

DUNGEON CRAWL CLASSICS

elcome to Free RPG Day 2012, a grand tradition inaugurated by Goodman Games in 2007. As one of the creators of the concept and the very first publisher to sign up for the very first Free RPG Day, Goodman Games is proud to take part in the sixth year of this great event supporting RPGs in general and brick-and-mortar game stores in particular.

Earlier this year, Goodman Games released the Dungeon Crawl Classics Role Playing Game, better known as DCC RPG. The Free RPG Day supplement you hold in your hands contains two short adventures designed for use with DCC RPG.

In addition, this volume introduces the Mystery Map Adventure Design Competition, an exciting challenge for aspiring dungeon designers. This is your chance to pocket \$1,000 and have your dungeon design published by Goodman Games! For complete details, see page 8.

The two adventures herein are as follows:

• *The Undulating Corruption*, a level 5 expedition to cure a wizard of corruption.

• The Jeweler that Dealt in Stardust, a level 3 heist where clever thieves can excel.

And now: Let the adventures begin!

If you like what you see here, be sure to look at other DCC RPG offerings from your friendly local game store!

Writing: Michael Curtis, Harley Stroh Editing: Aeryn "Blackdirge" Rudel Cover art and cartography: Doug Kovacs Interior art: Doug Kovacs, Brad McDevitt, Peter Mullen Contents ©2012 Goodman Games www.goodman-games.com



This printing of DCC RPG Free RPG Day 2012 is done under version 1.0 of the Open Garning Licerse, and the System Reference Document by permission from Wizards of the Coast, Inc Designation of Product Identity. The following flams are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0 Dungeon Crawl Classics, DICC RPG, Mighty Deed of Arms, spell check, Luck check, spelliburn, mercurial magic, corruption, disapproval, all spell names, all proper nours, capitalized terms, falicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections of Chapter One: Characters and Chapter Four: Combat as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wassot of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if as used, should bear the COPTRIGHT MOTICE TOCC RPG Free RPG Day 2012, copyright © 2012 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com*

Dungeon Crawl Classics Role Playing Game Free RPG Day 2012 is copyright 2012 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) 'Contributions' means the copyright and/or taxdemark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), polation, modification, correction, addition, extension, sugrados, improvement, complation, abridgment or other form in which an existing work may be reacts, transformed or adapted; (c) 'Distributer' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transinor or otherwise distribute; (d') 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and its an enhancement over the prior at and any additional cortent clearly identified as Open Game Content by the Contributor, and means any work covered by this Lecrese, including translations and derivative works under copyright law, but specifically excludes Product Identity, (e) 'Product Identity' means product and product line manne, logos and identifying marks including trade dress; artifacts, creatures characters, stories, storyfines, polis, hematic elements, idioque, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchartments, personalities, teams, personas, ikenesses and spepcial abilities or effects, logos, equipment, maggical or supermatural abilities or effects, logos,

symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identify by the owner of the Product Identify and which specifically excludes the Open Game Content, (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (a) "Elvisto", 'Used' or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content, (f) "You" or "You" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

 Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity. You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or or adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity, used on any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

 Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Tell Inability to Comply. If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Coest, inc.)
System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gyays and Dave Ameson.
DCC RPG Free RPG Day 2012, copyright © 2012 Goodman Games, all rights reserved, visit www.goodman-games.com or contact infolgoodman-games com or contact infolgoodman-games.

DUNGEON CRAWIL CLASSICS

ROLE PLAYING GAME

You're no hero.

You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Return to the glory days of fantasy with the Dungeon Crawl Classics Role Playing Game. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery. Fast play, cryptic secrets, and a mysterious past await you: turn the page...





Kick off a new generation of classic adventure with DCC RPG! This Free RPG Day module includes two short adventures, plus full details on the Mystery Map Adventure Design Contest, where you can win \$1,000 and see your adventure in print!