

# A CAMPAIGN SETTING AND TWO ADVENTURE MODULES!

# Dungeon Crawl Classics #35

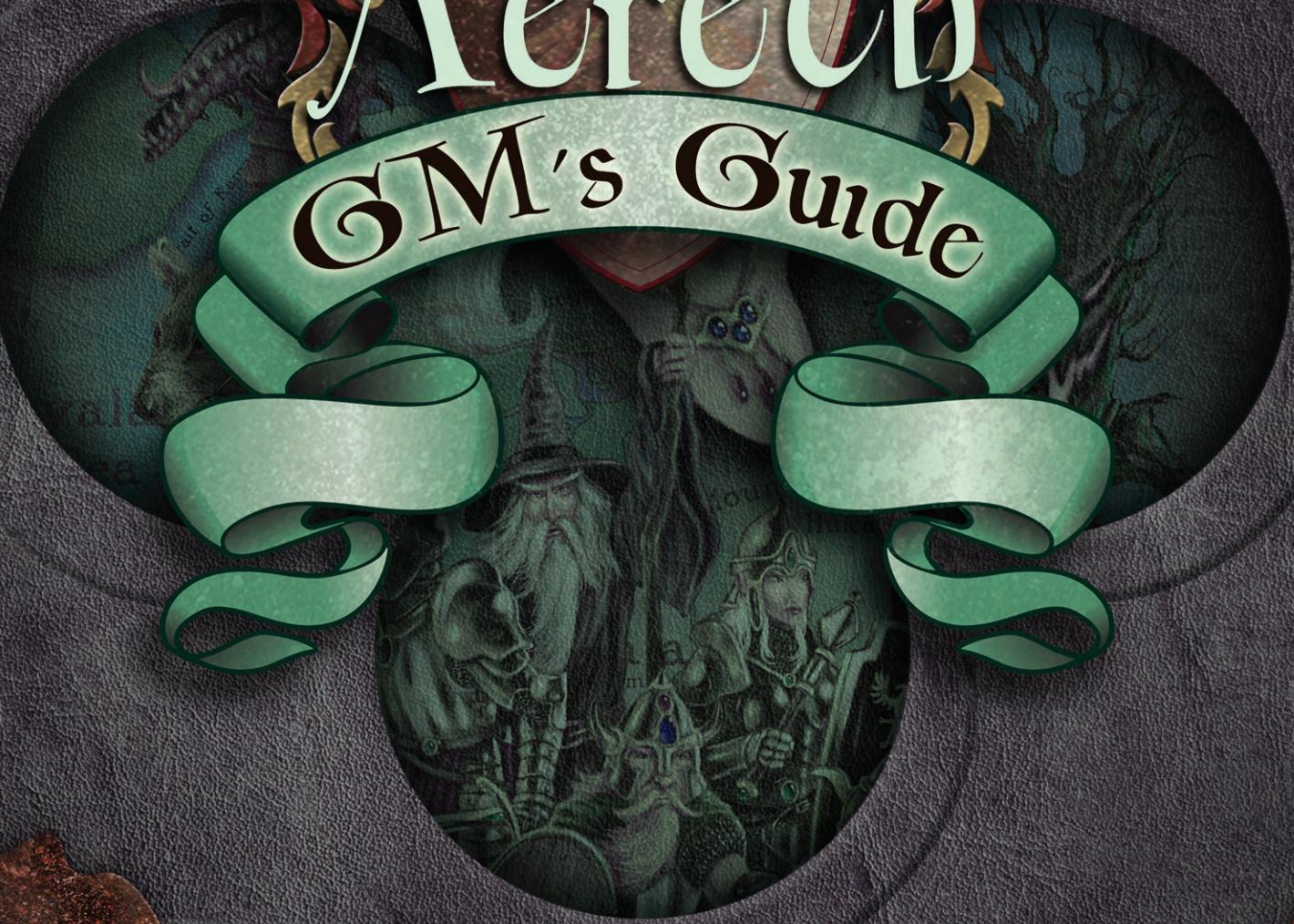
## Gazetteer of the Known Realms



# A COMPLETE CAMPAIGN SETTING

## by Mike Ferguson, Jeff LaSala, and Harley Stroh





# The World of Aereth

## GM's Guide

# CHAPTER 7

## PATHS OF ADVENTURE

Aventures in the DCC line are designed to be setting neutral, even within the world of Aereth. Every GM should feel comfortable removing the iconic *Dungeon Crawl Classics #1: Idylls of the Rat King* from the humble town of Silverton and placing the adventure wherever it will serve their own campaign the best. As always, GMs should tailor the world to suit their own designs and their group's enjoyment. Every other concern comes second.

