

# DUNGEON CRAWL CLASSICS

## FEAST OF THE GOBBLER WITCH

2021 HOLIDAY MODULE  
A LEVEL 0 ADVENTURE  
BY STEPHEN NEWTON



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# FEAST OF THE GOBBLER WITCH

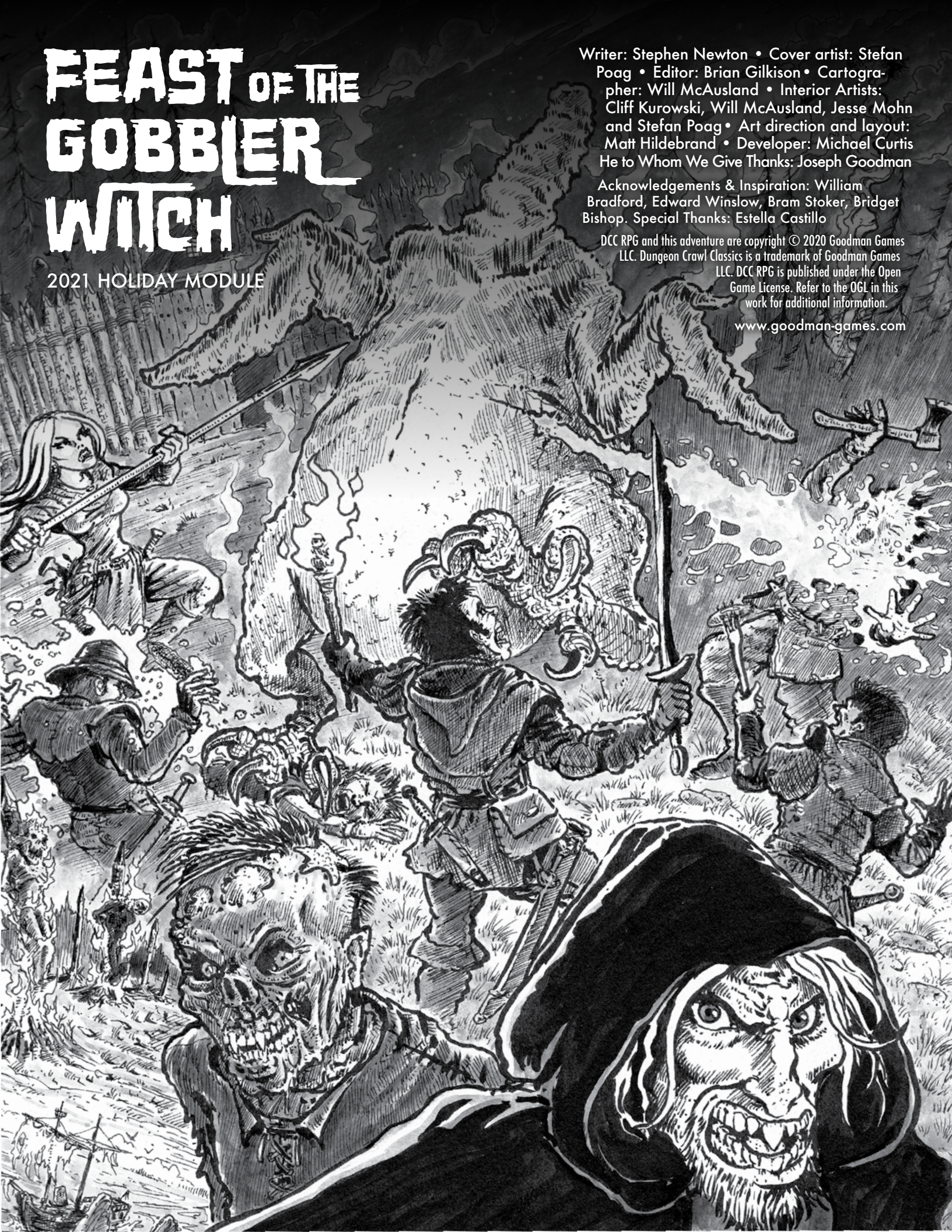
2021 HOLIDAY MODULE

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Acknowledgements & Inspiration: William Bradford, Edward Winslow, Bram Stoker, Bridget Bishop. Special Thanks: Estella Castillo

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# INTRODUCTION



Feast of the Gobbler Witch is a Dungeon Crawl Classics adventure designed for 12-16 0-level characters. The adventure draws inspiration from the legends related to the “first Thanksgiving” of the Plymouth colony, traditional U.S. Thanksgiving customs, the Salem Witch Trials, and Bram Stoker’s *Dracula*.

## ADVENTURE SUMMARY

### A NEW WORLD AWAITS



The PCs began their adventure 9 months ago on the island of Alviz when they joined a fanatical religious sect led by the charismatic Captain Bradford and his second-in-command, Parris. The two preached the teachings of Klazath, God of War, and convinced the congregation they needed to travel to the remote land of Lys to introduce the Lysian copper miners to life under the yoke of Klazath’s banner.

Three weeks into their month-long sea voyage, the congregation was waylaid when Captain Bradford was reportedly swept overboard during a sudden freak storm. Without the captain, the ship crashed onto a reef on a remote uncharted island, cutting their journey short.

As second-in-command, Parris was declared magistrate. Magistrate Parris convinced the colonists the shipwreck was divine providence, demonstrating Klazath’s will to settle “New Crimson” here on this remote island. Almost immediately, hardships began to befall the settlers. Klazath is, after all, a god of conquest, and as the island was uninhabited, there was no conquest to be had. Not long thereafter, the colonists found themselves facing starvation when their crops began to rot in the fields, and infighting soon followed. Paranoia escalated when some of the starving colonists began exhibiting erratic behavior. Magistrate Parris decreed that the colony’s enduring hardships were the result of some within their ranks becoming tainted by the foul Malotoch, the Carrion Crow Goddess of Death! Parris worked with New Crimson’s only cleric, Acolyte Harker, to organize a series of trials, and those accused of coming

*“But it pleased God to vissite us then, with death dayly, and with so generall a disease, that the living were scarce able to burie the dead; ...”*

—William Bradford, Of Plimoth Plantation (1621)

*“Our harvest being gotten in, our governor sent four men on fowling, that so we might after a special manner rejoice together, after we had gathered the fruits of our labors...”*

—Edward Winslow, letter describing the feast later considered the “First Thanksgiving” (1621)

Bishop: *“I know nothing of it. I am innocent to a Witch. I know not what a Witch is.”*

Hawthorne: *“How do you know then that you are not a witch? ...”*

Bishop: *“... I am innocent of a Witch.”*

—Examination of Bridget Bishop, as Recorded by Samuel Parris; Salem Witch Trials (1692)

under Malotoch’s influence were condemned as “witches”. “Witch mania” swept through the fledgling colony, and many soon found themselves sentenced to a slow and grisly execution on Danver’s Green.

### BUT ALL IS NOT AS IT SEEMS



Unknown to all the colonists (including the PCs) Magistrate Parris is *actually* a young vampire. Shipwrecking their vessel on a remote island where he could prey on mortals unmolested was Parris’ plan all along. He murdered Captain Bradford at sea, hid the exsanguinated body, and used his *weather control* ability to drive their ship onto the shallow reef.

Parris intended to keep his vampiric condition a secret, slowly feeding on the colonists over a period of months before eventually moving on. He was pleased with his luck when he noticed a local crop fungus was causing erratic behavior in mortals, and fueled their agitation (sometimes stoking the fervor using his *vampiric charm*) to foment “witch mania” within the desperate and hungry colonists. The trials organized by Parris have simplified his ability to prey on mortals who have been sentenced to a slow death for witchcraft. He merely sneaks out at night to leisurely feed on the “guilty” languishing on Danver’s Green without raising suspicions.

Parris’ schemes worked perfectly for several weeks until Abutit—a servant of Acolyte Harker—decided that as it seemed likely she was next in line to be found guilty of witchcraft, she proactively called upon Malotoch for protection. Malotoch, intrigued by the ripening corpses at the gallows and Abutit’s desperation, provided Abutit a means for retribution if she submitted to transforming herself into a microraptor. Abutit, in a final act of pitiful sorrow, confided her plans to Harker who, already suspicious of Parris, sympathized and offered her aid by giving to her the *Holy Scythe of Mayflower*, his holy symbol, and other useful items.

Thanks to all our playtesters!

- Judge Mike Sheridan: Tagen Sheridan, Kat Kuropas, Lili Sheridan, Jake DesArmo, Ryan Gibbs
- Judge Marlene “HitMore”: JoanofArc DesTroyer, Robert Standen, Jessica McDevitt, Greg Sommers, J Chaos, Frictor
- Judge Stephen Newton: Estella Castillo, Cori Newton, Ava Newton, Santana the Fierce, Mighty Marcel, Pensive Puffy

## WHICH BRINGS US TO THE PRESENT



he PCs are now the latest within the colony to be accused of witchcraft and sentenced to death. Parris is mildly concerned that Abutit has escaped the colony with the *Holy Scythe of Mayflower*, one of the few weapons on the island which can cause him grievous harm. He has created a ruse which will allow the characters to commute their sentence by hunting down Abutit and returning the *Scythe*.

## RUNNING THE ADVENTURE



he characters start the adventure shackled together, with none of their belongings. Their items are returned to them once they are set free to hunt down Abutit at the end of the *Player Start*.

The adventure concludes when the PCs return to the pali-sade (area 1-2) after visiting the Sky Aerie and encountering Abutit. During the finale, it will be revealed that Acolyte Harker has had a change a heart and switched his allegiance from Klazath to Malotoch with disastrous results.

