

# NEVER CRY CRAWDAD

WOW!  
Containing:  
Nothing like  
this scene!  
WOW!

A CREEKS  
AND  
CRAWDADS  
MODULE

Written by Jim Van Over  
Presented by M. Martin Costa and Crustacium Games



*Never Cry Crowdad* is the result of several minutes worth of hard work, careful planning and meticulous game testing. (You really should be familiar with the original rules, the combat system, and the overall philosophy of “Creekmaster hoses the players.” I’m not going to take the time to go over it here. Go out and order one of your own!) This scenario is designed with the high-fantasy player in mind. *(That is, the fantasy is high, not the player. Although, I’m not saying this won’t help....)*

Like most dungeon gaming systems, this one’s got dark caverns, loads of monsters, deadly traps and tempting treasure. Normally I’d have magic items strewn around but, hey, everything is magic to a crowdad. I’ve tried to integrate the necessary elements of some of the more complex RPG games, without all the complexity getting in the way. In short, it’s designed to kill your characters. But, as any Creeks and Crowdads player knows, this isn’t a big problem. Take two minutes and roll a new one. Pretend it’s the old character; in a sleep or two, who will know the difference?

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## “in short, it’s designed to kill your characters.”

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Has your C & C rule book come in yet? You’d better call the store and check. *(Just between you and me, this “module” hype is mostly an excuse to invent new monsters. But keep it quiet. Martin will start calling it a bonafide Creature Catalog and charge you five bucks!!)*

The scenario is divided into two major sections. These sections are clearly defined on the computer generated map. (Don’t yell at me about how the rules say you shouldn’t make maps! I was there when that rule was written and, besides, you can’t have a dungeon without maps! Everyone knows that! Just don’t let your players see it or remember it or really have any idea where they are. You know, like any other RPG.) The two major sections are “outside the dungeon” and “inside the dungeon”, or to put it in crowdad terms, “light” and “dark.”

### Outside

This is the “light” part. Outside should take no longer than 5 minutes to get through. *(This, of course, does not allow for the settling in of the players, fighting over who sits next to the pretzels, realizing the beer*

*is almost gone, sending a prole to the store, arguing over what brand he/she should buy, rearranging the refrigerator to make room, then rearranging the prole when he/she comes back with generic beer. You know, all the little touches that make gaming fun!)*

The crowdads are in the same village they’ve always lived in. At least, they’ve lived there as long as they can remember. What they don’t realize is that a canister of radioactive waste has been buried here for the same amount of time. On this fateful day, the sand begins to sift away under their pincers. Sink holes appear, creating whirlpools of sand that, naturally, suck the crowdads into the dark abyss. If they somehow manage to crawl or swim away from the sink holes, use the bat-birds. (See the “Monsters” section)

### Inside

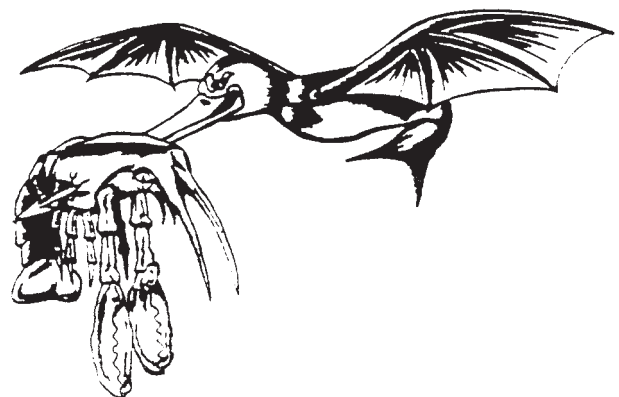
This is where the dark begins. Also the fun. The dungeon comprises nine rooms, divided along two different tunnels. I’ll go over the top tunnel first, then the bottom. They both come out at the same place at the other end, anyways.

### The Monsters

#### Bat-birds

ST:15 DX:12 FA:13 IQ:3 AW:17 CN:8d6 AP:1 SP:14  
DAMAGE:Speclal

Imagine a hummingbird with leather wings and barbs on its beak. This is a bat-bird. Their favorite pastime is circling above the shallow water and diving down to skewer a crowdad. Then, they just love to fly waaaay high and drop the crowdad. And they really get their jollies by eating what’s left on the rocks. As with the Dragonfly, (in the original gaming rules) damage is figured as 1d6 for every round the Bat-bird spent rising, plus 1 d6 for originally being skewered. No crowdad ever invited a bat-bird to a party. They are, however, very useful for herding the crowdads where you want them ... like into the sink holes!



