

# DAMN + AJ + Y

AN AMERICAN B-LEVEL CULINARY  
EXPERIENCE ADVENTURE



BY TIM BRUNS

COMPATIBLE WITH  
**DCC  
RPG**





# **dAMN + AJ + Y**

**AN AMERICAN ADVENTURE  
FOR 8-LEVEL CHARACTERS**

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# **DAMN + TASTY**

## **AN UMERICAN CULINARY EXPERIENCE**

BROUGHT TO YOU BY THE GO! AFTERLIFE COMPANY

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### GM INTRODUCTION

This is a zero-level funnel that goes with the *Umerican Survival Guide*. Rules for generating level zero characters for Umerica can be found on pg. 47 in the *Umerican Survival Guide*.

The characters have been either revived after death or captured alive and brought to the Go! Bar factory run by the Go! AfterLife company (formerly the Go! After Life company, which is still on some of their propaganda). The characters goal will be to escape the interdimensional factory in hopes of regaining their lives on the outside. Through the magic of plot interdimensional travel, characters who emerge from the factory will be restored to life in their previous body and will begin as 1st level characters of the class of their choosing (including the robot, if they ask, it's interdimensional techno-magic). An alternative option for this module is to run it after a TPK (Total Party Kill). An escape would mean the party could return to their current characters, at whatever level and with whatever equipment the GM feels appropriate.

### FACTORY HISTORY

The factory itself survived the apocalypse and shifted into a pocket dimension. Now the necromancers find ways to pass messages to adventurers in Umerica who are asked to bring a truck filled with bodies to the factory. In return, they are given a fully restored truck filled with pallets of Go! Bars to sell. Said bodies need not be fresh, so grave robbing rather than just killing people is more common. The truckers meet one of the (mostly human looking) necromancers in the shipping area and are not allowed anywhere else in the factory. Fortunately for the party, the last trucker who entered needed to use the bathroom so bad he snuck out, only to see a zombie and a skeleton, and he ducked into the bathroom and has been panicking there ever since.

The company has shifted as well. Formerly owned by the Go! After Life company, they are now the Go! AfterLife company. The change is subtle, and most people in Umerica have not noticed the difference. The company used questionable propaganda in the first place, which is still used in orientation, so

