your players you want to go back and describe how they came to be in this predicament. Go back and begin encounter 1, adding whatever details you need to get your characters meeting with Dolmond Fway.

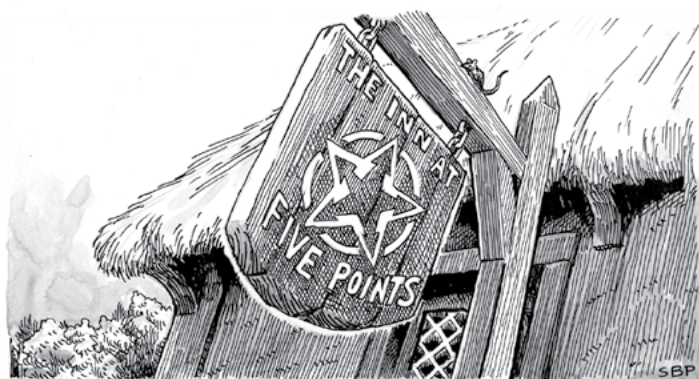
Your players will likely want to go to the inn for a chance at that treasure map, but whatever they choose, they encounter the creature. Once you describe the encounter with the wolf-wyrm, it's canon. No matter where they go or what they do, the wolf-wyrm pops out of the tree line and attacks.

Proceed with the rest of the adventure normally!

FIVE POINTS IN THE AERETH CAMPAIGN SETTING

The Inn at Five Points is designed to be set into any remote area in your campaign. Obviously, it should be in a location where it would be reasonable for dangerous backroads connecting five major cities to cross at a junction, and if such a place doesn't exist in your campaign world, you might consider changing the name, or early on revealing that Five Points is a misnomer, perhaps a throwback to a time before certain long-dead cities fell. If you are using the Áereth campaign setting, you can easily set this adventure in the Crieeste Empire, in the farmlands between Silverton, Vaqueria, High Cross, Soulgrave, and Tarrasine.

If the PCs manage to get their hands on Emmet Mott's treasure map, it points towards an isolated spot east of the Dragonspire Mountains, two days hard travel through the woods north of Lastever.



THE ADVENTURE BEGINS



ENCOUNTER 1: A CAMPFIRE

The PCs are traveling, looking for a place to camp. They smell smoke and cooking meat, and see a campfire crackling through the woods. As they pass by, they see a lone figure tending the campfire. Tied to a line between trees are six horses and two ponies. Unless the PCs all successfully use stealth, the traveler notices them and steps forward for a closer look. He's a bit desperate for company, so if he sees any sign that they are friendly – such as a holy symbol of a Lawful or Neutral god, or if the party attempts to peaceably parlay, he beckons them over to share his fire and his wine – has several bottles of the local plonk and enough food for a dozen travelers.

The man is Dolmond Fway, a human with obvious injuries. If they join him he dejectedly tells them to eat all that they want, that he has more food than he could possibly use. If they ask for his story he tells them the following: he and his band of stalwart adventurers were on their way to the Inn at Five Points to meet a man called Emmet who is looking for adventurers to help him on what he believes will be an extremely profitable but dangerous, undertaking. On their way they were ambushed by a creature the likes of none of them had ever seen before, a colossal segmented worm with the head of a huge wolf. He and his party fought against it bravely, but it killed them one by one. Dolmond had been in the rear firing crossbow bolts at the thing, and when he was the only remaining member of his party he grabbed the horses, already tethered together, and fled.

Dolmond, devastated at the loss of his comrades-in-arms and disillusioned at the prospect of finding glory and riches in the adventuring life, tells them he is done with adventuring altogether. He plans to ask for employment at his cousin's farm and a quiet life.

If they ask about the map, Dolmond gives his blessing to seek out Emmet. They were to meet at the Inn at Five Points three days hence, but has never met the man with the map himself; Sasha, one of his fallen companions, set up the meeting. If the PCs leave in the morning, they should make that meeting with time to spare.

Dolmond also offers to sell all but one of the horses and both ponies along with their tack and saddles, and he only asks twenty-five gold pieces each for them – a shockingly low price. All of the animals are fairly standard with standard tack, but one is much larger, and is equipped with a jousting saddle, a saddle scabbard, and a war lance. That horse is a particularly intelligent and fearless warhorse, a veteran of many battles.

One of the ponies has a hidden satchel under its saddle, containing 8 uncut lapis lazuli worth 10–15 gp each. Emmet has no idea these exist.

Dolmond hasn't met Emmet – one of his fallen comrades made the deal. The only detail he remembers is that Emmet supposedly has an extremely bent nose.

Dolmond Fway, 2nd-level warrior: Init +4; Atk crossbow +3 (plus deed die, 1d4) missile fire (1d6+deed die) or longsword +2 (plus deed die) melee (1d8+1+deed die); AC 16; HD 2d12; hp 11 (currently wounded, max 20); MV 25'; Act 1d20; SP Mighty Deed of Arms (1d4), lucky weapon (crossbow, +1); SV Fort -1, Ref +3, Will +0; AL N.