# PLAYER START: THE TRIAL ON DANVER'S GREEN

**Area 1-1 — Danver's Green:** The PCs begin the adventure on Danver's Green, shackled together to receive judgement after their recent trial. Magistrate Parris presides:

*You stand shackled together with several of your emaciated colleagues. A crowd of your friends, families, and neighbors have gathered on Danver's Green. Their voices call out in unison as they point up to the platform where your starving and emaciated bodies have been detained: "Burn the witches!"*

*Magistrate Parris, champion of Klazath and newly appointed leader of your small community, looks out upon your jurors' fury-filled faces. He is joined by Acolyte Harker, New Crimson's only cleric. In his right hand, Harker holds a torn crimson banner emblazoned with a bloodied battleaxe — the war banner of Klazath, God of Conquest. And in his left hand, he brings to heel a leashed shug monkey, a vicious dog/monkey hybrid. Parris' voice booms out, "Which of you faithful servants of Klazath will offer testimony as to the crimes and sinful associations of the accused?"*

*You hear the thirst for vengeance in their cries as accusations quickly fly forth:*

*"I witnessed him eating worms and cawing into the sky!"*

*"She grows a beak at night!"*

*"I saw him riding a broom at midnight!"*

*"That one sprouted black feathers from her arms!"*

*"I dreamt that one coupled with Malotoch Herself!"*

*The fervent accusations agitate the shug monkeys who pull at their chains and snarl, baring their yellow teeth.*

*Magistrate Parris looks towards your group gravely. "The evidence is overwhelming! Our colony is not yet free of Malotoch's influence. The demon witch Abutit has infected these unworthy ones before her escape. Klazath demands these tainted ones be scourged with purifying flame, and have the sin crushed out of them with stout stones!"*

*As you are led away to your execution, Parris nods towards his assistant and adds, "Acolyte Harker is confident that once these tainted ones are put down, Klazath will grant him the strength to manifest Klazath's divine rations and finally put our hunger to an end!" Harker, a vacant look on his face, nods numbly.*

The characters are shackled together "chain gang" style, four to a group (or by whichever number of PCs the players have in their control). As the PCs are transported towards the implements of their execution, provide each player one rumor by rolling 1d10 on the table below.

1. Despite executing 12 colonists thus far for Malotoch-worshipping witchcraft, the blight on the crops has not yet been lifted.
2. Harker's assistant Abutit was accused two weeks ago of being a follower of Malotoch, but somehow managed to escape into the swamp before her execution.
3. "The Witches of Malotoch are responsible for this starving time! Once these final witches are put down, Klazath will be pleased and grant Harker the grace to conjure sustenance and end this hunger."
4. The colony has but one-third of its original members. Starvation and the execution of witches has decimated the population.
5. "I'm curious if we'd be having these troubles if Captain Bradford had survived the journey... So unfortunate that he was swept overboard in that freak storm that shipwrecked us."
6. "I'm afraid none of our hardships will end while Abutit still lives!"
7. "I did not see Harker holding the *Holy Scythe of Mayflower*! The witch Abutit must have stolen it before she fled!"
8. "It was so sad to see little Dorcas hanged as a witch, but I suppose you're never too young to fall under Malotoch's evil."
9. "First it was Harker's cook Putnam executed, and then his maid Abutit was possessed! It's no wonder he hasn't been able to cast any spells."
10. Klazath is displeased as He is a god of conquest, and this deserted island offers no opportunities to please Him with offerings.

Once the rumors are distributed, the characters are led from their trial platform towards the judgement gardens: a section of Danver's Green occupied by heavy stones, pyres, gallows, and other implements of execution so that their sentences may be carried out. One PC from each player (those with the lowest Luck) is unshackled from their gang and their execution commences by one of the following means:

Roll 1d4 per unlucky PC to see how their sentence is carried out:

#### 1d4 Method of Execution

- 1 The Pressing Stones: The PC is placed under a wide plank which is then stacked with heavy stones. DC 14 Fort save each round or 1d3 damage.
- 2 The Hanging Gallows: The PC has a rope tied around their neck, and is then dropped from a platform. DC 14 Ref save each round or 1d3 damage.
- 3 The Burning Pyre: The PC is tied to a stake and set aflame. DC 14 Fort save each round or 1d2 fire damage.
- 4 The Drowning Pool: The PC is held underwater by 4 other colonists. DC 14 Fort save each round or 1d2 damage.

For the remaining PCs still shackled together, it takes a DC 20 Strength check to break their bonds.

On the beginning of the second round after the executions begin, a colony of 6 giant bats disrupt the executions. Parris will point to the bats and shout, "Look! It's Malotoch's murder crows!" — these are, of course, not murder crows sent by Malotoch, but giant bats charmed by Parris. The PCs will have no weapons, but can swipe at the crows/bats with their chains or whatever instruments the desperate players will try to convince the judge they have on them. Characters attempting to escape their execution devices during the chaos of combat can do so with a DC 12 Strength or Agility check.

**Charmed Vampire Bats (6):** Init +3; Atk bite +1 melee (1d4 plus vampire drain); AC 10; HD 1d6; hp 3 each; MV fly 30'; Act 1d20; SP vampire drain (latches onto target, automatically inflicts 1 additional dmg per round until killed); SV Fort +2, Ref +3, Will -1; AL C; Crit M/d6.

Once the "murder crows" are dealt with, Magistrate Parris addresses the survivors:

*"Klazath's will has been made clear! The Crimson One demands an end to the escaped demon-witch Abutit's foul magic! She has stolen the Holy Scythe of Mayflower and it must be returned before the curse on this colony can be lifted. Klazath decrees that the first person to bring back the head of the witch Abutit will be rewarded with restitution into New Crimson! Those that try to re-enter the compound without that witch's head or the stolen Scythe will be burned off the wall like a scabrous kobold."*

You are unshackled and your items are returned. Magistrate Parris then leads the remaining colonists and the frenzied shug monkeys on the path west towards the fort palisade.

*As you get your bearings, you ponder the well-worn path to the south which you know leads to the failed crop fields. Another small path leads north from which you detect faint whiffs of the rancid scent of decay.*

If the PCs search for tracks, they will find a single set of footprints leading into the unexplored island marshes to the east (area 1-8).

**Area 1-2 — The Palisade:** *The palisade fortification which surrounds New Crimson is constructed of 15-foot-high logs affixed together with stout iron nails. The indistinct rumblings of the colonists who exiled you can be heard from behind the wall. A 10-foot-wide gate is closed and barred shut from the inside.*

The PCs will only be welcomed back into the colony if they bring Abutit—or her remains—or show that they have recovered the *Holy Scythe of Mayflower*. If either of those conditions have been fulfilled, begin judging the events described in *Finale Event: The Feast*.

Otherwise, characters attempting to communicate with the remaining colonists from outside the palisade will be met with taunts. ("Begone witches!", "Return with the head of your witch mistress if you ever want to set foot in New Crimson again!", "Klazath only respects feats of strength! I do not see blood on your hands!", "Show me the *Scythe* you cowardly kobold!")

Foolhardy PCs who attempt to scale the palisade wall may gain entry to New Crimson with a successful DC 15 Agility check. That said, any PCs who attempt to enter the fort without the aforementioned items will be regarded as raiders, and will be rebuked by all remaining members of the colony and the colony's trained guardian shug monkeys.

**New Crimson Colonist (53):** Init -2; Atk sharpened stick -1 melee (1d3); AC 9; HD 1d4; hp 2 each; MV 25'; Act 1d20; SV Fort -1, Ref -2, Will +1; AL L; Crit III/d4.