## Room 1: Zombie Crawdads from Hell

ST:4d6 DX:1d6 FA:2d6+1 IQ:0 AW:1d6 CN:6d6  
AP:2d3 SP:1d3 DAM:3d3+1

Well, maybe not from hell. This is the first party of crawdads to ever discover the (*cough, cough*) dungeon. They got too close to the waste container and FZZZT! Instant zombie. They stay back, close to the dark walls. As, they move closer, the players begin to notice them glowing with a dull green-white light. There are bunches and bunches of them (*Really, three zombies for every one player makes a good ratio.*). What they lack in intelligence, they make up for en masse. The thing to keep in mind is that this room should go quickly. You don't want your players to get bored just fighting and dying. If a player thinks to use a part of a zombie as a torch (2d6 against 10 for thinkers) they may carry it along. But, in five or six turns, the character carrying it becomes a zombie, attacking the rest of the party, fighting until either the zombie or the party is dead! See! *Intelligence is a dangerous thing.*

## Room 2: Anchor Beetle

Characteristics are in the original rule book ... so now you gotta buy it!

This monster is covered in the original rule book, (*where is yours, anyway?*) except Martin decided to call it a giant mutant aquatic sow bug, or Water Demon. Heaven only knows why. Probably a typo. In any case, here we find it in its lair. The anchor beetle secretes a goo that hardens into crystalline form. Kind of like those "magic, growing rocks" you can buy and put in a fishbowl and watch until your little brother knocks the whole thing over and destroys it! Kind of like that. The best way to CM this is to describe the room. Pretty, but harmless looking, rocks. The beetle is perfectly camouflaged amongst these rocks, until such time as it eats a player's face. At the far end is an opening, which is ringed with more crystals. The smell of food is coming from the far door. That's the clincher! That'll get 'em in there. The rest is up to you and the beetle.

## Room 3: Eel

(*Nematoda Dentate Gargantus*)

ST:1d6 DX:1d6 FA:2d6\* IQ:1d3 AW:3d6 CN:3d6x10  
AP:1 SP:2d6 DAM:Special - *Of course this is largely irrelevant, as you walk into its mouth.*

Also called the Tunnel of Doom, this patient fellow is a passive cousin of Frank Herbert's sand worms. He lies quietly with his mouth against the door from the anchor beetle's lair. Its conical teeth blend nicely with

the beetle's crystals. Every two or three turns, the eel belches softly, emitting the odor of food. In this disgusting fashion, it lures the crawdad down its throat. Of course, the cave is a dead end.

Once inside the eel's stomach, acids begin digesting the crawdad. This does damage like the flatworm in the original rules. (I tried to tell you ....) The crawdad should not be immediately aware of where this damage is coming from. A victim can cut its way out, but this is a time consuming, messy business requiring eight points of damage. As you can see on the map, there are two places where it does any good to cut; the tail and the base of the tummy. If a crawdad cuts through anywhere else, it'll just hit dirt and have to burrow or try again. (*See canister for more details.*) Most likely, they'll get bored! It's quite possible they eat the flesh, then fall asleep while still inside ... a fatal mistake.

## Room 4: Basilisk

All characteristics are zero except: AP:Box 30, Wires 15 Damage:Special

Not the South American lizard that often doubles for a dinosaur in low budget films. Not even the legendary dragon whose glance can strike a man blind or turn him to stone. But you're getting warmer. This is an old battery power pack, about a foot square, that was probably used for scuba diving work or some such double talk. All that's left is the casing and two exposed wires.



If the players investigate in any way at all, there is a 50% chance that they will touch both wires. This will result in a 3d6 electrical charge which armor cannot stop. This is of course modified to a 100% chance if the players announce, "I am touching both wires with my tongue." Believe me, it's been done. In keeping with the idea of a basilisk, the jolt should paralyze or blind the crawdad. But, that's Creekmasters discretion, if there is such a thing. It requires a 4d6 roll vs IQ to figure out why this happened to the unfortunate crawdad(s). So, naturally, it can happen time and time again...

(This is entirely Jim's idea, so don't complain to me, thank you very much. -M.M.C.)

(Now, wait. You thought of that part about "time and time again."-J.V.O.)