Dolmond wears chainmail, has a longsword, a crossbow, 7 quarrels in a quiver, a boot knife, and a pack with 8 days trail rations, 17 sp, 8 gp, a crowbar, and two skins of cheap wine.

ENCOUNTER 2: THE WOLF-WYRM

As the characters make their way to (or away from) the Inn at Five Points, the wolf-wyrm rises from its hiding place at the side of the road and attacks. The creature had been tracking Fway and his horses for several days, following their scent trail, and when it sensed the PCs approaching it hid behind a copse of trees in ambush.

If the player's are mounted, an experienced animal handler might notice that the horses grow nervous as they get closer to the huge thing (DC 13 Personality check).

The creature attacks when the party comes within 30', lunging at the party's flank and attempting to slay and devour them all. The creature is already wounded – it has more than a dozen arrows and bolts sticking out of its hide already, and has healing wounds in several other places – but its obsession for humanoid flesh forces it to fight until it drops below ten hit points, at which point it attempts to flee and escape if it can.

The wolf-wyrm has some undigested treasure in its gullet. Extracting it all takes 15 man-hours. Inside its stomach the creature has 196 cp, 77 sp, 22 gp, and one piece of usable equipment – a shield of obvious dwarven make with a rampant mountain goat device. Extraordinarily, the leather straps on the shield are in perfect condition, undamaged by the creature's stomach acid. The shield is a magical, giving both +1 protection and +1 to hit and damage if used for bashing. In addition, once the shield has been used in battle, its possessor starts having dreams of important events in dwarf military history, as if the owner itself had been present at key battles.

Wolf-wyrm (1): Init +0; Atk bite +7 melee (1d14+5); AC 13, HD 10d8+8; hp 66 (normally 80); MV 30'; Act 1d20; SP poison, swallow whole, heightened senses; SV Fort +6, Ref +1, Will +3; AL N.

The wolf-wyrm is a nightmare beast – the body of a 60' long segmented worm with chitinous armor plates, with dozens of legs in two rows down the sides of its armored body. Its head is that of an enormous wolf, with intelligent yellow eyes, huge teeth coated in noxious pale green mucus, and a mouth big enough to swallow a man whole.

On a successful bite, the victim must make a DC 13 Fortitude save or take 1d3 points of Stamina damage. On a natural 20, ignore the normal crit table – the wolf-wyrm has swallowed the victim whole. Swallowed victims take an additional 1d3 damage, and 1d3 acid damage per round that they remain inside the creature’s gullet. Swallowed creatures may attack from its interior with a small bladed weapon such as a dagger – the creature is AC 9 to strike from the interior, damage applied to the creature normally, and if the creature reaches 0 hit points from an interior attack the swallowed victim has cut his way free of the creature. If the creature is slain from without, characters within still take 1 point of damage per round until freed, and must be cut free, taking 1d3 rounds from interior or exterior.

The wolf-wyrm has an amazing sense of smell. It can recognize any individual creature’s scent it has ever encountered, can track a three-day old blood trail through the forest unerringly, and can even track by scent in the rain, although adverse winds effect it normally.

ENCOUNTER 3: THE INN AT FIVE POINTS

As the characters draw to half-a-day’s ride of the inn, the road widens, and small farm houses become more frequent. They eventually come to the spot where the road goes off in five directions, each headed towards a city or other major population center.

There are two points of interest at Five Points; the inn, and Pop Tavit’s Horses and Tack.

Pop Tavit’s Horses and Tack: Pop inherited his hostelry from his father, and has operated it along with his wife, his two daughters, and his young son for years. Spread across two acres of fenced-in land, with his family’s home, a tack shed, a smoke house, a covered well, and a covered feed shed. The gate has a tiny bell which rings when it opens.

Pop buys and sells horses and tack (buying at 50% value, and selling for 120%, although he can be negotiated down to 100%), hires out a wagon and draft horse for 10 sp a day, and boards horses for 5 cp a day. He currently has four horses, two ponies, a donkey, and six goats for sale. Pop is friendly but shrewd and has a keen eye for animal quality and health. Pop has 143 sp and 248 cp hidden behind the false back of a pantry cabinet.

Area 1—The Inn at Five Points: The inn is a one-story building with a tall roof, painted white with dark wood cross beams. Its double doors are flanked by twin magical lights, courtesy of a wizard who exchanged the creation of the magical effect in payment for a two-week convalescent stay, allowing him to recover from a debilitating spellburn effect. The lights are permanent, simply hanging in the air to the left and right of the great oak double-doors, like tiny twin stars that give off no heat. There is a hex sign affixed over the door, with a common symbol representing Balance and Peace (DC 8 Intelligence check to recognize).

The inn is only one story. There are no rooms in the inn itself. Behind the inn is a clean long house where overnight guest stay, with enough bunks for 14 travelers. The guest house has a clever lock, which can be locked from within but also opens from the outside with a key that Arlo, the innkeeper, carries.