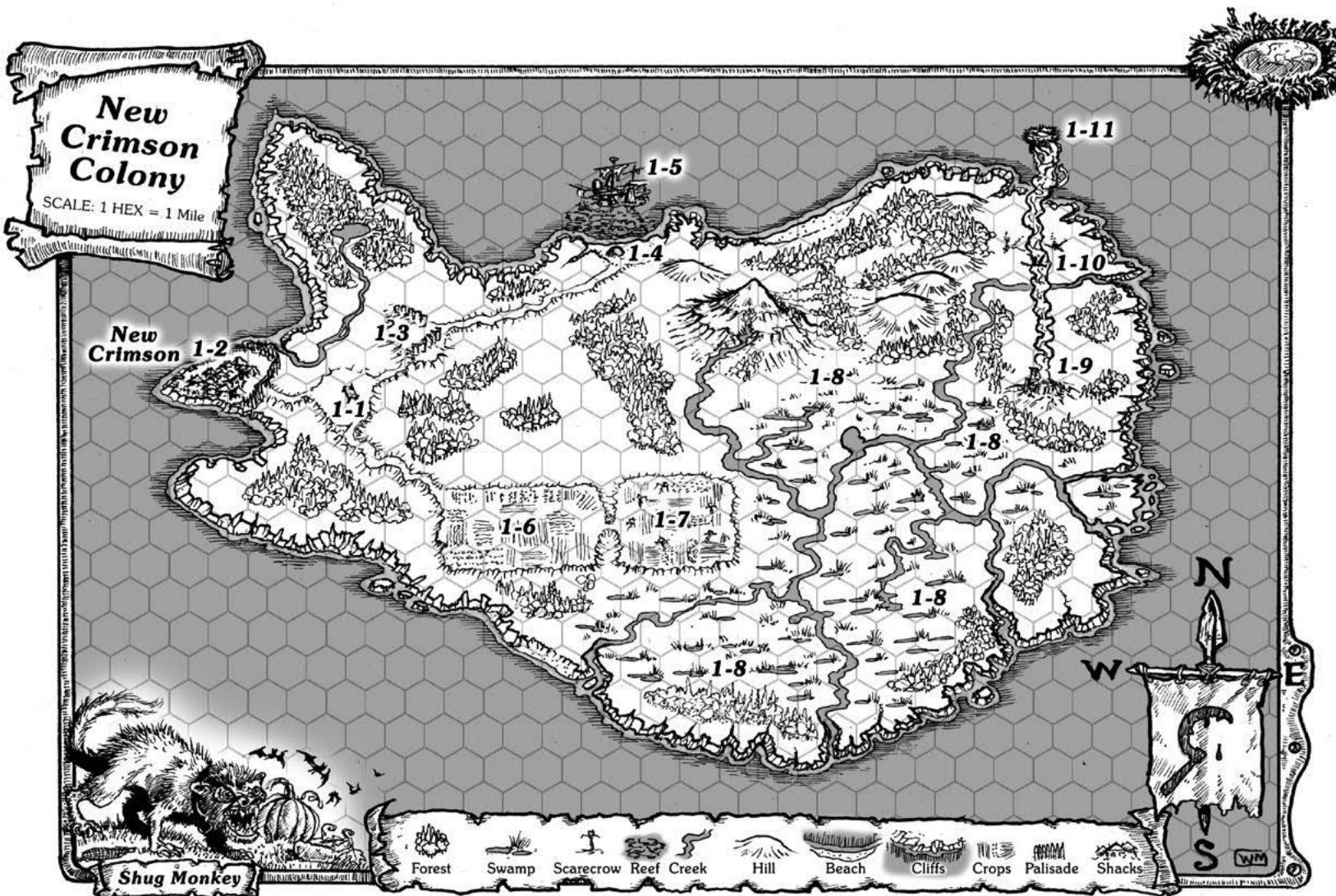
The shug monkey is a beast with the body of a large sheepdog and the head of a monkey. They are renowned for their loud shriek which strikes fear into opponents. The shug monkeys were brought with the colonists from Alviz as camp guardians.

**Guardian Shug Monkey (3):** Init +1; Atk bite +2 melee (1d5); AC 11; HD 2d6; hp 4 each; MV 30'; Act 1d20; SP intimidating howl (DC 12 Will save or -1d on next attack); SV Fort +1, Ref +2, Will +0; AL N; Crit III/d6.

**Area 1-3 — The Gallows:** *The stench of decay meets you long before you lay eyes on its source. Two gallows, each large enough to hang up to six persons, suspend ten dead bodies of former colonists. The corpses are your neighbors, all of whom were found guilty of witchcraft just a week ago — shortly before you were accused yourselves. Crows perch upon the bodies, plucking strips of tender, sun-baked flesh away from blackened noses, cheeks, and ears.*

*Two of the ropes have been cut; the bodies once suspended there are nowhere to be seen.*

*A small path leads north towards the beach.*



The bodies were hung just a week ago after being found guilty of being servants of Malotoch. If the judge deems it necessary to have replacement characters available, some of the victims could miraculously still be alive. Each survivor knows one rumor (use the Rumors table from area 1-1). Five of the bodies are covered in purple blisters (ergot poisoning). If carefully searched, a single deep puncture wound can be found on all but one of the bodies (either on the thigh, the wrist, or the calf). One of the bodies (the cook Putnam) has no puncture marks nor purple blisters, and his clothing has been stuffed with fresh cut holly, placed there by Abutit as a sign of respect.

If any bodies are cut down, 10' segments of rope can be recovered.

There are no signs of the missing bodies (they were the youth Dorcas, and Bishop, a scribe). Under the ropes, a single child-sized shoe can be found, as well as a pen that fell from Bishop's cloak.

**Area 1-4 — Bradford Rock Beach:** You have arrived at the small sandy beach where you and your fellow colonists first landed on the island nine months ago. In the sand rests a large boulder upon which someone has inscribed the words, "Bradford Rock", named after the captain of your vessel who died at sea during your voyage to New Crimson.

Approximately 20 yards offshore is the wreckage of the Bloodied Stag, still wedged between the very rocks which cut short your initial voyage, forcing this island to become your new home. The ship's hull has been sundered and waves crash upon her wreckage.

Far off in the distance, you can see a column of smoke rising from somewhere on the eastern side of the island.

The waters between the beach and the offshore wreckage are only 4 feet deep, but the waves crashing on the reef makes any attempt at crossing perilous. Any PC with a Luck score of 9 or less who attempts to wade out to the wreckage must make a DC 12 Reflex save; failure indicates the PC has been swept against the reef and takes 1d2 damage.

**Area 1-5A — Bloodied Stag — Top Deck:** The main deck of the Bloodied Stag is weathered from exposure and lack of maintenance. Dried blood stains and dead bats on the deck evince recent violence. The blood trail can be followed to a ladder leading down into the submerged cargo deck.

Most of the equipment on the deck has been scavenged, but any searching PC who makes a successful Luck check can find a useful item (limit one item per player, not PC). Roll 1d8 to determine the item found: (1) 50' of rope; (2) boat hook; (3) 10 square-foot canvas sail; (4) fishing net; (5) tanned animal skin; (6) box of ivory tusks; (7) bag of rotten clams; (8)





grappling hook. The blood is Abutit's, the remnants of when she attempted to retrieve a holy weapon hidden in a cache within the cargo hold, but was rebuffed by Parris' minions.

**Area 1-5B — Bloodied Stag – Submerged Cargo Hold:** *Sea water flows in and out of a gaping hole in the hull from where the Bloodied Stag crashed onto the reef during a storm. Most of the salvageable cargo from the ship was transported to the colony months ago when you were first marooned. But just below the waterline, you can see that four large crates remain submerged in the cargo hold. The crates still bear the family crests of their original owners.*

The crates rest on the bottom of the hold under 4' of water. Lifting a crate to the deck above requires two PCs working together to each succeed on a DC 13 Strength check. Attempting to lift any of the crates rouses a hexapus which Parris has *animal charmed* to guard the contents. The crates can be opened once the hexapus is dealt with.

**Hexapus:** Init -2; Atk tentacle +1 melee (1) and beak +3 melee (1d8); AC 11; HD 2d6; hp 9; MV 20' or swim 30'; Act 6d20; SP grasp 1d4, camouflage (hexapus gains a surprise attack); SV Fort +2, Ref -2, Will +2; AL N; Crit III/d6.

The hexapus will typically attack a single creature with all its tentacles, then hold down that creature and bite it.

For each tentacle that strikes the same character, the hexapus receives 1d4 on an opposed Strength check to hold the character down. For example, if 3 tentacles hit a character in a single round, the character takes 3 points of damage, and the hexapus rolls 3d4 on a Strength check against the character. If the hexapus wins the Strength check, the character is grappled and cannot attack unless they spend the next round struggling and succeed on an opposed Strength check.

A hexapus can only use its beak once it has grappled a creature and won a Strength check.

The first crate has the Standish family crest and contains 6 short swords. The second crate has the Easton family crest and contains three saws, a hammer, and a chisel. The third crate has the Harker family crest. It contains clothing, 14 candles, and a silver-infused short sword which bypasses any un-dead immunity to normal weapons, and can also be used as a holy symbol for clerics of Klazath.

The fourth crate has the Parris family crest and is locked with an ornate iron padlock (DC 15 pick locks check, or 5 points of bludgeoning damage to open). If opened, the characters will see that it is filled with dirt; disturbing the dirt awakens the corpse of Captain Bradford, who gains an automatic surprise attack.

Captain Bradford is now cursed as un-dead after being fed upon by Parris, but has not yet fully transformed into a vampire, and is thus more akin to a ghoul. His claw-like hands are infused with a vampiric anticoagulant which causes increased blood flow and excessive bleeding in victims. If the victim fails a DC 12 Fort save, the wound will "pucker up" like a pair of lips and ooze blood, bleeding for an additional 1 damage per round until the save is made, or the PC is magically healed.

**Captain Bradford (pre-Vampire Ghoul):** Init +1; Atk claw +2 melee (1d3 plus welcoming wound) AC 12; HD 3d8; hp 18; MV 30' or climb 25'; Act 1d20; SP un-dead traits (immune to sleep, charm, paralysis, and cold), vulnerable to crits, welcoming wound (DC 12 Fort, or bleed for 1 dmg per round); SV Fort +1, Ref +2, Will +0; AL C; Crit U/d6.

If Bradford's body is examined, PCs will discover a single large puncture wound on his right wrist. In his pocket is a cameo charm (worth 5 sp) with an engraving of the image of his wife, whom he left back in Alviz. Bradford was buried with a silver dagger—still attached to his belt—which bypasses any un-dead's immunity to normal weapons.

The crate is filled with unholy crypt soil collected from a mass grave in Alviz, to be used by Parris as a backup lair in the event his primary crypt is ever discovered and compromised. The soil is intermixed with human bone fragments along with bits of luxury items from crypt burials. If searched, the PCs can find 2d12 human bones, 1d6 valuables worth 1 gp each (which the PCs will recognize as items typically interred with a body during a burial—ornate shroud, death necklace, etc.), and 22 copper pieces (usually placed over the eyes of corpses).

**Area 1-6 — Blighted Crops:** Planting crops was an urgent priority after the Bloodied Stag crashed upon the reef. Rows of beans, squash, barley, and rye thrived in the temperate island climate. However, disaster struck again three months ago, when you awoke to find your crops withered and dripping with a gray fungus. That's when you first suspected that worshipers of Malotoch within your ranks were trying to destroy your fledgling community.