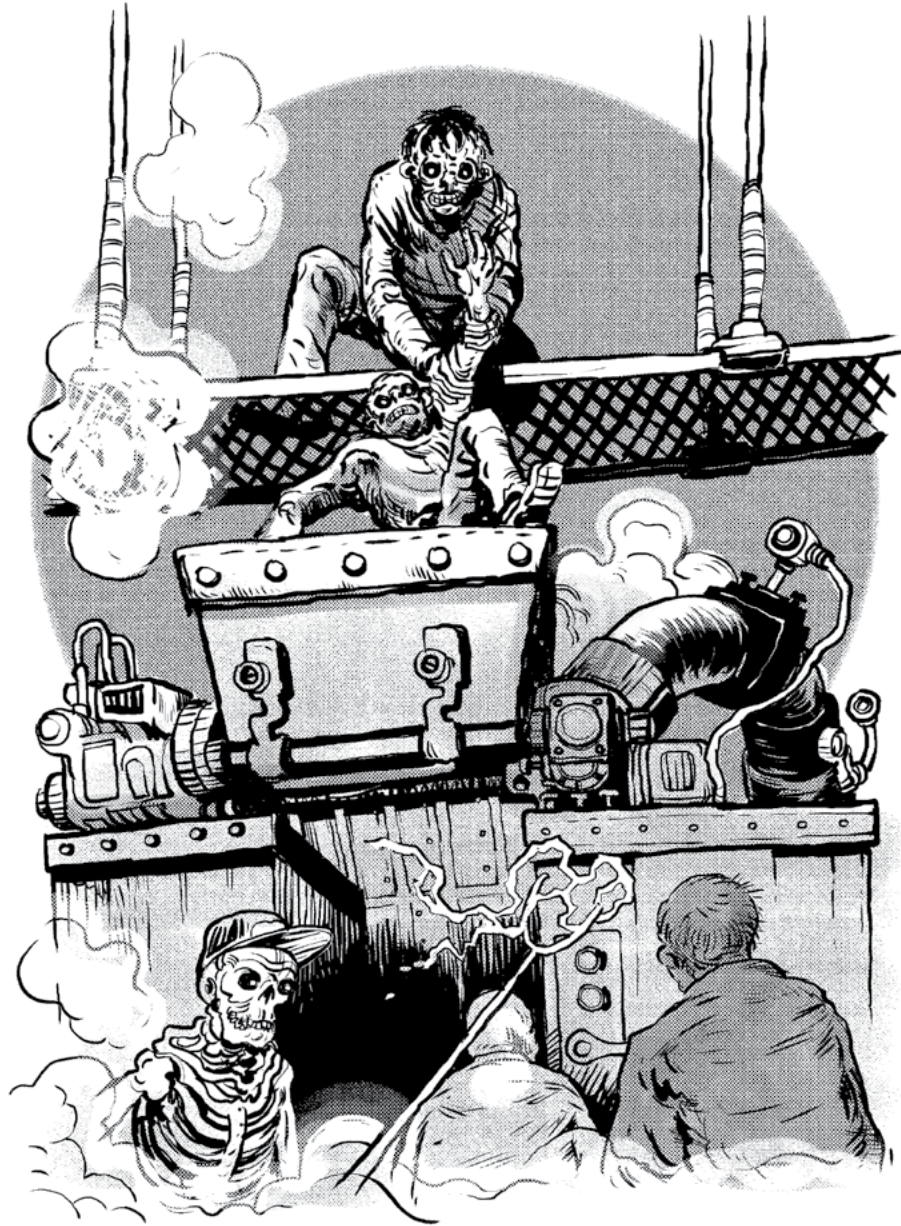


most employees don't realize it's not the Go! After Life company, and those that do see the change are more likely to think it's a typo.

The company survives by using the bodies as wage wights, reanimating them and brainwashing them. They re-apply the brainwashing every six months, though they sometimes experiment on the wights first. Part of the brainwashing and wage wight segregation means they never notice that they've never met anyone who's been there longer. Since the entire factory is run by un-dead, no one really knows how any of the food tastes, so they just make flavor combinations in hopes of making money.

Some wage wights get promoted to grease ghoul or skeleton supervisor through a painful transformation ritual. Only the best of those becomes a skeleton scientist. No one knows how long the In-Spectre or the necromancers have been there. Occasionally workers are demoted to zomtroller when one gets over agitated and can't get back to work.

## ABOUT THE FACTORY



### ABOUT THE FACTORY

- Every room other than the factory floor, locker room, and the elevator will have at least a box of 2d6 Go! Bars of a random flavor. Yes, even the bathrooms.
- All keycard access points can potentially be hacked/bypassed with a DC 15 Intelligence check, and all key locks require a DC 14 Agility check, but characters will need to have an occupation that allows them to roll more than a d10 (factory maintenance worker is one).
- Searching most rooms can find a variety of items that can be used as 1d3 weapons (pens, screwdrivers, scalpels, etc.) even with a failed search check. Occasionally someone may find a random armor ablative in a room as well as the GM feels is appropriate.
- There is a distinct and intentional lack of ventilation systems or outside windows in the factory.
- Size is flexible, so the floors aren't all the same size. It happens in an interdimensional factory.
- The doors all have small reinforced windows in them, so characters can look through them and see a bit of what's in any room they encounter.
- The doors are reinforced but not impenetrable. Keycard protected doors require a DC 20 Strength check to get past (proper tools could help). Non-



## ROOMS OF EVERY FLOOR

keycard doors require a DC 14 Strength check to get past unless otherwise noted. Most are simply unlocked though.

- If asked about, all of the security cameras all over are: disabled, broken, left with the lens cap on, pointing the wrong way, or otherwise not working.
- Maps and Signs - In each of the rooms other than the locker room, there should be the remains of the emergency escape maps. They've all been damaged in some way. In a strange twist of fate, every map will be broken or otherwise wiped away due to wear other than the room they are in (with a "You Are Here" note and mark) and the room they were in previously. All of the exit signs have "No" painted over them with a single noted exception.
- Badge color codes - There are three different security clearance codes:
  - Yellow - Science Access. Granted to the science team.
  - Blue - General Access. Granted to the ghouls, supervisors, and others.
  - Red - Administrative Access. Granted to the administration staff.