BILL OF FARE

Stew and Bread	4 cp
Bread	1 cp
Pint of Ale	1 cp
Plug of Pipe Tobacco	2 cp

BREAKFAST

Lucky Traveler	3 cp or free for overnight guests
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The innkeeper is Arlo Whitethorn, a veteran innkeeper with a thousand stories. He and his wife Quendy bought this inn more than a decade ago when their old inn blasted into space (see *Dungeon Crawl Classics 10: Belly of the Great Beast*). Arlo is a friendly, gregarious man who takes real pride in his inn. His generosity of spirit and balanced outlook caught the attention of various powers of Neutrality over the years, and they watch over the inn with special care. Quendy is the feisty brains of the outfit, who waits on patrons during the day and keeps the books in the off hours. Quendy was also a decent tavern brawler in her day, and famously knocked a would-be dine-and-dasher out cold a few winters back. Arlo is in his 50’s, Quendy is in her 40’s.

Arlo the Innkeeper, 0-level innkeeper: Init -1; Atk club +0 melee (1d4); AC 9; HD 1d4+1; hp 4; MV 30’; Act 1d20; SV Fort +0, Ref -1, Will +0; AL N.

Quendy the Innkeeper, 1st-Level warrior: Init +3; Atk club 1d3+1 (plus deed die, 1d3) melee (1d4+deed die); AC 12; HD 1d4+1d12; hp 9; MV 30’; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

The number of guests at the inn depends on the time of day the PCs arrive. In the morning there will be 2d4 travelers eating breakfast before they get back on the road. During the day there are 1d3 old-timers sitting at the bar sipping ale and sharing tales. At twilight, there will be 1d6+6 folks – travelers and farmers having a pint before they tuck in. The inn typically has two or three overnight guests. By dark the inn is normally quiet, with only the staff and overnight guests still in attendance. Arlo locks the doors at 9 PM, but may be roused to let late guests in.

No matter when the PCs arrive, Emmet Mott is there, sipping ale and eyeing them cautiously.

All things being equal, assume the PCs arrive at twilight, and that there are nine guests, plus Arlo, Quendy, the old cook and the cook’s assistant, Emmet Mott the prospector, and the Mysterious Stranger.

The Mysterious Stranger is whoever you need it to be – a spare character for a player who’s character didn’t survive the wolf-wyrm, someone to push your plot along, a spy for some authority in your game, or an introductory factor for your next adventure. If you don’t have any campaign needs, the stranger is Jenny Paper, a thief on the lam from authorities – lying low while she considers her next move. Jenny keeps to herself, not even revealing her gender if possible.

THE RUMBLE

At some point after the PCs enter the Inn, they hear a rumble, which is the beginning of the effect of the ritual of the Order of the Crawling Lord. Try to underplay it – if they all run out of the inn in terror, the adventure grinds to a halt. Describe it as a sound like many far-off horses.

If the PCs look outside, they see that their horses, and the horses across the road at Pop Tavit's Horses and Tack, are all visibly nervous, stamping and looking around. They might see a few farmers leaning over fences, talking about what they just heard.

The rumble might happen two or three times, rattling mugs on tables and making the candles in the inn sputter. Before the party leaves to investigate, the Inn sinks down into the earth. If the PCs make to leave the Inn, the powers of Neutrality that watch over Five Points, who want the cult destroyed and have subtly influenced events to bring the adventurers into conflict with the cult, imperceptibly slow the time in the inn so that falls into the earth while they are all still inside (see When Suddenly . . ., below).

Jenny Paper, 2nd-level Thief: Init +1; Atk dagger +1 melee (1d4+1) or garrote +1 melee (1+1); AC 11, HD 2d6+2; hp 14; MV 30'; Act 1d20; SP 1d3 Luck for each point expended (Luck 15), backstab +3, sneak silently +4, hide in shadows +2, pick pocket +1, climb sheer +2, pick lock +2, find trap +1, forge document +1, disguise self +3, handle poison +3, cast spell from scroll 1d10; SV Fort +2, Ref +3, Will+1; AL N..

Jenny Paper is a former scribe with a real flair for forging documents. Jenny has a traveler's outfit, a cloak with an oversized hood, 2 daggers, a forged document claiming she is the servant of a local noble house on an urgent errand, a forged letter of credit promising repayment up to 100 gp from a bank in the capital, a tattered deck of playing cards, a garrote hidden in the lining of her cloak, and a pouch with 8 sp and 17 cp. She wears high boots, and one heel has a false compartment containing a platinum ring with a strange azure stone and an engraved phrase in an unknown language worth 400 gp. The ring is from another world; if the language is magically translated, it reads "House Nepahlak Stands."

If your Mysterious Stranger is Jenny Paper and the PCs approach her, she attempts to ignore them, but if they persist she puts on an air of courtly formality (she is very good at this) and apologizes. She says she is a courier on a secret mission for the noble house she is loyal to and begs their pardon as honor forces her to maintain absolute discretion in regard to her status, task, and benefactors. If attacked she fights or flees as is most logical.

If the players approach Emmet they will need to win his trust or otherwise compel him to tell his story: he and his brother and cousin were out prospecting in the far-off foothills, when they found a stone archway carved with thirteen snails, just standing in the middle of a hilly wood. Beyond it they found

more detritus of ancient structures of marble and stone; Emmet concluded that it was an ancient city, now in ruins, that isn't on any known map. A quick search unearthed four gold coins and a few ragged gems they pried out of the remnants of some ancient statue.