*The blighted crops stretch before you. The once fruitful food source for the community is now a dense thicket of decaying produce covered by a gray fuzz.*

*A narrow path leads through the crops towards the eastern fields where Klazath saw fit to save at least some of the plantings.*

The fungus afflicting the crops is airborne; anyone coming within 5' of the crops must make a DC 12 Fort save or suffer ergot poisoning (see sidebar). Once Parris realized the effect the ergot fungus had on mortals, he used his vampiric trait of *weather control* to scatter the ergot fungus across fields; the mortals' starvation increased their anxiety and fear, making them easier to manipulate.

**Area 1-7 — Scarecrows:** Beyond the blighted crops are fields of wheat which have not been tainted by the disease affecting the crops to the west. To protect these crops from the avian minions of Malotoch, Magistrate Parris and several town elders have erected protective wards to keep the minions of the Carrion Crow Goddess away. Interspersed around the perimeter of the field are caricatures of warriors — humans, elves, and dwarves — but they are merely garments stuffed with straw, topped with elaborately-carved gourds fashioned into ghoulish heads, and brandishing rusty swords and spears. One of the wards, however, looks comically festive.

*From here, you can see that a column of smoke rises far away on the eastern side of the island.*

While purportedly installed to protect the crops, the scarecrows are magical constructs created by Parris to eliminate Abutit or any other follower of Malotoch. They will stay dormant until triggered by a supporter of Malotoch coming within their proximity, or by being tampered with (or if the judge feels the characters need an additional opportunity for combat). If the corpse of the Abutit Embryo, the holy symbol from area 1-11, or any self-declared follower of Malotoch comes within 30 feet of the scarecrows, they will animate and attack.

If a PC attempts to pre-emptively disable or disarm the dormant scarecrows, they will turn their ghoulish countenance towards the character and emit an unearthly croak. The croak has the same effects as a *scare* spell (+4 spell check); PCs who fail their Will saves cannot come within 30 feet of the scarecrows.

**Scarecrows (6):** Init -1; Atk rusty weapon +1 melee (1d4) or unarmed strike +1 melee (1d3); AC 10; HD 1d6; hp 4 each; MV 25'; Act 1d20; SP croak, immune to *charm*, *sleep*, and mind control spells; SV Fort +1, Ref -2, Will -0; AL N; Crit III/d6.

## ERGOT POISONING & WITCH MANIA

The characters may not realize it, but they've already inadvertently ingested a substantial amount of ergot fungus over the last few weeks. Coming this close to the source, and failing a DC 12 Fort save, will trigger an ergot poisoning reaction. If a character is afflicted, roll 1d6 on the table below to determine their reaction. The effects will persist through the remainder of the adventure or until a cleric succeeds at a lay on hands check to heal disease (2 dice).

### d6 Ergot Poisoning Reaction

- 1 Crawling sensation in the skin: The PC is unable to wear any armor.
- 2 Vertigo: The PC is stricken with extreme dizziness. Agility checks and Reflex saves suffer a -2 penalty.
- 3 Severe headache: The PC is afflicted with a pounding headache. Initiative checks and Will saves suffer a -2 penalty.
- 4 Spectral Evidence 1: Witches! The PC suddenly remembers a dream they had where they witnessed another randomly selected PC cavorting with Malotoch, and must make a DC 15 Will save to avoid treating the "witch" with open hostility. The affected PC gains one permanent point of Luck if they choose to "dispatch" the witch.
- 5 Spectral Evidence 2: Witches! The PC has a vision where another randomly selected PC bit, pinched, and choked them! They must make a DC 15 Will save to avoid treating the "witch" with open hostility. The affected PC gains one permanent point of Luck if they choose to "dispatch" the witch.
- 6 Vomiting: The PC violently vomits every 2nd turn. Fortitude saves suffer a -2 penalty.

The festive scarecrow has the head of a pumpkin, but its visage is pleasant and welcoming. If the PCs carefully search the surrounding area (DC 12 Intelligence check), they find that someone (Abutit) has sprinkled sprigs of holly in a wide circle surrounding this ward, disabling its enchantment.

**Area 1-8 — The Swamp:** You struggle through a fetid marsh that stretches across most of the island. As you attempt to clear vegetation and move through the muck, you are faced with a variety of obstacles: giant mosquitoes in the air, the screams of devil rats scratching in the trees, and the pull of mud leeches scraping at your trousers.

For every hour spent in the marsh, the characters risk a random encounter. Roll 1d5; on a 4 or better, the PCs suffer an encounter. If an encounter is indicated, roll 1d5 on the table below.



# DCC HOLIDAY PLACEMAT AND DICE

**White spaces:** occupations, trained weapons and trade goods. **Gray spaces:** birth augurs. Want to create a group of 0-level PCs? This is the occupation (and weapon and trade good) for that PC. Also, the d4 is pointing to that PC's birth augur. Note the dice

<b>Alchemist</b> Staff Oil, 1 flask	<b>Animal trainer</b> Club Pony	<b>Armorer</b> Hammer (as club) Iron helmet	<b>Astrologer</b> Dagger Spyglass	<b>Barber</b> Razor (as dagger) Scissors	<b>Beadle</b> Staff Holy symbol	<b>Beekeeper</b> Staff Jar of honey
<b>Cooper</b> Crowbar (as club) Barrel	<b>Costermonger</b> Knife (as dagger) Fruit	<b>Cutpurse</b> Dagger Small chest	<b>Ditch digger</b> Shovel (as staff) Fine dirt, 1 lb.	<b>Dock worker</b> Pole (as staff) 1 late RPG book	<b>Dwarven apothecarist</b> Cudgel (as staff) Steel vial	<b>Dwarven blacksmith</b> Hammer (as club) Mithril, 1 lb.

<b>Harsh winter:</b> All attack rolls	<b>The bull:</b> Melee attack rolls	<b>Fortunate date:</b> Missile fire attack rolls	<b>Raised by wolves:</b> Unarmed attack rolls	<b>Conceived on horseback:</b> Mounted attack rolls
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<b>Dwarven stonemason</b> Hammer Fine stone, 10 lbs.	<b>Elven artisan</b> Staff Clay, 1 lb.	<b>Elven barrister</b> Quill (as dart) Book	<b>Elven chandler</b> Scissors (as dagger) Candles, 20	<b>Elven falconer</b> Dagger Falcon	
<b>Wheat Farmer</b> Pitchfork (as spear) Goat	<b>Turnip Farmer</b> Pitchfork (as spear) Cow	<b>Corn Farmer</b> Pitchfork (as spear) Duck	<b>Rice Farmer</b> Pitchfork (as spear) Goose	<b>Parsnip Farmer</b> Pitchfork (as spear) Mule	<b>Radish Farmer</b> Pitchfork (as spear) Donkey
					<b>Rutabaga Farmer</b> Pitchfork (as spear) Cat

<b>Fox's cunning:</b> Find/disable traps	<b>Four-leafed clover:</b> Find secret doors	<b>Seventh son:</b> Spell checks	<b>The raging storm:</b> Spell damage	<b>Righteous heart:</b> Turn unholy checks
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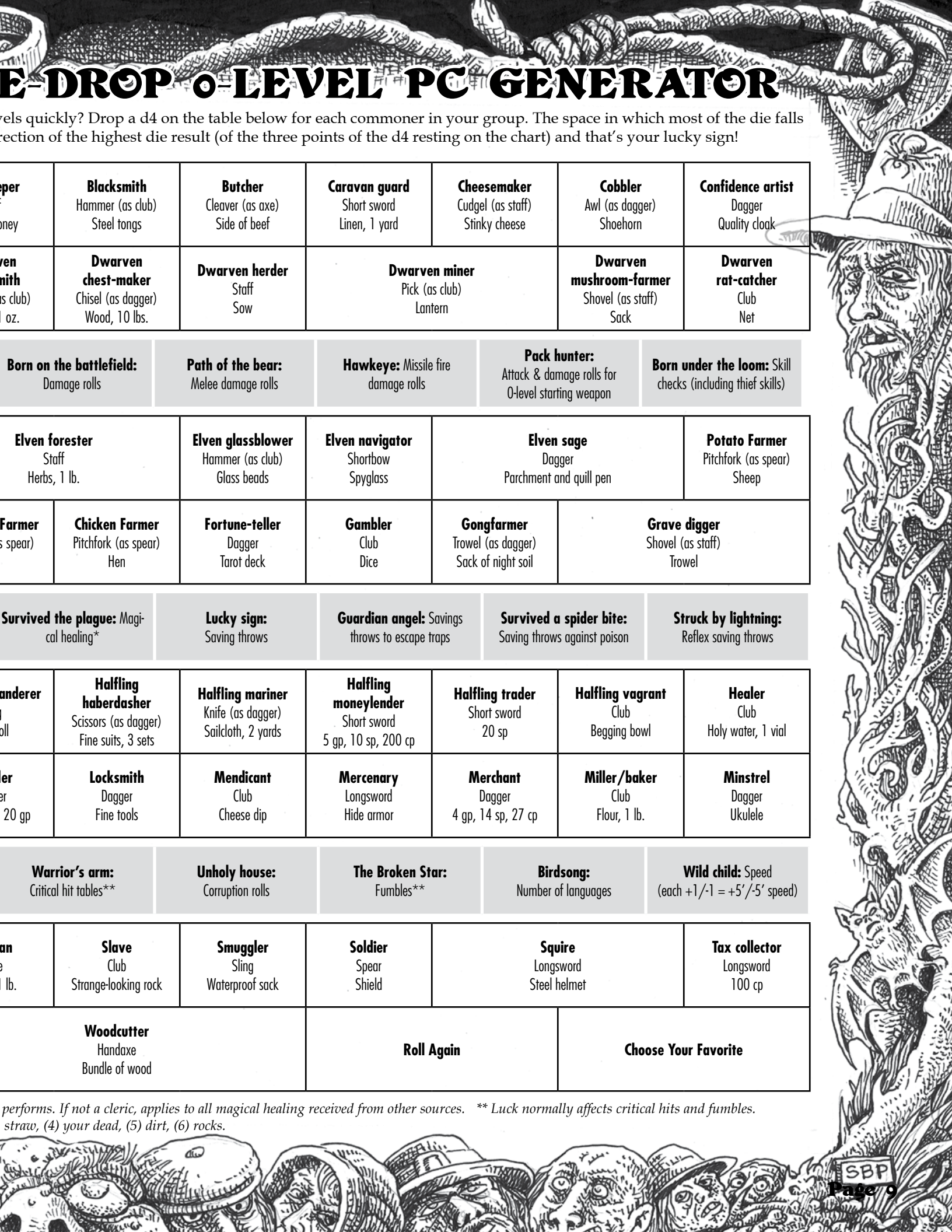
<b>Guild beggar</b> Sling Crutches	<b>Halfling chicken butcher</b> Handaxe Chicken meat, 5 lbs.	<b>Halfling dyer</b> Staff Fabric, 3 yards	<b>Halfling glovemaker</b> Awl (as dagger) Gloves, 4 pairs	<b>Halfling warrior</b> Sling Hex darts
<b>Herbalist</b> Club Herbs, 1 lb.	<b>Herder</b> Staff Herding dog	<b>Hunter</b> Shortbow Deer pelt	<b>Indentured servant</b> Staff Locket	<b>Jester</b> Dart Silk clothes
				<b>Jeweler</b> Dagger Gem worth 10 gp