Of course, that's all fine if you are an old hand at the game and know precisely the sort of campaign you'd like to run. But with over thirty adventures to choose from, where does an intrepid new GM begin?

Never fear! For those who seek guidance in the ever-expanding world of the Dungeon Crawl Classics, or for those sadistic GMs who must simply roll for *everything*, we present the Adventure Paths: series of modules loosely organized by level, location and theme, and which can serve as narratives to aid GMs in planning their PCs' careers as adventurers.

Note that these paths serve only as guidelines. GMs should feel free to adjust them as necessary for their wicked purposes. Flesh out the skeleton, add your own adventures, make the PCs lords of their own realms, and then lay waste to those kingdoms with armies of wicked monsters – in short, make the world your own!

To begin a campaign, choose your favorite low-level DCC and follow the subsequent titles in the path. Or, if you are truly willing, brave and brazen enough to throw caution to the wind, roll a d12.

If the result is 1-4, go to Adventure Path 1. If the result is 5-8, go to Adventure Path 2. If the result is 9-12, go to Adventure Path 3.

### ADVENTURE PATH 1: WEST TO EMPIRE

#### Levels   Adventure

- |     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0   | <b>DCC #35A: Halls of the Minotaur:</b> Humble villagers armed with farm tools venture into the Thornswild Forest to rescue a fallen paladin. There they uncover the ruins of a long-forgotten citadel, a tribe of ferocious kobolds, and Toth-Ror, a deadly minotaur bent on the PCs' destruction.                                                                                                                                                                      |
| 1-2 | <b>DCC #29: Lair of the White Salamander:</b> Travelling south, the PCs (now aspiring heroes) come upon the sinking city of Thelport. There they discover a series of sea caves, where they battle their way past crazed cultists to the source of the city's plight: a horrible giant salamander gifted with wicked genius. Having saved the people of Thelport, the PCs can continue their travels west, or catch a ship south to Porthmeor (go to Adventure Path 1A). |
| 1-3 | <b>DCC #1: Idylls of the Rat King:</b> The PCs press on to Silverton, where a small mining community is being threatened by a wererat menace.                                                                                                                                                                                                                                                                                                                            |
| 4-6 | <b>DCC #27: Revenge of the Rat King:</b> The PCs, having deposed the Rat King, now suffer his wrath beneath the streets of Soulgrave. Escaping his clutches, they put an end to his wicked reign.                                                                                                                                                                                                                                                                        |
| 7-8 | <b>DCC #5: Aerie of the Crow God:</b> Now heroes in Crieste, the PCs are summoned before Captain Sentri, Master of the Sable March. The Captain awards the PCs titles befitting their class and rank and tells them of the costal hamlet of Carnelloe, where dark secrets work to conceal an ancient tragedy. The Captain beseeches the PCs to act as his agents and investigate the lingering evil.                                                                     |