Emmet displays four gold coins as proof; they are of an unknown currency, with a crowned human on one side and ancient writing on the other (translation: "ACCOUNTABILITY & RESPONSIBILITY"). To dwarves, the 18 karat coins smell like ambrosia.

Emmet says his group searched the ruins for less than an hour when they heard a fearsome growling. Some terrifying thing sprang out from the ruins and chased them out of the hills – the prospector didn't get a good look but has the impression of a hairy giant wielding some huge weapon. Emmet refuses to return to the location but is willing to share the careful map he made. His offer: a half-share of all the gold, silver, gems, and jewelry the PCs find in the ruin – so if there are six PCs he requires a 1/13th share of the loot to share his map. He asks that all the PCs swear an oath to a PC cleric's god to seal the deal. If the party has no cleric or a chaotic one, he asks that everyone swears by the inn itself, counting on its special status as a place of Neutrality to entice them to hold up their end of the bargain.

Emmet claims that the map is safe a short distance away, but it is actually rolled up carefully and hidden at the bottom of a pouch he wears. The map leads to whatever location best suits your campaign, possibly including the ruined city in the foothills he described.

ENCOUNTER 4: WHEN SUDDENLY...

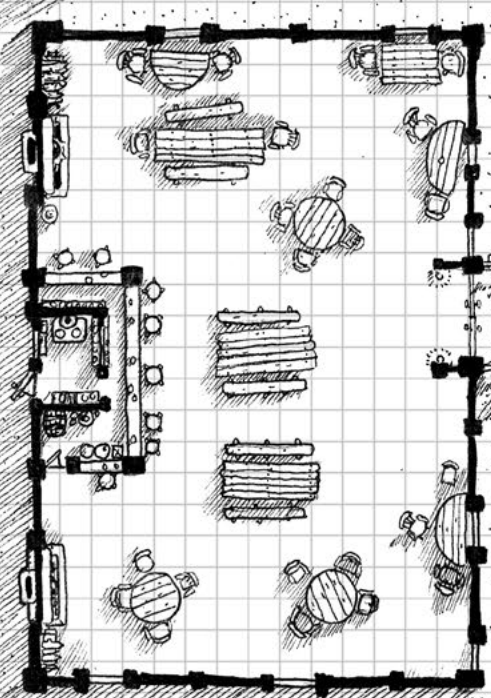
With a final rumble, the Inn at Five points sinks 400' into the earth, gently, into a cavernous sacrificial chamber. The inn doesn't fall in, it is drawn forcefully and quickly by a force, like an occult hand dragging the building deep into the earth. It sinks down before anyone in the building can escape.

The east end sinks first, then the entire building begins to slide down into the earth. Every PC inside must make a DC 11 Reflex save – failure means they take 1d6 damage, either from landing awkwardly on the east wall, which is now the lowest point of the inn as it sinks, or being struck by falling-sliding-shifting debris. A 6 on the damage die indicates a broken bone, as with falling damage. Succeed or fail, the PCs all wind up on the east wall (or hanging on to the door frame, window frames, etc, as the inn sinks).

It takes the inn a full three minutes to drop all the way down into the cavern below. During this time the wagon wheel canelabras bank up against the thatch roof, which catches fire.

The Cult of the Crawling Lord is the culprit here. They performed a profane ritual that dragged the inn down into the earth. Further, they plan on dragging the survivors to their foul altar and sacrifice them to the Crawling Lord.

All of the other inn patrons slide down along with Arlo, Quendy, and the rest of the patrons. Assume one dies, the rest are injured with a few broken limbs. The old cook and his assistance is trapped in the kitchen, unable to get down without assistance.



The Inn at Five Points
1 square = 5'

← To Longhouse



1 square = 25'



AREA 2: THE SACRIFICIAL CAVERN

Area 2-1—Ground Zero: The inn comes to rest on its side, defying physics by not crashing and erupting into a thousand pieces. The air inside is choked with dust and debris, and the wagon-wheel chandeliers have caught the thatch roof on fire. Roll 1d16+4. The result is how many rounds, after the inn touches down in the Sacrificial Cavern, that the Inn reaches flashpoint—at which time the entire structure collapses in on itself into a flaming pile of debris. One round before flashpoint, everyone conscious inside realizes they are in danger as the timbers crack and the heat grows intensely.

From the interior, the PCs can hear the cult chanting—a moment after the crash they reach a crescendo, and finish. At this point High Priestess Mortaloca congratulates her acolytes on their faith and the proper observances that have brought the famously Neutral Inn at Five Points down to the sacrificial chamber. She then commands two of her followers to take up their man-catchers and begin dragging what she supposes are broken and hopeless innocents down to the altar to become sacrifices to their foul oppressive god.

If unopposed by the actions of the PCs, the two acolytes stalk menacingly down to the inn, and begin to drag the injured, two by two, back to the altar to be sacrificed.