<b>Lived through famine:</b> Fortitude saving throws	<b>Resisted temptation:</b> Willpower saving throws	<b>Charmed house:</b> Armor Class	<b>Speed of the cobra:</b> Initiative	<b>Bountiful harvest:</b> Hit points (applies at each level)
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<b>Noble</b> Longsword Gold ring worth 10 gp	<b>Orphan</b> Club Rag doll	<b>Ostler</b> Staff Bridle	<b>Outlaw</b> Short sword Leather armor	<b>Rope maker</b> Knife (as dagger) Rope, 100'	<b>Scribe</b> Dart Parchment, 10 sheets	<b>Shaman</b> Mace Herbs, 1 lb.
<b>Trapper</b> Sling Badger pelt	<b>Urchin</b> Stick (as club) Begging bowl	<b>Wainwright</b> Club Pushcart***	<b>Weaver</b> Dagger Fine suit of clothes	<b>Wizard's apprentice</b> Dagger Black grimoire		

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts. \* If a cleric, applies to all healing the cleric casts. \*\* If a cleric, applies to all healing the cleric casts. On this result, the modifier is doubled for purposes of crits or fumbles. \*\*\* Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) other.





# E-DROP O-LEVEL PC GENERATOR

rolls quickly? Drop a d4 on the table below for each commoner in your group. The space in which most of the die falls  
ection of the highest die result (of the three points of the d4 resting on the chart) and that's your lucky sign!

<b>Blacksmith</b> Hammer (as club) Steel tongs	<b>Butcher</b> Cleaver (as axe) Side of beef	<b>Caravan guard</b> Short sword Linen, 1 yard	<b>Cheesemaker</b> Cudgel (as staff) Stinky cheese	<b>Cobbler</b> Awl (as dagger) Shoehorn	<b>Confidence artist</b> Dagger Quality cloak
<b>Dwarven chest-maker</b> Chisel (as dagger) Wood, 10 lbs.	<b>Dwarven herder</b> Staff Sow	<b>Dwarven miner</b> Pick (as club) Lantern		<b>Dwarven mushroom-farmer</b> Shovel (as staff) Sack	<b>Dwarven rat-catcher</b> Club Net

<b>Born on the battlefield:</b> Damage rolls	<b>Path of the bear:</b> Melee damage rolls	<b>Hawkeye:</b> Missile fire damage rolls	<b>Pack hunter:</b> Attack & damage rolls for O-level starting weapon	<b>Born under the loom:</b> Skill checks (including thief skills)
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<b>Elven forester</b> Staff Herbs, 1 lb.		<b>Elven glassblower</b> Hammer (as club) Glass beads	<b>Elven navigator</b> Shortbow Spyglass	<b>Elven sage</b> Dagger Parchment and quill pen		<b>Potato Farmer</b> Pitchfork (as spear) Sheep
<b>Farmer</b> s spear)	<b>Chicken Farmer</b> Pitchfork (as spear) Hen	<b>Fortune-teller</b> Dagger Tarot deck	<b>Gambler</b> Club Dice	<b>Gongfarmer</b> Trowel (as dagger) Sack of night soil	<b>Grave digger</b> Shovel (as staff) Trowel	

<b>Survived the plague:</b> Magi- cal healing*	<b>Lucky sign:</b> Saving throws	<b>Guardian angel:</b> Savings throws to escape traps	<b>Survived a spider bite:</b> Saving throws against poison	<b>Struck by lightning:</b> Reflex saving throws
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<b>Handwerker</b> I oll	<b>Halfling haberdasher</b> Scissors (as dagger) Fine suits, 3 sets	<b>Halfling mariner</b> Knife (as dagger) Sailcloth, 2 yards	<b>Halfling moneylender</b> Short sword 5 gp, 10 sp, 200 cp	<b>Halfling trader</b> Short sword 20 sp	<b>Halfling vagrant</b> Club Begging bowl	<b>Healer</b> Club Holy water, 1 vial
<b>Farmer</b> er 20 gp	<b>Locksmith</b> Dagger Fine tools	<b>Mendicant</b> Club Cheese dip	<b>Mercenary</b> Longsword Hide armor	<b>Merchant</b> Dagger 4 gp, 14 sp, 27 cp	<b>Miller/baker</b> Club Flour, 1 lb.	<b>Minstrel</b> Dagger Ukulele

<b>Warrior's arm:</b> Critical hit tables**	<b>Unholy house:</b> Corruption rolls	<b>The Broken Star:</b> Fumbles**	<b>Birdsong:</b> Number of languages	<b>Wild child:</b> Speed (each +1/-1 = +5'/-5' speed)
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<b>Slave</b> Club Strange-looking rock	<b>Smuggler</b> Sling Waterproof sack	<b>Soldier</b> Spear Shield	<b>Squire</b> Longsword Steel helmet	<b>Tax collector</b> Longsword 100 cp
<b>Woodcutter</b> Handaxe Bundle of wood		<b>Roll Again</b>		<b>Choose Your Favorite</b>

performs. If not a cleric, applies to all magical healing received from other sources. \*\* Luck normally affects critical hits and fumbles.  
straw, (4) your dead, (5) dirt, (6) rocks.



## 1d5 Swamp Encounter

- 1 Quicksand! The PC with the lowest Luck score is sucked into a swampy pit. They must make a DC 12 Fort save or suffer 2 damage as their lungs are filled with sand.
- 2 **Leech, large:** Init -1 (surprise); Atk bite +1 melee (1d4 plus blood drain); AC 12; HD 1d6; hp 4; MV 10' or swim 20'; Act 1d20; SP blood drain (automatic 1d3 dmg per round after bite), surprise (DC 15 Int check to notice); SV Fort +3, Ref -2, Will -3; AL N; Crit M/d6.  
In swampy waters, even large leeches are quite inconspicuous. A character must make a DC 15 Intelligence check to notice that the leech has wriggled onto their body; failure provides the leech with a free attack.
- 3 Fire Mud! A burst of scalding mud burps up nearby, splattering the 3 PCs with the lowest Luck scores. They must make a DC 12 Reflex save or suffer 2 damage as the sticky mud burns all exposed skin.
- 4 Footprints: A set of footprints (Abutit's) are found in the soft earth. They can be followed directly to the abandoned cabin (area 1-9A).
- 5 A shrub of fresh, magic-grade holly is found. Enough for 3 applications.

**Area 1-9A — Outside the Ruined Cabin:** As the PCs approach the cabin:

*A set of footprints leads into the ruins of a small, dilapidated stone cabin. The walls are crumbling, and the roof has completely fallen away. A column of oily black smoke drifts up from inside the cabin, reaching high into the sky.*

*Halfway up the smoke column, three snake-like birds fly lazy circles around the pillar, like hawks searching for prey.*

*Higher still, almost reaching the clouds, is an object suspended precariously on the top of the column. From this distance, you can only discern that it has a disc-like shape, and is likely as large as the cabin itself.*

The snake-like birds are the smoke elementals which guard the aerie. They circle the smoke pillar 80' above and will attack any PC levitating, flying, or riding a flying besom higher than 30' in the air (see area 1-10 for details).

The disc is the sky aerie of the witch Abutit (area 1-11).

**Area 1-9B — Inside the Ruined Cabin:** *The ruined cabin shows signs of recent visitation. Around all the open windows and breaches in the walls, strange glyphs have been drawn in chalk and fresh holly has been hung.*

*In the northeast corner of the cabin is a bundle of freshly cut branches next to a pile of straw. Someone has used the straw and boughs to create a stack of crudely constructed besoms.*

*In the center of the cabin is a chalk circle 6 feet in diameter. Inside the circle are a series of crude images of crows and corpses.*

*Finally, against the southern wall of the cabin, a small cauldron containing a dark stew bubbles over a small fire. An unnatural, oily black smoke rises from the cauldron and exits the open roof. The gumbo smells delicious and makes your starving bellies grumble.*

Abutit used this abandoned cabin to alchemize profane components into the flying unguent for the besoms using the dark secrets learned through Malotoch's spectral whispers.