(Well ... Yeah. But you laughed! -M.M.C.)

## Room 5: Octopus

ST:3d6+10 DX:3d6 FA:3d6 IQ:1d6 AW:1d6 CN:4d6  
AP:1 SP:4d6 DAM:2d6

The octopus' attack is an entangle. Once a hit is made, it passes the victim from tendril to tendril until it reaches the beak-like mouth. Each tendril can be clawed or severed easily, (6 pts of damage, after armor) but there are always others to take its place.

## Room 6: Snapping Turtle

ST:7 DX:2 FA:7 IQ:4 AW:8 CN:2d6 AP:15 SP:0  
DAM:3d3

How many times has this happened to you?

A few days ago, this snapping turtle backed it self into this hole and laid her eggs. The chamber in which she chose to lay them is where the waste container lies passing the hours of its half-life. The intense radioactivity dissolved the eggs into ooze, gooey stuff, which began to dissolve the mothers backside, and, as the old joke goes, that's why she's so mean. Her only real vulnerable spots are her head and front legs. The AP of these areas is only 3, but at -3 to hit. The rest is either armor plated or hidden in the hole.

The punchline is, the mothers body is all that's blocking the goo from oozing out. If the crawdads kill her, then pull her loose to continue onward, they will encounter the ooze.

## More room 6: The Goopy Egg Ooze

All characteristics are zero. It's only ooze, after all.

This is your basic, dissolves everything it touches, goopy egg ooze, not to be confused with other ooze you may have encountered in other RPGs. It's quite simple, actually. Whatever it touches takes 1d3 points of damage each turn until the victim is dead. This damage is subtracted from, the armor first and it does reduce the AP score! The ooze can be scraped off ... but if it scrapes off onto another crawdad ... well, you see the pattern. This damage heals very slowly. (*See canister for details of the "egg chamber itself."*)

## Room 7: Wide Mouth Mud Bass

The same as "Joe Fish" In the original rules, except DAMAGE:2d6

This large, flat fish lays half buried in the mud. It is entirely harmless, unless a crawdad walks over top of him. This pisses him off, no end.

## Room 8: Canister

All state are zero except AP:50 and Dam:special

There are two passages leading to the chamber containing the toxic waste canister. One way to get in is by cutting through the belly of the eel. This tunnel leads innocently downward, apparently away





from danger. *(At this point, it would actually be better for the players to stay inside another turn or so and try to climb out the back ... but hey ... they're crawdads!)*

The other way in is by prying the turtle loose, then entering from the bottom. Either way, the results are the same.

First of all, the place is full of gooey egg ooze (*see above*). Second, the proximity of the radioactive material will have a direct affect on any crawdad who enters. Quite simply, for every turn the crawdad remains in the chamber, certain changes occur, as outlined in the chart below:

<u>No. of turns</u>	<u>Change</u>
One	Add 1 d3 to ST.
Two	Add 1 d3 to FA.
Three	Subtract 1 d3 from 10.
Four	Subtract 1 d3 from AP.
Five	Subtract 1d6 from ST.
Six	Subtract 1d6 from AP.

After six turns, the crawdad becomes a Killer Zombie, with stats altered each turn as above. The zombie, as I've said before, will turn on the other players and fight to the death. It isn't pretty.

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## “This is for the sole purpose of easing the Creekmaster’s conscience!”

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One more observation: notice that it is possible to stay in the chamber for one or two turns and actually raise a players score higher than the normal maximum for their specialty. This is for the sole purpose of easing the Creekmaster’s conscience (*if there is such a thing*) when the party lies slain by one of their former comrades. He can look all the players in the face and say, “Not my fault. You shouldn’t have hung around in there!”

### Room 9: The Treasure and the Fire Demon

Ok. So it isn't exactly a Fire Demon. It's the crawdad equivalent. It's a thermite flare. If (*when?*) it's ignited, not only does it shoot white fire, it flies around the chamber, ricocheting off the walls, causing as much damage as possible! Damage from the fire is 2d6.

And it's lodged beneath a shiny, pewter crawdad. *(I know this for a fact. I put it there myself, last Tuesday. Life imitates art!)*

The pewter crawdad is beautiful. It has been viewed as a god, a leader, a coffee table and a bed partner. This is entirely up to your players. The point is, if it is moved, the flare will ignite. Need I say more?

