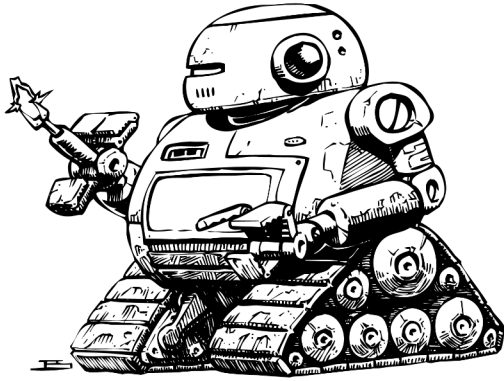


7 - Makeshift Camp: This area is littered with rotting clothes and tools from the seekers who sought refuge here. A malfunctioning scout-bot awaits the return of its masters.



B-3Do, Malfunctioning Scout-Bot: Init -1; Atk slam +0 melee (1d4) or fusion torch +0 melee (1d6); AC 11; HD 1d6; hp 4; MV 40'; Act 1d20; SV Fort +2, Ref -1, Will +2; AI Recog 12.

The PCs can attempt to convince B-3Do that it belongs to them. This requires a successful AI Recognition roll. On a failure the bot assumes the party is trying to steal it and attacks.

Searching the area reveals 75' of hempen rope; 2 flint daggers (1d4 dmg); 3 torches; and a fusion lamp.

Fusion Lamp: TL 4; CM 2; Special: When activated, gives off light in a 30' radius. The built in F-Cell will last for 1d3 months before burning out.

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PAG-PMD1

BACKGROUND

The PCs have discovered a natural cave, possibly while looking for refuge during the night. Unfortunately the cavern is the resting place of a party of seekers that succumbed to a radioactive fungal hive mind that has transformed them into undead screamers (MCC, p. 196).

ADAPTING FOR DCC

- The quantum grenade in area 6 becomes a disintegration ward.
- B-3Do becomes Beedee the gnome, the only survivor of the doomed adventuring party.
- Replace the fusion lamp with an elven lamp (casts a 30' magical light invisible to any creatures outside its radius).

Author's note: This sidequest is based on how I run the glow desert trek in Jim Wampler's outstanding MCC funnel module *The Museum at the End of Time*. As a glow storm rolls towards the party they can race towards a butte where they discover the perfect cave to weather the maelstrom...

PER ASPERA



SCREAMS OF THE RAD CAVERNS

A Sidequest for 0-1st Level Characters



COMPATIBLE WITH
**DCC
RPG**

COMPATIBLE WITH
**MCC
RPG**

GENERAL FEATURES

Unless noted it is completely dark in the caves past the entrance. A hoarse, persistent keening reverberates around the tunnels until all the screamers have been killed. A faint rot lingers in the still air.

PCs who touch any of the radioactive fungus or a screamer have a 50% chance of being infected. Infected characters turn into screamers 24 hours after dying.

Screamers: Init -4; Atk slam +3 melee (1d4, plus DC 12 Fort save or 1d3 radiation burn); AC 9; HD 1d6; hp 4 each; MV 20'; Act 1d20; SP undead; SV Fort +4, Ref -4, Will +2.