Characters with background occupations of astrologer, fortune teller, healer, herbalist, minstrel, sage, or shaman will recognize that the holly and chalk symbols on the walls are wards of protection against un-dead. Four bundles of holly can be harvested from the walls.

Closely examining the branches and straw reveals they've been cut with an extremely keen blade. Haphazardly discarded on top of the straw pile are two sets of clothing (one child-sized, one adult sized) and an ink-stained quill.

The concoction bubbling away in the cauldron is a magical unguent whose ingredients include herbs, powdered animal bones, and other taboo ingredients (and yet smells delicious to the PCs in their state of starvation). Consuming the stew restores 1d4 hp, but permanently reduces a PC's Luck score by 1 point. It has a dense umami flavor, but not at all gamey.

If the unguent is applied to even one of the besoms, all will simultaneously activate. Each activated besom will seek out a PC to act as its "host" — 1 besom per character that is inside or within 50 feet of the cabin. Once a besom reaches its host, have that PC roll 1d20 + Personality modifier on the table below.

## ACTIVATED BESOM

Roll	Result
1-2	Besom is unstable: Explodes for 1d6 damage (DC 12 Ref save for half).
3-5	Opposed Alignment: Besom attacks its host. <b>Angry Flying Besom:</b> Init +1; Atk broom handle smite +1 melee (1d3 plus drop); AC 9; HD 1d4; hp 2; MV fly 20'; Act 1d20; SP drop (see below); SV Fort -1, Ref +1, Will -1; AL N; Crit M/d4. A PC struck by a flying besom must make a DC 12 Reflex save or be lifted off the ground and dropped for 1d6 falling damage.
6-8	Besom's alignment is slightly opposed to PC: besom flies off to find better match.
9-11	Reluctant Besom: Besom attempts to swat host (1 surprise attack), but then submits and is rideable.
12+	Besom is happy with host and is ready for flight.

Once activated and paired with a PC, a besom can be flown for 2d4 turns. The besoms are naturally called to fly to their creator in the sky aerie (area 1-11) and require a DC 16 Personality check to command them to fly anywhere other than the sky aerie or back to the cabin.



## HELP! MY PLAYERS DESTROYED THE BROOMS!

Given that reaching the Sky Aerie (area 1-11) is an important location required for concluding the adventure, if the PCs perform an action which would normally prevent them from reaching the aerie (e.g., destroying the brooms, dousing the smoke, etc.), then the judge should modify the smoke pillar so that it becomes climbable “Jack and the beanstalk” style. PCs climbing the smoke pillar must make a one-time DC 8 Agility check or fall 30 feet, incurring 3d6 falling damage.

**Area 1-10 — Smoke Pillar, Approaching the Aerie:** Once any PC on a flying besom gets within 50’ of the sky aerie, the guardian smoke elementals will attack.

*As you climb higher towards the object in the sky, you can now discern that what you thought were snake-like birds are actually creatures comprised of the same viscous smoke as the column. At your approach, they form into an attack formation.*

**Guardian Smoke Snake Elementals (3):** Init +2; Atk bite +1 melee (1d3 plus singed); AC 11; HD 2d6; hp 5 each; MV fly 20’; SP singed (DC 10 Fort save or blinded for 2 turns); SV Fort +2, Ref +2, Will +1; AL N; Crit III/d6.

For PCs on a flying besom, use the *Mounted Combat* rules of the DCC RPG rulebook, p. 87. Use the “spooked horse” rules if the PC rolls a critical fumble, or an opponent rolls a critical hit. If the PC falls from their flying besom, they take 15d6 falling damage.

**Area 1-11 — Sky Aerie of the Witch Abutit:** *The smoky eldritch column extends upwards over 150 feet in height. At the top of the column, somehow balanced on the smoke, is a nest over 20 feet across. The nest is constructed from thick branches woven together by the same substance as the haunted tendrils of the column, and is lined with discarded clothing and rotting offal.*

*In the center of the nest is a large, semi-translucent egg approximately 6 feet in length and 3 feet in diameter at its widest point. Its shell is composed of a thin, veiny membrane resembling caramelized sugar, and it occasionally bulges and relaxes as whatever occupies it shifts inside. A silver object sparkling with light can be seen poking out from underneath the egg, wedged between the egg and the nest.*

Add if there are any dwarfs in the party:

*The dwarves’ sensitive noses can also pick up the scent of silver located from somewhere under the egg.*

The PCs must dismount their flying besoms to explore the nest. Defying all reason or logic, the nest will support the characters’ weight. Any critical fumbles or critical hits against a PC while in the nest results in that PC falling all the way down to the cabin (area 1-9A) resulting in 15d6 falling damage. The nest will wobble when more than 6 PCs step onto it (and the judge is encouraged to roll some dice

to make the players nervous) but it is a construction of foul, divine magic, and can support the weight of all the PCs.

Though fortified with magic, the nest is still comprised of many practical world elements. PCs who carefully search the nest will find a woman’s dress (recognized as Abutit’s shift), 30’ of rope, 3 burlap sacks, 4 candles, a dagger, a scroll tube, and an exquisitely carved wooden egg.

Inside the scroll tube is a piece of fabric torn from Klazath’s battle standard, and a note. Scrawled onto the standard is the following written in rough handwriting:

*“Dearest A. I am fearful that our magistrate’s judgement fountained with the Bloodied Stag. The trials have awakened in him an unholy thirst. I think it behooveful that you manifest into a form that pleases your Savior to escape our magistrate’s unfettered provocations. May Klazath forgive me. Take His Holy Object as a final means of protection lest your offering fail to please your new Protector. Your H.”*

Using Klazath’s banner as parchment, Harker has recorded the blessing spell with a spell result of 20. This scroll can be successfully activated by any PC reading the scroll with no spell check required (see DCC RPG rulebook, p. 373).

The small note in the tube is written in neater script. It contains the same glyphs found in the cabin below along with the following 2 passages:

*“THE HOLLY OF PROTECTION MUST BE CUT WITH A HOLY BLADE”*

*“THE OIL OF FLIGHT MUST BE DISTILLED FROM THE FAT OF A CHILD”*

The wooden egg displays a perfect carving of a crow, along with arcane glyphs which any PC who makes a DC 15 Personality check will recognize as a clerical ritual. This egg is the material component required for a transformation ritual and was carved by Abutit herself. It is completely sealed but hollow, and PCs can hear an object rattling inside if they shake it. If the PCs crack this egg open—easy enough with a bit of force—a carving of a wooden microraptor can be retrieved. The wooden microraptor is an obvious holy object of Malotoch and can be used by 0-level PCs to attempt a lay on hands check in the name of Malotoch (using a d10 spell check die).

If a light source is held against the large, semi-translucent egg, the viewer will see that a reptilian creature is writhing inside and that the “silver object sparkling with light” is shaped like a scythe (it is the *Holy Scythe of Mayflower*). Abutit has sacrificed her human body to Malotoch and is transforming into a form more pleasing to the Carrion Crow Goddess. If left undisturbed, in 3 turns she will fully transform into the Abutit Microraptor (see *Finale Event: The Feast*), squawk at the PCs, and then fly away to seek out Parris and exact her revenge. Otherwise, if the egg is disturbed or damaged prior to its scheduled hatch time, a demonic yolk spumes from the crack, splashing everyone within a 10’ radius with a viscous gray vitellus (DC 12 Ref save or 1d3 demonic yolk damage). The next round, the Abutit Microraptor Embryo emerges and mindlessly attacks.

**Abutit Microraptor Embryo:** Init +1; Atk beak +3 melee (1d6); AC 11; HD 2d6; hp 10; MV 20' or fly 10'; Act 1d20; SV Fort +1, Ref -2, Will -1; AL N; Crit III/d6.

In her Microraptor Embryo form, Abutit has a grotesque oversized head of a bird embryo but the body of a feathered, human female.

The leathery egg rests on top of the *Holy Scythe of Mayflower*, pinning the *Scythe* against the bottom of the nest. The *Scythe* can be retrieved if the egg is lifted or rolled, but attempting to do so comes with risk. The PC attempting the maneuver must make an Agility check, and consult the table below; for each other PC that assists (up to 3 total), they may add their Agility modifier to the result. Players who come up with clever ways to perform the maneuver should be awarded up to a +2 bonus to the check at the judge's discretion.

- |      |   |
|------|---|
| 1    | Critical Failure: The egg and all PCs attempting to move the egg fall from the nest (no save).  |
| 2-5  | Glorious failure: The egg falls from the nest, and PCs fall as well (DC 10 Ref save to avoid)   |
| 6-11 | The <i>Scythe</i> is retrieved but the egg is cracked in the maneuver. The yolk pops (see above) and the Abutit Microraptor Embryo angrily emerges the following round. |
| 12+  | The maneuver is successful, and the <i>Scythe</i> is retrieved without damaging the egg.  |

If the large egg falls or is pushed out of the nest with the Abutit embryo still inside, it will smash on top of the cabin below, leaving nothing but a messy pile of yolky glop spattered across the entire area.

The *Holy Scythe of Mayflower* is described in the appendix.





# FINALE EVENT: THE FEAST

Adjust the read-aloud text depending on what items the PCs have brought back with them (the *Scythe*, Abutit embryo's head, etc.) when they return from the Sky Aerie.