- 7-9      **DCC #19: The Volcano Caves:** Recognizing the might of her enemy's agents, the wicked Vizier of Crieste orders the PCs north to investigate the strange rumors surrounding mysterious Mount Rolnith, hoping that the PCs die beneath the dormant volcano. As insurance, the Vizier sends two of her finest assassins to finish what the mountain cannot. There, in the abandoned study of a long vanished wizardess, the PCs find a map leading to...
- 10      **DCC #30: Vault of the Dragon Kings:** Leaving the ruined Mount Rolnith, the PCs venture deeper into the Frosteye Mountains, in search of the legendary Vault of the Dragon Kings.
- 9-11     **DCC #12: The Blackguard's Revenge:** Returning triumphant from the Vault, the PCs are met by Khau the Red, magician in service of the Captain of the Sable March. The Cloister of the Ordocar, a sister order to the Knights of the Sable March, is under attack by an army of undead. Can the PCs reach the monastery in time to save the order?
- 11-13    **DCC #12.5: Iron Crypt of the Heretics:** Though the Cloister of the Ordocar has been saved, the root of the undead army must still be dealt a final blow. Tracking the army back to the Iron Crypt of the Heretics, the PCs must do battle with a nigh-invulnerable menace.
- 15      **DCC #13: Crypt of the Devil Lich:** The Ebon Egg destroyed, the PCs deliver the Iron Crypt's magical keys to the Monastery of the Dawning Sun. Upon their arrival, they realize that a horrible tragedy has taken place....
- 6-8      **DCC #16: Curse of the Emerald Cobra:** ...where the PCs learn of a mysterious artifact called Omihuictli – the Bone Blade, an enchanted bastard sword rumored to have been created from the leg bones of an ancient black dragon. The sword is said to rest in the heart of an extinct volcano, Mount Icpitl.
- 10-12     **DCC #4: Bloody Jack's Gold:** Sailing home from their savage encounter with the Emerald Cobra, the PCs' ship is blown off course to an island that doesn't appear on any map. One of the sailors recognizes the island from the *Ballad of Bloody Jack*. Investigating, the PCs discover the maze Jack built to protect the greatest hoard of his long and blood-soaked career.
- 12-14     **DCC #21: Assault on Stormbringer Castle:** Returning to civilization at last, the PCs sail into the town of Argalis, only to discover the town in ruins. Three hurricane-strength storms have struck in as many weeks, sent by a wicked storm giant intent on punishing the town. The townsfolk turn to the PCs. Can the heroes prevail against the Stormbringer?
- 14-16     **DCC #22: The Stormbringer Juggernaut:** After thanking the heroes for their assistance in defeating Stozi, Lord McDurmott, leader of Argalis, calls them back a week later with disturbing news. There are reports from the distant island of Cairvos of a gigantic warship under construction, led by a Stormbringer storm giant. He hires them once again, sending the heroes to vanquish the renewed Stormbringer threat.

## ADVENTURE PATH 1A: WILD ROVERS

### Levels Adventure

- 1-3      **DCC #24: Legend of the Ripper:** The PCs arrive in exotic Porthmeor, only to find the city locked in a grip of terror. The ghost of an ancient fiend has seemingly risen to stalk the city streets. Can the young heroes put the ghost to rest?
- 4-6      **DCC #35B: The Thief Lord's Vault:** The PCs continue their travels by sea, following the coast west to Punjar. There, in the city's shadowy bazaars, the adventurers catch word of a fabled treasure vault hidden beneath Punjar's grime-stained cobblestones. Investigations prove fruitful, and the PCs discover the entrance to one of

the richest treasure vaults in all the Known World. Eluding the Thief Lord's cunning traps, the PCs tumble through a misty green portal to far-flung Voltigeur...

- 1      **DCC #0: Legends are Made, not Born:** An ogre is terrorizing the town of Dundraville. Six brave citizens, mere peasants, band together with a plan to put an end to the evil ogre's villainy!
- 1      **DCC #2: Lost Vault of Tsathzar Rho:** The triumphant commoners, now adventurers, start on the long road to the heart of the Empire, where they will seek their fortunes. The would-be heroes stop for the night at the settlement of Hadler's Gap, where they hear curious tales of
- ADVENTURE PATH 2:  
LORDS OF THE KINGDOM**
- ### Levels Adventure
- 0      **DCC #0: Legends are Made, not Born:** An ogre is terrorizing the town of Dundraville. Six brave citizens, mere peasants, band together with a plan to put an end to the evil ogre's villainy!
- 1      **DCC #2: Lost Vault of Tsathzar Rho:** The triumphant commoners, now adventurers, start on the long road to the heart of the Empire, where they will seek their fortunes. The would-be heroes stop for the night at the settlement of Hadler's Gap, where they hear curious tales of