*(Clearly not-M.M.C.)*

Actually, yes I do. You see, the only way out is the tunnel at the top of the treasure chamber. A strong current began rushing in through that tunnel the minute they unplugged the turtle. They can't swim. But they might be able to climb up. If they only had something to stand on...

### **Encounter Tables**

It is possible, though (I hope) unlikely, that the party of wandering crawdads gets bored or lazy (probably both) and decides to hang around in a particular room or corridor. If the players manage to find a place to dawdle, consult the Creekmaster's Little Helper™, the encounter table.

Roll one dice each round. A 3-6 indicates an encounter (*outside you always have an encounter*). Unless the party is in rooms four or nine, roll the dice again to determine which of our mutated beasts they'll meet up with. Rooms four and nine have special encounters. This should get them off their protopodites!

<u>Outside</u>		<u>Inside</u>	
<u>Roll</u>	<u>Monster</u>	<u>Roll</u>	<u>Monster</u>
1	Batbird	1	Zombie crawdad
2	Batbird	2	Zombie crawdad
3	Batbird	3	Octopus' tentacle
4	Sink hole	4	Gooey egg ooze
5	Sink hole	5	Mud bass
6	Party member	6	Party member

The Bat-birds and sink holes “attack” as described in the “outside” section.

The zombies simply storm in and attack.

Even if the octopus was killed earlier, surprise! A tentacle coils into the room, grabs a crawdad and begins dragging it back to room five. The tentacle will always take the shortest route, even if it is through the eel, anchor beetle or ooze. The captured crawdad takes damage appropriate to each room it passes through. Remember, no matter where you are, there it is.

If the gooey egg ooze is encountered, it means they've literally stumbled onto a puddle of the stuff.

The mud bass is prowling, already pissed off and looking for someone to blame it on!

At any time, a member of the party may decide to attack. It may be certain the Thinker is about to turn into a zombie or is convinced that the Tool User is actually a doppelganger or it simply might be hungry. They're not exactly rational creatures, you know.

Room four is where the battery is waiting. If an encounter roll is made in this room (*again, 3-6 on one dice*), the battery automatically discharges, effecting everyone in the room! The creekmaster can determine the exact damage.

In room nine, the encounter is simplicity itself. The flare goes off!

### **A final note:**

Yep, that's all there is to it. Whaddya expect for the price you paid? But, before you eagerly flip to the character sheets we generously provided free of extra charge, I gotta say thanks to a few people. (*NO, don't turn the page. I might say your name*)

First, lots of thanks to M. Martin Costa (*the "M" stands for Maladjusted*) for inventing this delightfully twisted game in the first place and letting me malign it in this manner.