*As you approach the compound, Magistrate Parris considers your weary party. He exclaims in jubilation in front of a colony now filled with joy, "Lo! I never doubted that you would prove yourselves worthy to once again carry a weapon under the banner of Klazath! And you are just in time! Klazath has heard Acolyte Harker's prayer and He shall now deliver upon us His bountiful harvest and fowling such that we may rejoice together!"*

*Harker, deep in a religious trance, spreads his hands above the community table. Its surface, which has been dusty and barren for many weeks, begins to materialize with divine manna. Fruit pies, pickled fish, roasted fowl, savory beaver meat, fresh baked bread, and buttered gourds miraculously appear.*

*Your mouths begin to water and hunger pains seize your stomachs, when you notice with alarm that something is very wrong with Harker. His nose has transformed into a beak and his eyes have become black and lifeless like those of a crow.*

*Harker addresses you with an inhuman caw, "Klazath has abandoned those who follow a false captain. But the allies of Malotoch will now join your feast."*

*With that threat, the banquet, which at first looked so alluring, begins to transform into caricatures of evil. The cranberry sauce rises up and expands into a malevolent blob. The pies grow ra-*

*ven wings and begin to swarm. And most horrifically, the roasted turkey on the table grows to the size of a horse! Its headless body stretches its mottled flesh – brown, white, and an unhealthy undercooked pink – and the fowl creature advances upon you on razor sharp claws.*

Harker has finally realized that Parris is a vampire and has pledged himself to Malotoch, just as Abutit did before him. Malotoch has accepted his soul under Her unholy wing, and through an act of divine aid has animated the feast into deadly foes meant to wipe out all followers of Klazath past and present (including the PCs). The Feast Minions (the Gobbler and the Cranberry Sauce) will attack the PCs with reckless abandon.

The Gobbler is an 8-foot tall, animated, partially cooked turkey. It is headless so it has no beak attack, but delivers 2 savage attacks with its giant, taloned drumsticks.

Any time the Gobbler is hit with a piercing or slashing weapon (but no more than 3 times), it releases a spray of boiling hot gravy scalding everyone within 10' for 1d3 damage (DC 12 Ref save to avoid). PCs can make a "called shot" to hit an "undercooked" part of the Gobbler to avoid the gravy damage. To make a called shot on an undercooked area, PCs must roll a 3 on a separate d3 die in addition to a successful attack roll.

**The Gobbler:** Init +2; Atk mauling claw +3 melee (1d6); AC 14; HD 4d8; 30 hp; MV 30'; Act 2d24; SP gravy spray (DC 12 Ref), crit on 20-24; SV Fort +3, Ref -2, Will +0; AL C; Crit G/d4.

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The animated cranberry sauce is patch of red, gelatinous murder goo approximately 10' in diameter. Victims struck by the cranberry sauce must make a DC 13 Fort save or be slowed for 1d6 rounds. Slowed victims make all initiative checks, attack rolls, and spell checks at a -1d penalty.

**Animated Cranberry Sauce:** Init (always last); Atk pseudo-pod +2 melee (1d4 plus slowed); AC 10; HD 2d8; hp 14; MV 5' or climb 5'; Act 1d20; SP slowed (DC 13 Fort), half damage from slashing and piercing weapons; SV Fort +4, Ref -8, Will -6; AL N; Crit M/d8.

Parris is surprised by this latest turn of events, but not overly concerned (he is a vampire, after all). Parris will sit back and watch these bizarre and cursed minions of Malotoch tear up the PCs and the rest of the colonists. He will defend himself if attacked, focusing first on anyone who may be carrying the *Holy Scythe of Mayflower*. PCs attempting to expose him as the culprit must make a DC 20 Personality check; if successful, the remaining colonists of New Crimson will finally see the truth (treat Parris as having being turned).

In addition to the usual un-dead traits, Parris can only be hit by magic weapons, weapons forged from precious metal (silver, electrum, mithril, etc.), or weapons which have been *blessed*, and he will avoid PCs carrying or wearing holly. Parris can *charm person* (as per the 1st-level wizard spell at 20-23 spell check result), *weather control* (as per the 5th-level cleric spell at 26-27 spell check result), assume *gaseous form* (as per the potion, see DCC RPG Rulebook, p. 224), *animal summoning* (as per the 1st-level wizard spell at 20-23 spell check result), and *animate dead* (as per the 3rd-level cleric spell at 22-23 spell check result).

If attacked by a PC, Parris will sprout one vicious blood-sucking fang from the middle of his mouth and counter-attack only once. He will then assume a gaseous form and flee.

**Vampire Parris:** Init +3; Atk fist +5 melee (1d8+3) or bite +4 melee (1d6 plus blood drain); AC 13; HD 4d8; hp 25; MV 30' or climb 30'; Act 1d20; SP un-dead traits, vampire traits, immune to non-magical weapons, vulnerable to holly; SV Fort +3, Ref +2, Will +4; AL C; Crit Table U/d8.

If the Abutit embryo (area 1-11) was allowed to complete her metamorphosis, then the Abutit Microraptor will appear at the beginning of the third round of combat, focusing on attacking Parris to exact her revenge, and fighting the vampire to the death.

The Abutit Microraptor is a crow-like creature 6' in length with an 11' wingspan. As a creation of Malotoch, it is now considered a demon, and thus its physical attack is effective against Parris; but as Parris is already un-dead, he is immune to Abutit's withering flesh effects. The Abutit Microraptor will focus on Parris and leave the PCs to fend for themselves against all other opponents, but it will defend itself if attacked by a PC.

Mortal targets bitten by this servant of the Carrion Crow Goddess must make a DC 12 Fort save or have one of their limbs wither and transform into un-dead flesh. The un-dead

flesh will attack its host doing 1 damage per round until the withered flesh is hacked away (causing 1d3 damage), or healed by a *neutralize poison or disease* spell or successful lay on hands check to heal disease (2 dice).

**Note:** A character holding the wooden egg from the sky aerie (area 1-11) can command the Microraptor with a DC 15 Personality check (as per the 1st-level cleric spell *word of command* at 14-17 spell check result; Abutit receives no save against this effect).

**Abutit Microraptor:** Init +1; Atk peck +2 melee (1d6 plus withering flesh); AC 13; HD 3d8; hp 21; MV 20' or fly 50'; Act 1d20; SP demon traits (half damage from non-magical weapons and fire), withering flesh (DC 12 Fort), vulnerable to wooden egg; SV Fort +2, Ref +3, Will +4; AL C; Crit DN/d6.

Acolyte Harker is now a servant of Malotoch. After creating "Malotoch's Blood Feast", he will attempt to escape under the cover of the chaos of combat.

**Acolyte Harker:** Init +0; Atk short sword +1 melee (1d6); AC 11; HD 2d8; 6 hp; MV 30'; Act 1d20; SP spells (+3 spell check: *detect magic*, *food of the gods*, *protection from evil*, *resist cold or heat*, *word of command*); SV Fort +0, Ref +0, Will +2; AL C; Crit III/d8.

## CONCLUDING THE ADVENTURE

If Parris manages to escape, the surviving colonists will implore the PCs to hunt down his lair which must be hidden somewhere in the colony. Parris has another coffin hidden on an unexplored area of the island which is guarded by un-dead minions.

If Acolyte Harker escapes, he will attempt to hide in the swamp until nightfall. Under the cover of night, he sneaks back into camp and attempts to stealthily assassinate one of the PCs to use their remains as the material component necessary to complete his own unholy unguent required to complete his Malotochian transformation.

## APPENDIX: HOLY SCYTHE OF MAYFLOWER

This religious artifact is rumored to have been carried by Mayflower, a high priestess of Klazath, who is revered for her feats of conquest over 1500 years ago. A scythe is an uncommon battle weapon, but Mayflower was reared as a poor farm girl, and the *Scythe* became her weapon of choice as she went on to smite the wicked under the banner of Klazath.

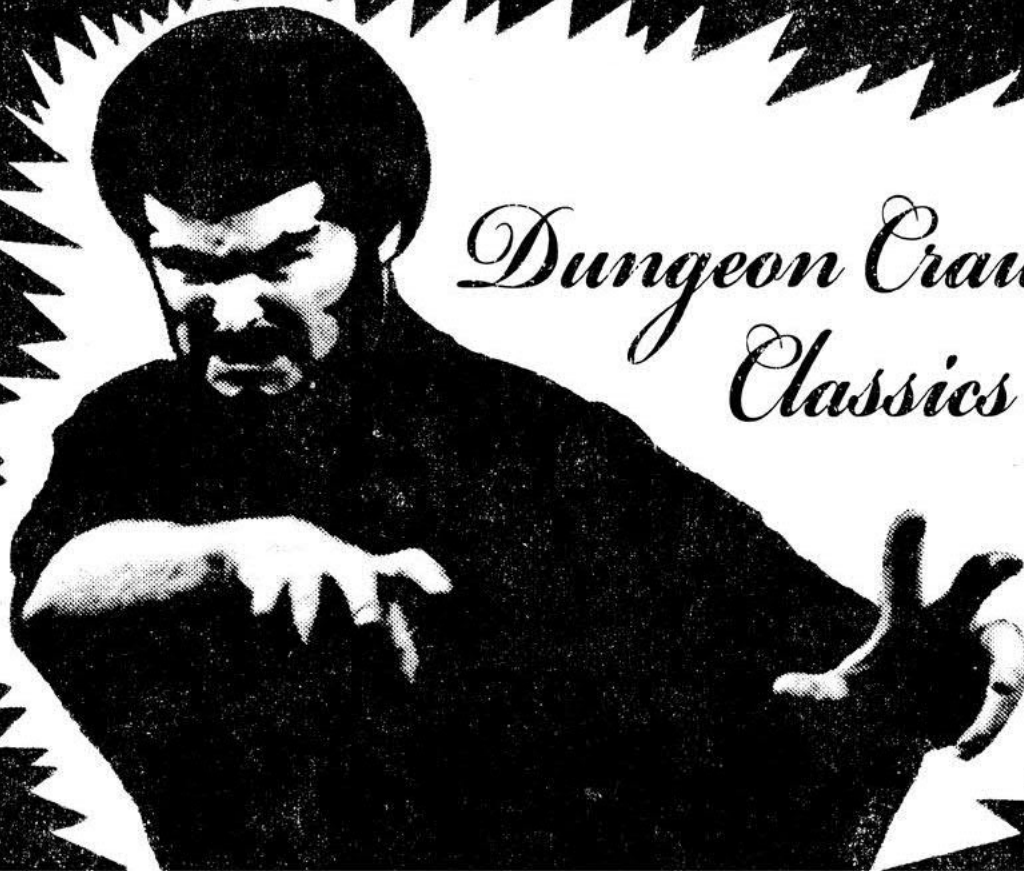
Goal:

- To claim new lands in the name of Klazath

Abilities:

- +1 magic two-handed weapon (1d8 damage)
- Wielder is immune to natural poison
- Spells and potions created using components harvested with the *Scythe* receive a +2 bonus on their spell checks





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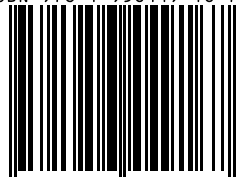
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# DCC HOLIDAY PLACEMAT AND DIE-DROP 0-LEVEL PC GENERATOR

**White spaces:** occupations, trained weapons and trade goods. **Gray spaces:** birth augurs. Want to create a group of 0-levels quickly? Drop a d4 on the table below for each commoner in your group. The space in which most of the die falls is the occupation (and weapon and trade good) for that PC. Also, the d4 is pointing to that PC's birth augur. Note the direction of the highest die result (of the three points of the d4 resting on the chart) and that's your lucky sign!

<b>Alchemist</b> Staff Oil, 1 flask	<b>Animal trainer</b> Club Pony	<b>Armorer</b> Hammer (as club) Iron helmet	<b>Astrologer</b> Dagger Spyglass	<b>Barber</b> Razor (as dagger) Scissors	<b>Beadle</b> Staff Holy symbol	<b>Beekeeper</b> Staff Jar of honey	<b>Blacksmith</b> Hammer (as club) Steel tongs	<b>Butcher</b> Cleaver (as axe) Side of beef	<b>Caravan guard</b> Short sword Linen, 1 yard	<b>Cheesemaker</b> Cudgel (as staff) Stinky cheese	<b>Cobbler</b> Awl (as dagger) Shoehorn	<b>Confidence artist</b> Dagger Quality cloak
<b>Cooper</b> Crowbar (as club) Barrel	<b>Costermonger</b> Knife (as dagger) Fruit	<b>Cutpurse</b> Dagger Small chest	<b>Ditch digger</b> Shovel (as staff) Fine dirt, 1 lb.	<b>Dock worker</b> Pole (as staff) 1 late RPG book	<b>Dwarven apothecarist</b> Cudgel (as staff) Steel vial	<b>Dwarven blacksmith</b> Hammer (as club) Mithril, 1 oz.	<b>Dwarven chest-maker</b> Chisel (as dagger) Wood, 10 lbs.	<b>Dwarven herder</b> Staff Sow	<b>Dwarven miner</b> Pick (as club) Lantern		<b>Dwarven mushroom-farmer</b> Shovel (as staff) Sack	<b>Dwarven rat-catcher</b> Club Net

<b>Harsh winter:</b> All attack rolls	<b>The bull:</b> Melee attack rolls	<b>Fortunate date:</b> Missile fire attack rolls	<b>Raised by wolves:</b> Unarmed attack rolls	<b>Conceived on horseback:</b> Mounted attack rolls	<b>Born on the battlefield:</b> Damage rolls	<b>Path of the bear:</b> Melee damage rolls	<b>Hawkeye:</b> Missile fire damage rolls	<b>Pack hunter:</b> Attack & damage rolls for 0-level starting weapon	<b>Born under the loom:</b> Skill checks (including thief skills)
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<b>Dwarven stonemason</b> Hammer Fine stone, 10 lbs.		<b>Elven artisan</b> Staff Clay, 1 lb.	<b>Elven barrister</b> Quill (as dart) Book	<b>Elven chandler</b> Scissors (as dagger) Candles, 20	<b>Elven falconer</b> Dagger Falcon	<b>Elven forester</b> Staff Herbs, 1 lb.		<b>Elven glassblower</b> Hammer (as club) Glass beads	<b>Elven navigator</b> Shortbow Spyglass	<b>Elven sage</b> Dagger Parchment and quill pen		<b>Potato Farmer</b> Pitchfork (as spear) Sheep
<b>Wheat Farmer</b> Pitchfork (as spear) Goat	<b>Turnip Farmer</b> Pitchfork (as spear) Cow	<b>Corn Farmer</b> Pitchfork (as spear) Duck	<b>Rice Farmer</b> Pitchfork (as spear) Goose	<b>Parsnip Farmer</b> Pitchfork (as spear) Mule	<b>Radish Farmer</b> Pitchfork (as spear) Donkey	<b>Rutabaga Farmer</b> Pitchfork (as spear) Cat	<b>Chicken Farmer</b> Pitchfork (as spear) Hen	<b>Fortune-teller</b> Dagger Tarot deck	<b>Gambler</b> Club Dice	<b>Gongfarmer</b> Trowel (as dagger) Sack of night soil	<b>Grave digger</b> Shovel (as staff) Trowel	

<b>Fox's cunning:</b> Find/disable traps	<b>Four-leafed clover:</b> Find secret doors	<b>Seventh son:</b> Spell checks	<b>The raging storm:</b> Spell damage	<b>Righteous heart:</b> Turn unholy checks	<b>Survived the plague:</b> Magi- cal healing*	<b>Lucky sign:</b> Saving throws	<b>Guardian angel:</b> Savings throws to escape traps	<b>Survived a spider bite:</b> Saving throws against poison	<b>Struck by lightning:</b> Reflex saving throws
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<b>Guild beggar</b> Sling Crutches		<b>Halfling chicken butcher</b> Handaxe Chicken meat, 5 lbs.	<b>Halfling dyer</b> Staff Fabric, 3 yards		<b>Halfling glovemaker</b> Awl (as dagger) Gloves, 4 pairs	<b>Halfling wanderer</b> Sling Hex doll	<b>Halfling haberdasher</b> Scissors (as dagger) Fine suits, 3 sets	<b>Halfling mariner</b> Knife (as dagger) Sailcloth, 2 yards	<b>Halfling moneylender</b> Short sword 5 gp, 10 sp, 200 cp	<b>Halfling trader</b> Short sword 20 sp	<b>Halfling vagrant</b> Club Begging bowl	<b>Healer</b> Club Holy water, 1 vial
<b>Herbalist</b> Club Herbs, 1 lb.	<b>Herder</b> Staff Herding dog	<b>Hunter</b> Shortbow Deer pelt		<b>Indentured servant</b> Staff Locket	<b>Jester</b> Dart Silk clothes	<b>Jeweler</b> Dagger Gem worth 20 gp	<b>Locksmith</b> Dagger Fine tools	<b>Mendicant</b> Club Cheese dip	<b>Mercenary</b> Longsword Hide armor	<b>Merchant</b> Dagger 4 gp, 14 sp, 27 cp	<b>Miller/baker</b> Club Flour, 1 lb.	<b>Minstrel</b> Dagger Ukulele

<b>Lived through famine:</b> Fortitude saving throws	<b>Resisted temptation:</b> Willpower saving throws	<b>Charmed house:</b> Armor Class	<b>Speed of the cobra:</b> Initiative	<b>Bountiful harvest:</b> Hit points (applies at each level)	<b>Warrior's arm:</b> Critical hit tables**	<b>Unholy house:</b> Corruption rolls	<b>The Broken Star:</b> Fumbles**	<b>Birdsong:</b> Number of languages	<b>Wild child:</b> Speed (each +1/-1 = +5' /-5' speed)
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<b>Noble</b> Longsword Gold ring worth 10 gp	<b>Orphan</b> Club Rag doll	<b>Ostler</b> Staff Bridle	<b>Outlaw</b> Short sword Leather armor	<b>Rope maker</b> Knife (as dagger) Rope, 100'	<b>Scribe</b> Dart Parchment, 10 sheets	<b>Shaman</b> Mace Herbs, 1 lb.	<b>Slave</b> Club Strange-looking rock	<b>Smuggler</b> Sling Waterproof sack	<b>Soldier</b> Spear Shield	<b>Squire</b> Longsword Steel helmet		<b>Tax collector</b> Longsword 100 cp
<b>Trapper</b> Sling Badger pelt		<b>Urchin</b> Stick (as club) Begging bowl	<b>Wainwright</b> Club Pushcart***	<b>Weaver</b> Dagger Fine suit of clothes	<b>Wizard's apprentice</b> Dagger Black grimoire	<b>Woodcutter</b> Handaxe Bundle of wood			<b>Roll Again</b>		<b>Choose Your Favorite</b>	

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts. \* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources. \*\* Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles. \*\*\* Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.