	once-peaceful kobolds and an ogre in the nearby hills. The PCs find their reputation as “Ogre Slayers” has preceded them. Will they live up to the stories?	12-14	<b>DCC #21: Assault on Stormbringer Castle:</b> Unnaturally strong storms strike the PCs’ lands, ravaging their fields and fortifications. The source of the fearsome gales lies to the south, with the town of Argalis. A terrible storm giant demands tribute from Agalis and the surrounding settlements (including the PCs’ manor). If she is denied, she will lay waste to the entire coast.
1-2	<b>DCC #29: Well of the Worm:</b> Resuming their travels south, the PC come across a war-ravaged village plagued by the legacy of wars past. The elders beseech the PCs to put an end to the horrors.	14-16	<b>DCC #22: The Stormbringer Juggernaut:</b> The Stormbringer giants return to threaten the realm once more, unless the PCs are able to stop their scheme from coming to fruition. But are even the heroes, now mighty beyond most, strong enough to stop the Stormbringer Juggernaut?
1-3	<b>DCC #1: Idylls of the Rat King:</b> The PCs finally reach the capital of Archbridge, where tales of their heroic exploits have already reached people of power. The Captain of the Sable March offers the PCs their first mission for the crown: root out the goblin menace that has been plaguing the silver caravans from Silvertown.		
4-6	<b>DCC #27: Revenge of the Rat King:</b> Having successfully defended the people of Silvertown, the PCs find themselves the target of the Rat King’s wrath. In a carefully wrought trap, the PCs are lured beneath the streets of Soulgrave and into the clutches of the Rat King!		
7-8	<b>DCC #5: Aerie of the Crow God:</b> Back in Archbridge, the PCs are given a hero’s welcome, along with a handsome reward and commission from the Captain of the Sable March. Meeting the PCs in secret that evening, the Captain asks the PCs to undertake another dangerous mission for the crown, sending the PCs to the village of Carneloe to investigate the site of an ancient tragedy.		
6-8	<b>DCC #10: The Sunless Garden:</b> Returning triumphant once more, the PCs are given titles and the deed to a small, run-down keep on the border of Crieste. Shortly after the PCs assume ownership, the nearest trading post, Garland’s Fork, is struck by a horrific curse, and it falls to the heroes to solve the crisis. <i>Or:</i> The wicked Vizier of Crieste, perceiving the heroes as a threat to her stranglehold on the Empire, commissions a ship for the PCs and orders them to deliver a message to the far-flung colony of Voltigeur. (Go to Adventure Path 2A.)	10-12	<b>DCC #4: Bloody Jack’s Gold:</b> Sailing home from their savage encounter with the Emerald Cobra, the PCs’ ship is blown off course to an island that doesn’t appear on any map. One of the sailors recognizes the island from the <i>Ballad of Bloody Jack</i> . Investigating, the PCs discover the maze Jack built to protect the greatest hoard of his long and blood-soaked career.
8-10	<b>DCC #6: Temple of the Dragon Cult:</b> With power comes responsibility. Across the borderlands, a dragon has been terrorizing the people of Thire. Lady Aedwyn Cyrean, ruler of the realm, raises an army to defeat the fearsome wyrm, but even they fail. She begs the heroes to finish off what her army could not accomplish.	12-14	<b>DCC #21: Assault on Stormbringer Castle:</b> Returning to civilization at last, the PCs sail into the town of Argalis, only to discover the town in ruins. Three hurricane-strength storms have struck in as many weeks, sent by a wicked storm giant intent on punishing the town. The townsfolk turn to the PCs. Can the heroes prevail against the Stormbringer?
		12-14	<b>DCC #18: Citadel of the Demon Prince:</b> Hearing of the PCs’ might, his Holiness, the Bishop of the Shining Lance, sends a secret agent, Renshai the Cunning, to meet with the PCs. Renshai, the Bishop’s master spy, has uncovered a plot to bring demonic horror into the world. His Holiness begs a boon of the PCs,

## ADVENTURE PATH 2A: OF PIRATES AND PLUNDER

### Levels Adventure

- 6-8      **DCC #16: Curse of the Emerald Cobra:** Sent to the end of the Empire by the Vizier of Crieste, the PCs learn of a mysterious artifact called Omihuictli – the Bone Blade, an enchanted bastard sword rumored to have been created from the leg bones of an ancient black dragon. The sword is said to rest in the heart of an extinct volcano, Mount Icpitl.
- 10-12     **DCC #4: Bloody Jack’s Gold:** Sailing home from their savage encounter with the Emerald Cobra, the PCs’ ship is blown off course to an island that doesn’t appear on any map. One of the sailors recognizes the island from the *Ballad of Bloody Jack*. Investigating, the PCs discover the maze Jack built to protect the greatest hoard of his long and blood-soaked career.
- 12-14     **DCC #21: Assault on Stormbringer Castle:** Returning to civilization at last, the PCs sail into the town of Argalis, only to discover the town in ruins. Three hurricane-strength storms have struck in as many weeks, sent by a wicked storm giant intent on punishing the town. The townsfolk turn to the PCs. Can the heroes prevail against the Stormbringer?
- 12-14     **DCC #18: Citadel of the Demon Prince:** Hearing of the PCs’ might, his Holiness, the Bishop of the Shining Lance, sends a secret agent, Renshai the Cunning, to meet with the PCs. Renshai, the Bishop’s master spy, has uncovered a plot to bring demonic horror into the world. His Holiness begs a boon of the PCs,