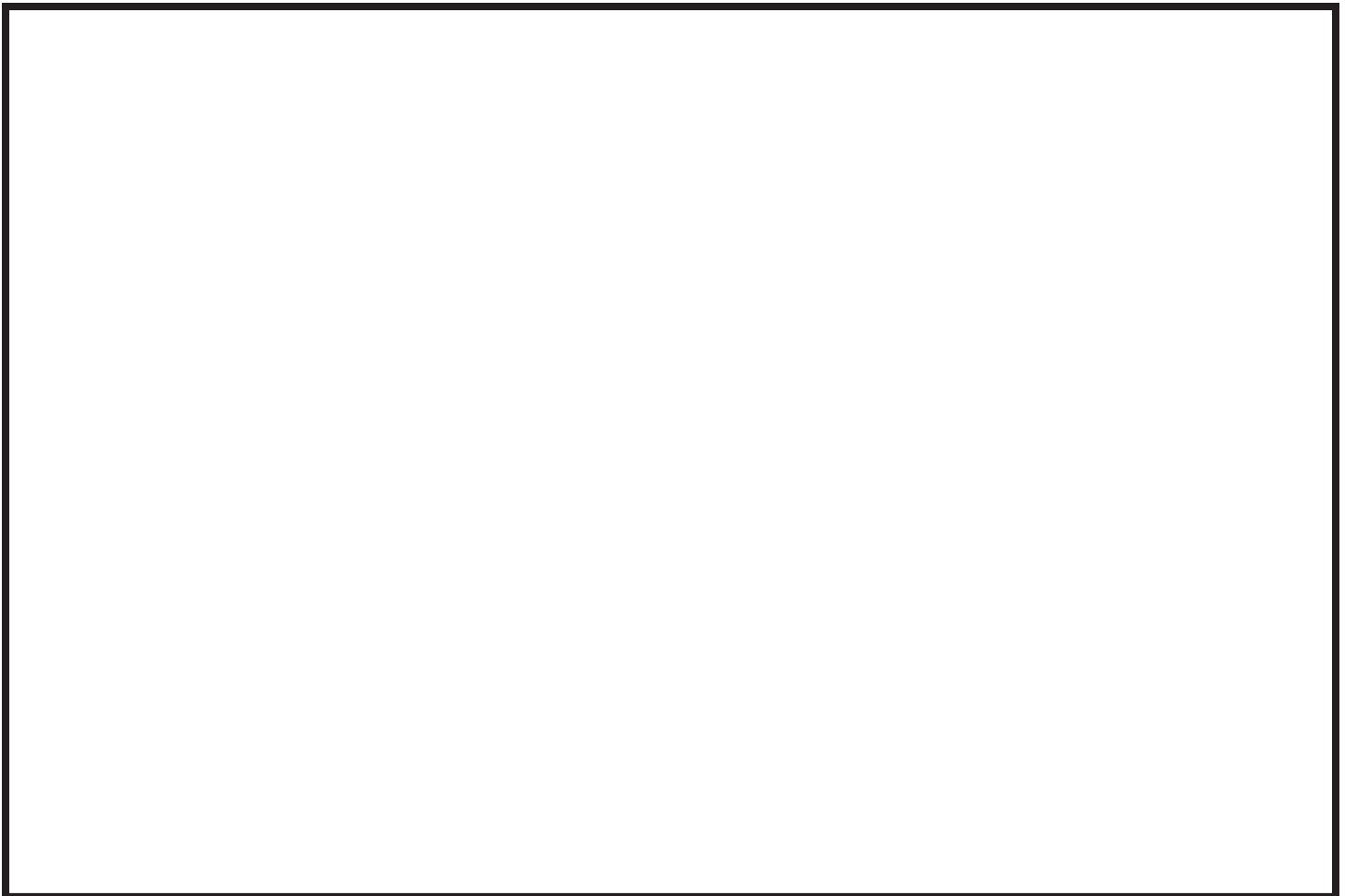
To my God-Rock who helps keep me Sage

To Kieth who caught my most creative typos.

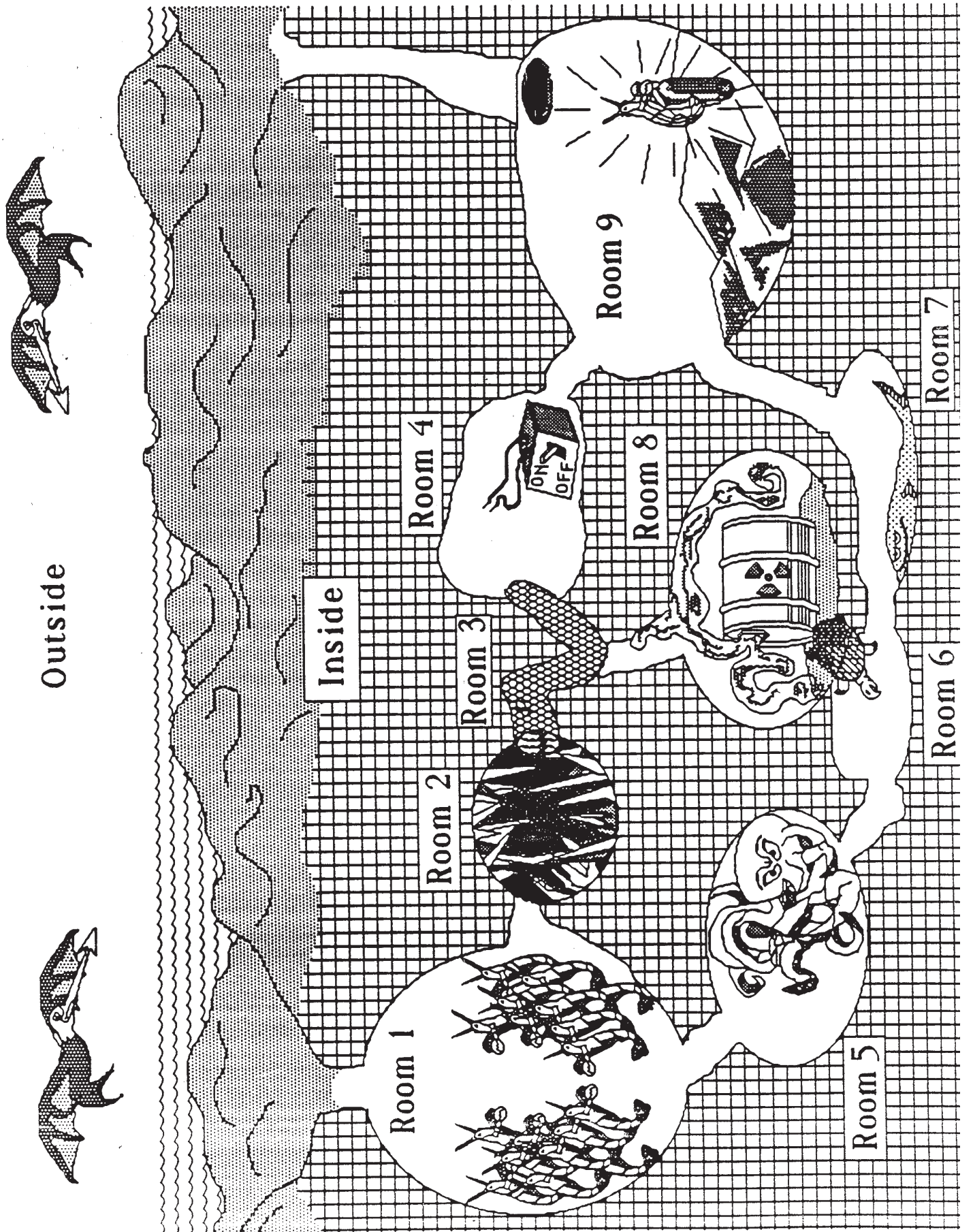
To the loons at the pool (*even Gary*) who playtested the fatal flaws for me.