If the cultists encounter resistance, they call out to their priestess, who orders them to slay whomever resists. If one of the cultists falls, she orders the rest to grab their weapons and slay all resisters.

Burning torches jammed into fissures in the cavern walls provide illumination throughout the cavern, one torch per 30' section of wall. The cult might, in desperation, put or shoot out the torches, allowing them to take advantage of their infravision.

Cultists of the Crawling Lord (2): Init +0; Atk man-catcher 1d16+2 melee (1d4+grab); AC 13; HD 2d8; hp 13 each; MV 30'; Act 1d20; SP rat-devil traits, immunities (+1d saves vs toxins, venom, poison, and disease), zealots; SV Fort +1, Ref +3, Will+1; AL L.

These foul cultists have embraced the might-makes-right, survival of the fittest ethos of the Cult. They have undergone a magical ordeal which has given them some rat-like traits. Their faces are elongated, their ears are pointed and have moved up towards the tops of their heads, their eyes are a sickly yellow, and their front teeth are prominent and jutting.

The man-catcher is a tricky two-handed pole-mounted pincer weapon. All attack rolls with the man-catcher are made -1d, due to its awkward nature. The weapon is used to strike center of mass, and the pincers close in a human-sized opponent on a successful strike. The wielder of the man-catcher can then drag the target along—targets who resist being dragged take 1 point of damage per round as the spiked interior of the pincer punctures their sides. Freeing oneself from the man-catcher can be done with a successful DC 10 Strength check, but the victim takes 1d3 points of damage per attempt, succeed or fail.

The cultists have 30' infravision, increased hit points, armor class, hit bonus, and saving throws due to the power of the Crawling Lord that infuses them. They are likewise harder than normal men, getting +1d to save against toxins, venom, poison, and disease effects. The Crawling Lord cultists are dazzled in

full sunlight, taking -1d penalty on attack rolls, skill checks, and Reflex saving throws until they can return to the blessed dark. The cultists are zealots and roll 1d24 for Morale checks.

Area 2-2—The Idol and the Altar: The remainders of the Cult of the Crawling Lord stand in a semi-circle around the idol. The idol is 12' tall and roughly hewn from a single pillar of basalt and carved by a summoned hell rat. Each of the idol's six arms hold a small burning flame of coal and tinder, which provide dim light within 30'. There is a slight gap underneath the idol's right heel—the key to the chest in area 2-4 is hidden here.

A stone slab altar, foul with dried blood, stands before the idol. There are no restraints—part of the ethos of the cult is to physically hold victims' hand-and-wrist for the duration of their diabolical ceremony.

As soon as any of the other cultists fall, High Priestess Mortaloca orders her remaining acolytes to attack. They must spend a round gathering up their weapons before they charge into the fray. Mortaloca herself will fire arrows or cast spells, whatever is most logical. At some point it will become very apparent that the PCs represent an extreme threat, at which time Mortaloca will attempt to summon a Rat Demon.

Cultists of the Crawling Lord (10): Init +0; Atk fang +2 melee (1d5); AC 13; HD 2d8; hp 13 each; MV 30; Act 1d20; SP rat-devil traits, immunities (+1d saves vs toxins, venom, poison, and disease), zealots; SV Fort +1, Ref +3, Will+1; AL L.

See the earlier entry for the cultists in regard to the particulars of their abilities.

High Priestess Mortaloca, 3rd-Lvl Cleric of the Crawling Lord: Init -1; Atk shortbow +4 missile fire (1d6+poison) or club +3 melee (1d4+1); AC 16; HD 4d8+8; hp 29; MV 25'; Act 1d20; SP cleric spells (spellcheck +5, *darkness*, *detect evil*, *hell rats**, *resist cold or heat*, *second sight*, *binding*, *wood wyrding*), turn unholy, lay on Hands, rat-devil traits, immunities (+1d to save against venom, poison, and disease effects), zealot; SV Fort +3, Ref +3, Will +4; AL L

Mortaloca is an absolute fanatic, who turned her rage at the world she finds decadent and directionless into a metaphysical bond with the devil-god known as the Crawling Lord. She wears hide armor, carries a short bow, with 9 arrows (three of which are poisoned, see below), and has a small club and two vials of holy water. Her hair is in braids, and a live hell-tainted rat is tied by the tail into each braid, giving Mortaloca a crown of living hell rats, which improbably live in harmony this way.

Three of Mortaloca's arrows are poisoned – victims struck must make a DC 13 Fortitude save or take 1d2 points Strength, Agility, and Stamina damage. Damage from this poison persists a long time, healing at a rate of one point every other day (although it can be cured normally by magical means).

The High Priestess has the other rat-traits possessed of the cult: 30' infravision, increased hit points, armor class, hit bonus, and saving throws due to the power of the Crawling Lord that infuses them. She is extremely resistant to toxins, getting +1d to save against venom, poison, and disease effects. Unlike her subordinates, the Priestess does not have the ratlike appearance, nor does she take a penalty from sunlight. Mortaloca is an absolute fanatic who automatically succeeds at any morale check.