MAP AREAS

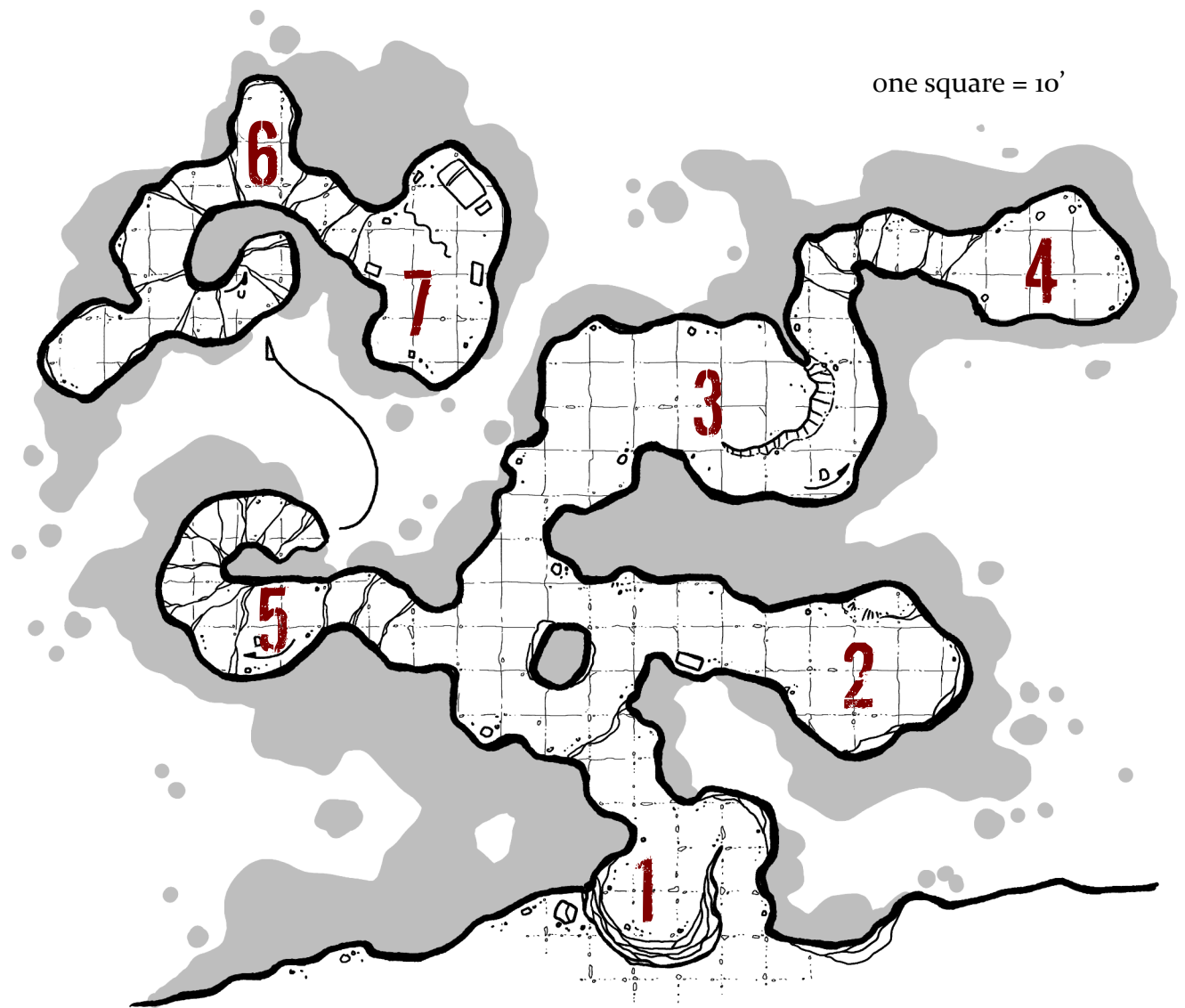
1 - Cave Entrance: PCs who take the time to search the entrance find an arrow scratched into the side of cave with the seeker's symbol for "encampment."

2 - Fungal Garden: In this softly lit grotto 3 screamers tend to radioactive fungus. They attack on sight.

3 - Dead Screamer: Fungal mites (small, pig-like creatures in the thrall of the hive mind) scavenge on a dead screamer. They will ignore the PCs unless their meal is interrupted.

Fungal Mites (4): Init +0; Atk bite +0 melee (1d3); AC 13; HD 1d4; hp 2 each; MV 40'; Act 1d16; SV Fort +1, Ref -1, Will +2.

4 - Fungal Hive Center: Unnaturally large radioactive fungi cling to the moist walls of this cavern, pulsating with an ochre glow. 4 screamers stand guard. Those who disturb the fungus must make a DC 12 Will save or



become enthralled by the hive mind spores. Enthralled beings will defend and tend to the hive center. Burning the fungus with fire, acid, or another caustic substance destroys it, freeing any thralls and causing the screamers to fall to the ground, unable to act.

5 - Stairs Down: Natural stairs lead deeper into the cave system. If the screamers are dead an intermittent mechanical whirring can be heard below.

6 - Tripwire Trap: The seekers who camped here set up a quantum grenade tripwire to protect their encampment. Only careful searching will reveal the thin filament wire. The first PC to pass the trap activates it and must make a DC 12 Ref save or be disintegrated.