And to the Marquis and Marquissa, who are not pirates!

### **Creekmaster's Notes! (So you'll remember everything they've forgotten)**



Never Cry Crawdad: A Creeks and Crawdads scenario written by Jim Van Over.  
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First edition, August 1987  
All crawdads depicted herein, either living, dead or undead, are purely fictitious.





# Creeks and Crawdads

Player: \_\_\_\_\_ Specialty: Fiterr

Character's Name: Ron the Mutant

## Characteristics Table

	Fighters	Tool Users	Thinkers	Proles
ST	3d6	2d6	1d6	1d6
DX	1d6	3d6	2d6	1d6
FA	2d6+6	2d6	1d6	1d6
TU	1d6	2d6+6	2d6	1-4
IQ	1d6	2d6	2d6+6	1d6
AW	2d6	2d6	3d6	1d6
CN	4d6	3d6	3d6	2d6
AP	2-6	1d3	1d3	1d3
SP	1d3	2-6	1d3	1d3

*Roll the indicated number of dice and add together for each attribute. If a range is indicated (ex. 2-6) roll a 1d6 until a number within the range is rolled.*

## Damage Results Table

	Fighters	Tool Users	Thinkers	Proles
Claws	3d3	1d3	1d2	1d3
Rock	3d3+1	3d3+1*	2d6	1d6
Pointy Stick	3d3+2	2-6*	1d6	1d6
Sharp rock	3d3+3	2d6+6	2d6	1-4
Glass Shard	3d3+4	2d6	2d6+6	1d6
Sharp Metal	3d3+5	2d6	3d6	1d6

*\* When using one of these weapons, a Tool User uses his/her TU characteristic instead of FA.*

ST: 12

DX: 5

FA: 10

TU: 1

IQ: 3

AW: 2

CN: 8

AP: 6

SP: 2

## Background:

Ron is crawdad with a problem. On an adventure, he got his head infected with a colony of curley worms, and now looks kind of strange.

He is okay other than that.

## Character Sketch



# Creeks and Crawdads

Player: \_\_\_\_\_ Specialty: Thinker

Character's Name: Donnkoe

## Characteristics Table

	Fighters	Tool Users	Thinkers	Proles
ST	3d6	2d6	1d6	1d6
DX	1d6	3d6	2d6	1d6
FA	2d6+6	2d6	1d6	1d6
TU	1d6	2d6+6	2d6	1-4
IQ	1d6	2d6	2d6+6	1d6
AW	2d6	2d6	3d6	1d6
CN	4d6	3d6	3d6	2d6
AP	2-6	1d3	1d3	1d3
SP	1d3	2-6	1d3	1d3

Roll the indicated number of dice and add together for each attribute. If a range is indicated (ex. 2-6) roll a 1d6 until a number within the range is rolled.