Area 2-3—Rat's Nest: The north passage leads to a low-ceilinged rough cave where the cult rests and takes meals. There are fifteen straw pallets here, which are meticulously kept, with folded blankets, clean sheets, and uniform placement around the edge of the room. There is a small barrel of clean water set on a tripod, with a spigot. There are two chests here, one of which is locked. The unlocked chest holds smoked meat, jerked chicken, and cooked bean meal. The locked chest holds a vial of the same poison Mortaloca coats her arrows with (enough for three applications on an arrow or dagger), and a huge purple egg. This egg was stolen from the clutch of the wolf-wyrm, (see encounter 2). Given proper heat and benign neglect, the egg will hatch into a 1 hit point version of the wolf-wyrm in five weeks, which will grow to its full size and hit dice in 20 years of unchecked feeding.

One of the pallets belonged to a cultist who was slain for being insufficiently dedicated to the cause. This fool was indeed only luke-warm on the cult and had been skimming riches from their victims with an eye towards running at the first chance he had. Underneath his pallet is a depression dug in the ground, with a lightly-packed covering of earth over a cloth bag containing 394 sp, 30 gp, and a silver armband encrusted with turquoise worth 350 gp in a major city.

Area 2-4—Pit of Bones: The cultists have dug a shallow pit here, where they dispose of the bodies of their victims. There are four corpses here currently in various stages of decay. If the PCs search this area they find nothing—the cult has picked its victims clean, selling everything they found to pay for the expensive ingredients the ritual called for. However, while they search one of the skulls magically floats into the air and pleads with the party. It begs them to bury his bones, and the bones of the unknown unfortunates he was buried with, in her family plot, located in a far-off city (Vaqueria if your adventure is set in Áereth). The skull then sets down, never to communicate again. If they adventures successfully inter the bones in that family spot, the appeased spirit intercedes with the Universe on their behalf—each party member is granted 2 points of Luck.

Area 2-5—The Way Out: The passage to the west leads to a twisting upward-sloping passageway. It runs for more than a mile, mostly ascending gradually but in a few places becoming steep rough-hewn stairs. Eventually it reaches the surface. The tunnel out is hidden behind a screen of woven weeds and grasses, which camouflages it against the hillside. The entrance is 2 miles west of Five Points.

IF... THEN

If the inn sinks into the earth, but for some reason the PCs either avoid it entirely or escape at the last second, there is now a 400' pit in the middle of Five Points. The PCs must either find a way down (including discovering the secret entrance, area 2-3). If the PCs do nothing, the Order successfully sacrifices all the occupants to the Crawling Lord, increasing their power and emboldening them. The Crawling Lord imbues one of the random cultists with power, making them a 1st-level cleric. The cult finds another building to target—which could, by an amazing coincidence, contain the PCs—and perform the same ritual, drawing it into the earth to sacrifice them.

If the PCs force a cultist to renounce the Crawling Lord, then the former cultists lose their rat-devil traits and become humans once more, but with a price—the Crawling Lord's death curse follows them, and a terrible and painful demise occurs within a year.

If the PCs destroy the cult, then they have won the day. They gain 1 point of Luck, and an additional point of Luck if they guide the survivors to Five Points. They will be local legends, although Five Points is so remote that the news of their glorious deed spreads slowly and with possible distortions.

If Mortaloca dies too quickly to give the PCs an interesting fight, then one of the remaining cultists swears a bargain with the Crawling Lord, sacrificing their very life in order to get an automatic 30 result on a single-use hell rats spell, summoning a powerful rat demon to have its revenge on the PCs. This rat will single-mindedly kill every PC it can, stalking and hunting them patiently if they escape.

APPENDIX A — HELL RATS

NEW SPELL: HELL RATS



Would-be clerics of the Crawling Lord must face The Blessed Tribulation, a test of physical endurance, spiritual forbearance, and willpower. Most of the subjects die and their souls are devoured; the survivors become 1st-level clerics, and the first spell they learn is automatically Hell Rats.

Those who have sworn fealty to the Crawling Lord by undergoing the Ritual of Chytivox, binding their souls eternally to the devil lord, are immune to every level of this spell – summoned rats will not harm the Crawling Lord’s chosen.

HELL RATS

Level: 1 Range: 60’ Duration: Varies Casting time: 1 action Save: Varies

General The Crawling Lord sends hell rats to aid the faithful. This can either be a swarm of small rats, a group of giant rats, or a rat demon, depending on diabolic whim.

All manifestations of Hell Rats are Lawful beings, that can be turned by Chaotic clerics.

Manifestation All light sources around the caster suddenly dim for a single instant, and a terrible stench of brimstone and filth radiates out from the caster in a hot wave that can be felt up to 100 feet away.

1-11 Failure.

12-13 The caster summons a hell rat swarm. The swarm can either fill a 15’ x 15’ area, or be focused on a single target, within 60’ of the caster. If they are set in an area, they remain for 1d3+CL (caster level) rounds before dissipating. The first enemy stepping in the area is automatically swarmed by rats, which bedevil the target for the remainder of the duration. If the swarm is focused on a single opponent, the rats swarm upon them for 1d3+CL rounds. In either case the rats do 1d3 points of damage per round.