Badge readers and access is granted with color-coded pass codes. Badge or reader colors can be combined to grant additional access. So a green badge can access yellow and blue areas, while a green access reader allows blue and yellow to enter. Color combinations are purple (red and blue access), green (yellow and blue access), orange (red

and yellow access), and white (for readers) or black (for badges) allow all color access.

### ROOMS ON EVERY FLOOR THE ELEVATOR (FLOORS 2+)

The elevator is listed as out of order on every floor but the lowest level (see that encounter for how the elevator works on that level). On every above-ground floor, the elevator is listed as *Out of Order*. The characters can pry it open with a DC 16 Strength check. Anyone who opens the elevator must immediately make a DC 13 Reflex save or be wrapped up by a tentacle from beyond the bathroom and pulled in, never to be heard from again. Regardless, if they make or fail their roll the doors will then close with the *Out of Order* sign in place (even if they removed it).

### BATHROOM (FLOORS 1 AND 3)

Unless detailed otherwise, all bathrooms are unisex shared bathrooms with 1d6+4 stalls, half as many sinks, all at some level of cleanliness and repair (the higher the floor, the cleaner they likely are). There's a 50% chance any stall is out of toilet paper (those that are not will have a single roll left). There's a 20% chance of a grease ghoul, skeleton supervisor (or skeleton scientist on the R&D floor), or brainwashed wage wight in it (makeup a reason: repair, maintenance, personal business, though the wage wight is likely there to clean it with a toothbrush and happy it was an upgrade from using its tongue).



## PLAYER INTRODUCTION

### PLAYER INTRODUCTION

*Life as a wage wight is hard work. That's pretty much all it is. You haven't had a break in almost six months. Still, it's the only afterlife you've ever known. At least you think it is. You don't remember much before you started here several months ago. All you really remember is working in the Go! Bar factory for the Go! After Life company.*

*But your bi-annual break is coming up. A few of you have been talking when the shift skeletons (who travel in packs of three and have been affectionately named the skeleton crew) aren't watching, and one of you heard a rumor that if you escape the factory on your break, you can go free. You've never met anyone who's come back from break, so clearly that must be what's happening. So over the past week a group of you have been plotting for your chance to escape. You don't know for sure, but you think sneaking your way through shipping on the lower level is the best way out.*

*So, the whistle blows in your section, and you move off your lines in a calm and orderly fashion as hundreds of wage wights are herded by dozens of shift skeletons over to the main stairwell. You're herded up several flights of stairs before you spot your opening. A skeleton in a lab coat enters and heads up with the rest of you, leaving an exit door open. You and your comrades quickly duck out the door and head for the closest room, which looks like some kind of locker room.*

*Quickly, you all raid the locker room for gear, each of you taking whatever you can find. You're all well aware it won't be an easy trip back down, and you'll need to avoid the main stairwell as it's heavily populated with the skeleton crew, grease ghouls, and the Quality Control In-Spectre uses it as well. Plus, there might be some other helpful gear scattered around the factory that might aid in your escape. Looks like you need to escape now, or else the skeleton crew will probably kill you, or worse, put you back to work.*

Hand the players the "What you know about the factory" player handout (pg 34).

### RANDOM ENCOUNTERS

Suggested Random Encounters that can be used to push the players along. Roll randomly or choose one appropriately. Other than the maintenance level most likely to only have an encounter with grease ghouls on the machine access area, most of these could happen anywhere.



#### **1** Quality Control In-Spectre

The Quality Control In-Spectre moves around the facility, usually on the R&D floor, factory floor, and occasionally the lower level. It can either pass by and force the PCs to hide, or be an actual encounter (see his stats in the Bestiary). The party should only ever encounter it directly once but can get multiple times seeing it moving through the facility.

#### **2** 1d3 grease ghouls

There's plenty of stuff to repair, maintain, or clean. Not likely equipped with a nail gun unless you feel it's appropriate. See Bestiary for details.