## Damage Results Table

	Fighters	Tool Users	Thinkers	Proles
Claws	3d3	1d3	1d2	1d3
Rock	3d3+1	3d3+1*	2d6	1d6
Pointy Stick	3d3+2	2-6*	1d6	1d6
Sharp rock	3d3+3	2d6+6	2d6	1-4
Glass Shard	3d3+4	2d6	2d6+6	1d6
Sharp Metal	3d3+5	2d6	3d6	1d6

\* When using one of these weapons, a Tool User uses his/her TU characteristic instead of FA.

ST: 6

DX: 8

FA: 2

TU: 7

IQ: 14

AW: 14

CN: 18

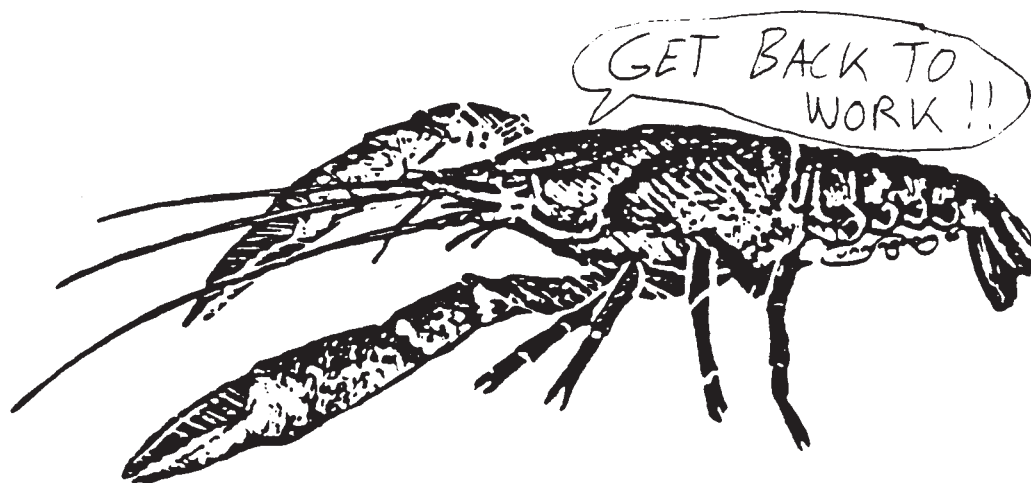
AP: 1

SP: 2

## Background:

Don is big and strong for a thinker, which is good because he usually ends up doing many of the jobs that his proles can't seem to handle. Which means just about everything. He is unfortunate being so smart as he is well able to comprehend how frustrating it is to be a Thinker. As a result he is frustrated a lot. He has invented a long pointy stick, bag, lever, and oddly enough the UPS delivery invoice.

## Character Sketch



# Creeks and Crawdads

Player: \_\_\_\_\_ Specialty: Tool User

Character's Name: Chris the Crawdad

## Characteristics Table

	Fighters	Tool Users	Thinkers	Proles
ST	3d6	2d6	1d6	1d6
DX	1d6	3d6	2d6	1d6
FA	2d6+6	2d6	1d6	1d6
TU	1d6	2d6+6	2d6	1-4
IQ	1d6	2d6	2d6+6	1d6
AW	2d6	2d6	3d6	1d6
CN	4d6	3d6	3d6	2d6
AP	2-6	1d3	1d3	1d3
SP	1d3	2-6	1d3	1d3

*Roll the indicated number of dice and add together for each attribute. If a range is indicated (ex. 2-6) roll a 1d6 until a number within the range is rolled.*

## Damage Results Table

	Fighters	Tool Users	Thinkers	Proles
Claws	3d3	1d3	1d2	1d3
Rock	3d3+1	3d3+1*	2d6	1d6
Pointy Stick	3d3+2	2-6*	1d6	1d6
Sharp rock	3d3+3	2d6+6	2d6	1-4
Glass Shard	3d3+4	2d6	2d6+6	1d6
Sharp Metal	3d3+5	2d6	3d6	1d6

*\* When using one of these weapons, a Tool User uses his/her TU characteristic instead of FA.*