14-17 The caster summons a small hell rat under their control, which appear within 60 feet. The hell rat exists in our world for 1d6+CL rounds before being sucked back into their fetid hell realm.

18-19 Curse of the Crawling Lord! The cleric chooses a target within 90’. The target suffers 2d5 points of damage during the extraction and a -4 penalty to all saving throws, AC, and attacks against the caster and his allies for the next 1d6+CL rounds. The target takes an additional 1d6 damage each time it is struck for damage during the spell’s duration.

20-23 At this level, the spell calls for a Sacrifice: the caster must pay 1d3 hit points (even if this slays them), or the spell fails, and the caster takes a point of Disapproval. If the spell is cast successfully, then the caster summons a rat devil, which attacks their foes. The devil is under the control of the caster and will defend them or attack the caster’s foes as directed. The rat devil stays in our world for 1d6+CL rounds before returning to the rank hell that spawned it.

24-27 At this level, the spell calls for a Sacrifice: the caster must pay 1d6 hit points (even if this slays them), or the spell fails at this level, and the caster takes a point of Disapproval. If the spell is cast successfully, then the caster summons a rat devil, which attacks their foes. The rat devil is under the command of the summoning cleric and will attack the casters foes as directed. The rat devil stays in our world for 2d6+CL rounds before returning to the rank hell that spawned it.

28-29 At this level, the spell calls for a Sacrifice: the caster must pay 1d8 hit points (even if this slays them), or the spell fails, and the caster takes a point of Disapproval. If the spell is cast successfully, then the caster summons a rat devil, which attacks their foes. The devil is under the control of the caster and will defend them or attack the caster’s foes as directed. The rat devil stays in our world for 1d6+CL rounds before returning to the rank hell that spawned it.

30+ At the caster summons a rat devil, which attacks their foes. The rat devil is not under the control of the caster. In addition, the fiend can stay in our world permanently, becoming a true avatar of the Crawling Lord. At this level, the rat devil is a champion of the abyss – roll twice for its hit points and take the larger amount, an increase the DC to resist its poison by 2, and increase its armor class and all of its saving throws by 1.



Hell Rat Swarm: Init +1; Atk swarm (1d3/round, poison); AC 17; HD 2d8; hp 9; MV 20', climb 20'; Act 1d20; SP swarming, fever toxin, immunities (+1d to save against toxins, poison and fire attacks); SV Fort +2, Ref +1, Will +2; AL L.

Hell rats are tiny demons in rat form, black and red and insane looking.

The hell rat swarm can target a humanoid, crawling all over and assailing them with bites and scratches. They do not require an attack roll, instead doing an automatic 1d3 points of damage per round. A character can spend a full round action to try to free themselves from the rats, making a DC 13 Reflex save. If successful they shake enough rats off to prevent any attacks for a round, during which time the rats reform and swarm an opponent again.

Treat the hell rat swarm as a signal organism for purposes of spell effects, such as sleep, magic missile, or paralysis.

Creatures who take damage from the hell rat swarm's biting must make a DC 12 Fortitude save or be affected by the creature's fever toxin. Affected creatures take 1 point of Stamina and Agility damage.

The hell rat swarm is supernaturally hardy, rolling +1d to save against toxins, poison and fire attacks.

Hell Rat, Small: Init +2; Atk bite +2 melee (1d4+1, poison); AC 13; HD 1d6; hp 4; MV 30', climb 30'; Act 1d20; SP fever toxin, immunities (+1d to save against toxins, poison and fire attacks); SV Fort +4, Ref +2, Will +1; AL L.

The small hell rat is a devil in animal form, appearing as a black rat the size of a dog, with a hairless red tail, insane bloodshot eyes, and a slathering mouth full of pointed teeth.

Creatures who take damage from the hell rat swarm's biting must make a DC 13 Fortitude save or be affected by the creature's fever toxin. Affected creatures take 1 point of Stamina and Agility damage.

The hell rats are supernaturally hardy, rolling +1d to save against toxins, poison and fire attacks.

Rat Devil: Init +3; Atk bite +6 melee (1d8+2, poison) or claw +6 melee (1d4+1, poison); AC 17, HD 5d8+10; hp 25; MV 30', climb 30'; Act 1d20; SP fever toxin, demonic immunities (half-damage from fire); SV Fort +6, Ref +4, Will +6; AL L.

The rat devil is 10' tall, with six arms, mottled fur, insane red eyes, and the whiff of hell about them. When they run they drop to all eights. They climb as fast as they can run, and can tread water without tiring for as long as they like.

Creatures who take damage from the rat devil's bite must make a DC 13 Fortitude save or be affected by the fiend's fever toxin. Affected creatures take 1 point of Stamina and Agility damage, and bleed from the mouth and eyes for an additional 1d3 points of damage.

The rat devil is immune to disease, poison, and sleep effects. It takes half damage from fire attacks. Rat Devils do not need sleep, and will only eat or drink to deprive another of sustenance.

