

THE GROAKING FANE A LEVEL 3 ADVENTURE By Michael Curtis • Cover artist and cartographer: Doug Kovacs • Editor: Rev. Dak J. Ultimak • Interior artists: Jim Holloway, Doug Kovacs, Peter Mullen, Brad McDevitt, Stefan Poag • Art direction & layout: Joseph Goodman Dedicated to Clark Ashton Smith and Dave Arneson. Playtesters: (NTRPGCon 2012) Charlie Sanders, Jake Parker, Will Maranto, Ed "Toad Rider" Brewer, Norman Harman, Jimmy Simpson; (Anonycon 2012) James Carpio, Mary Lindholm, Ben Morgan; (TotalCon 2013) Paul Aparicio, Dan Berube, Neil Chuchill, Ian Eller, TJ Howell, Chris Lopez, Eric Lucas, Michael Nocivalli; (CincyCon 2013) Rick Hull, Christy Powell, Ed Stanack; (Gary Con 2013) David Bresson, Amy Horton, John Kidd, Jeremy Ligman, Kevin Moore, Jim Skach 'lim Wampler, Jason Warchol, Jay White; (Finarvyn's Fellowship of Foragers) 'Alan Bean, Anna Breig, Dardrae Breig, Kaylina Breig, Marv Breig, Ryan Breig, Paul Luzbetak DCC RPG and this adventure are copyright © 2013 Goodman Games. Dungeon Crawl Classics is a trademark of Goodman Games. DCC RPG is published under the Open Game License. Refer to the OGL in this work for additional information. www.goodman-games.com THE THE PARTY OF T

We're with the band.



The band of adventurers, that is. Join us in the pages of Dungeon Crawl Classics adventure modules. Stand-alone, world-neutral, all new, and inspired by Appendix N. Learn more at www.goodman-games.com.







THE GROAKING FANE

#77: A LEVEL 3 ADVENTURE BY MICHAEL CURTIS

For as long as men remember, the Lord of Evil Amphibians carried out unspeakable rites in his squatting temples situated far from civilization. Tales of human sacrifice, squirming servants, and rich but loathsome treasures were whispered of his followers. Now, unexpectedly, his servants have seemingly vanished, leaving behind their fanes to molder in the marshes. A brave band of adventurers gathers to explore one such tabernacle, eager to discover what riches—and terrors—the Lord of Evil Amphibians has left behind...



\$9.99 GMG5078