APPENDIX B — THE INN AT FIVE POINTS COOKBOOK

FIVE POINTS ROSEMARY GARLIC BREAD

The exotic flour of Áereth here is represented by a blend of flour from our world.

- 2 cups all-purpose flour
- ½ cup whole-wheat flour
- ½ cup teff flour
- 1 tbsp vital wheat gluten
- 2 tsp instant yeast
- 2 tsp salt
- 1 heaping tbsp rosemary leaves
- 1 (or more) tbsp minced fresh garlic

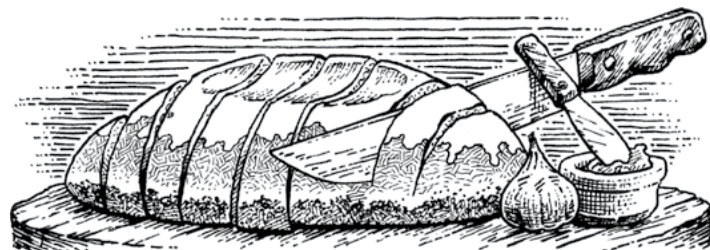
Mix all the above ingredients together. Add 1 ½ cup warm water. Mix with a wooden spoon until a ball forms. Cover with a clean towel and let rise in the warmest place in your kitchen for an hour. Preheat the oven to 425°. Line a baking pan with parchment paper. Flour your hands, kneed your dough into a loaf shape, set on your pan. Bake for 30-45 minutes until the crust is golden-brown and firm. Let rest for 10 minutes before slicing.

SIMPLIFIED: 2 cups of all-purpose flour, 1 cup wheat flour, omit the vital wheat gluten and teff flour.

FIVE POINTS SPICY LAMB STEW

- 2 tbsp cooking oil
- 1 ½ lb. boneless lamb cut into 1" cubes
- 2 large onions, peeled and thinly sliced
- 2 tsp allspice
- 1 ½ cup chicken stock
- 1 tbsp cider vinegar
- 1 tsp curry powder
- ¼ tsp cayenne pepper
- 1 habanero pepper, seeded

Sear lamb in oiled skillet over medium-high heat. Once browned, transfer to crock pot. Cook onion in lamb drippings until translucent (do not brown), transfer to crock pot. Add remaining ingredients, stir to combine. Cover and cook on low 8-10 hours. Discard habanero before serving.



LUCKY TRAVELER (VEGAN)

The Inn at Five Points provide a free bowl of the hot cereal they call Lucky Traveler to anyone who pays for a night at the inn. Quendy likes a spoonful of flaxseed meal over hers, Arlo likes toasted walnuts and blueberries.

- 1 cup quinoa
- 1 cup slow-cooking oatmeal
- 2 cups unsweetened cranberry juice
- 4 cups water
- ½ tsp salt
- 1 apple, diced
- 1/3 cup raisins
- 2 tbsp honey

Toasted nuts + fresh fruit to taste

Toast quinoa in medium pan over medium heat, 2-3 minutes. Add water, juice, diced apple, salt. Bring to boil, then add oatmeal. Reduce heat, simmer for 15 minutes or so. Add raisins, adding a little hot water if mixture is too thick. Remove from heat, cover, let sit for 5 minutes. Serve with your favorite hot breakfast additions.

OATMEAL CREAM STOUT

Yield: 5 gallons

- 6 lbs. dark malt extract
- 1 lb. crystal malt
- .25 lbs. dark munich malt
- .25 lbs. black barley
- .50 lbs. flaked oats
- 1.5 oz. Northern Brewer hops (bittering hops)
- .5 oz. Kent Golding hops (aroma hops)
- 8 oz. lactose
- 1 packet (4 oz.) dry brewer's yeast

Combine grains in steeping bag. Steep in 3 gallons of water for 60 minutes at about 160 degrees. Remove and discard grains.

Slowly add all malts while stirring. Bring to a boil, continuing to stir and with caution not to boil over as the malts will want to foam. Add bittering hops directly to the pot. Boil for 45 minutes.

Add aroma hops in a hop bag. Boil an additional 15 minutes.

Add lactose at the end of the boil, then remove from heat. Place the wort in a 6.5 gallon primary fermenter. Bring up to 5 gallons with clean water.

Seal with lid and a water lock. Once temperature is down to 65-70 degrees, pitch the yeast.

Ferment in a dark place at cool-ish temperature for 10-14 days. Bottle with priming sugar or keg the beer if using forced carbonation.



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DUNGEON CRAWL CLASSICS

THE INN AT FIVE POINTS

2019 CONVENTION MODULE

A LEVEL 2 ADVENTURE

BY BRENDAN J. LASALLE

The Inn at Five Points is a local landmark, known for decent food, good drink, a good night's rest — and a special reputation for neutrality. Warring parties use the Inn to negotiate and make peace. And now the amenable neutrality of the Inn has attracted the attention of the Crawling Lord, the most extreme and defender of Law. Can a rag-tag group of adventurers prevent the ascension of the vile Crawling Lord? Will they ever see the light of day again? And what exactly makes Arlo and Quendy's rosemary bread so addictive? All this and more shall be answered at the Inn at Five Points.