ST: 5

DX: 12

FA: 8

TU: 14

IQ: 10

AW: 5

CN: 15

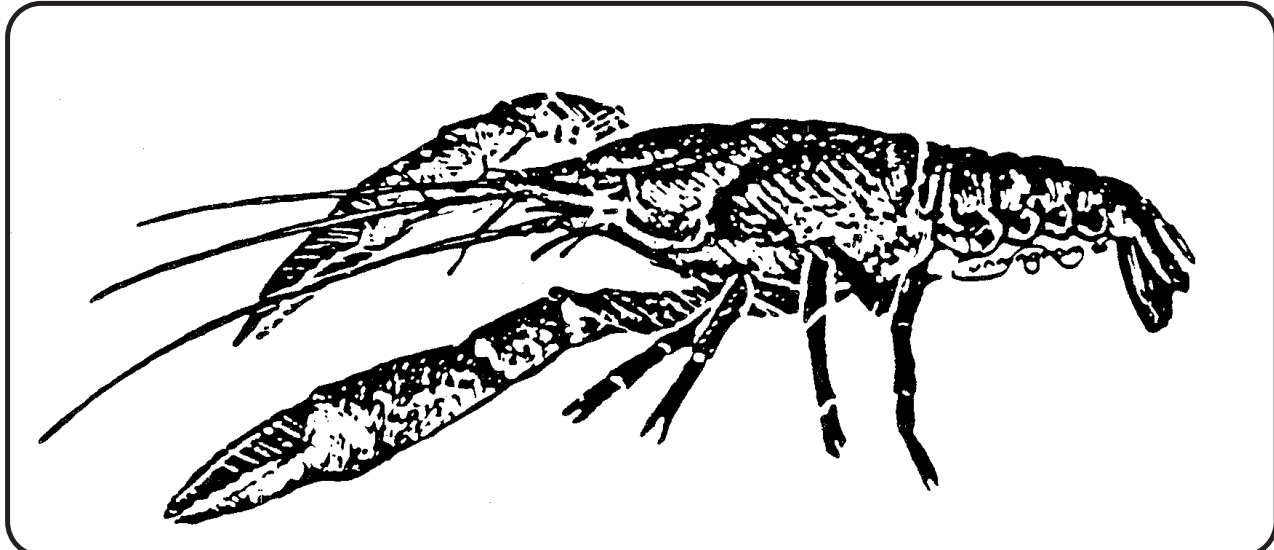
AP: 2

SP: 2

## Background:

When he was young, his father and mother were killed by an evil trout. He vowed to avenge their deaths. He swore to dedicate his life to clawing out evil wherever he found it. He decided to become a creature of darkness, an avenging phantom of the stygian depths. A dweller of shadows, a hunter of aquatic demons in their many forms. Just then, a piece of food drifted by. He ate it, fell asleep and upon awaking, went looking for more food. His quest was forgotten.

## Character Sketch



# Creeks and Crawdads

Player: \_\_\_\_\_ Specialty: Fighter

Character's Name: Alutamdan the Crawdad

## Characteristics Table

	Fighters	Tool Users	Thinkers	Proles
ST	3d6	2d6	1d6	1d6
DX	1d6	3d6	2d6	1d6
FA	2d6+6	2d6	1d6	1d6
TU	1d6	2d6+6	2d6	1-4
IQ	1d6	2d6	2d6+6	1d6
AW	2d6	2d6	3d6	1d6
CN	4d6	3d6	3d6	2d6
AP	2-6	1d3	1d3	1d3
SP	1d3	2-6	1d3	1d3

*Roll the indicated number of dice and add together for each attribute. If a range is indicated (ex. 2-6) roll a 1d6 until a number within the range is rolled.*

## Damage Results Table

	Fighters	Tool Users	Thinkers	Proles
Claws	3d3	1d3	1d2	1d3
Rock	3d3+1	3d3+1*	2d6	1d6
Pointy Stick	3d3+2	2-6*	1d6	1d6
Sharp rock	3d3+3	2d6+6	2d6	1-4
Glass Shard	3d3+4	2d6	2d6+6	1d6
Sharp Metal	3d3+5	2d6	3d6	1d6

*\* When using one of these weapons, a Tool User uses his/her TU characteristic instead of FA.*

ST: 14

DX: 1

FA: 10

TU: 5

IQ: 6

AW: 9

CN: 10

AP: 5

SP: 2

## Background:

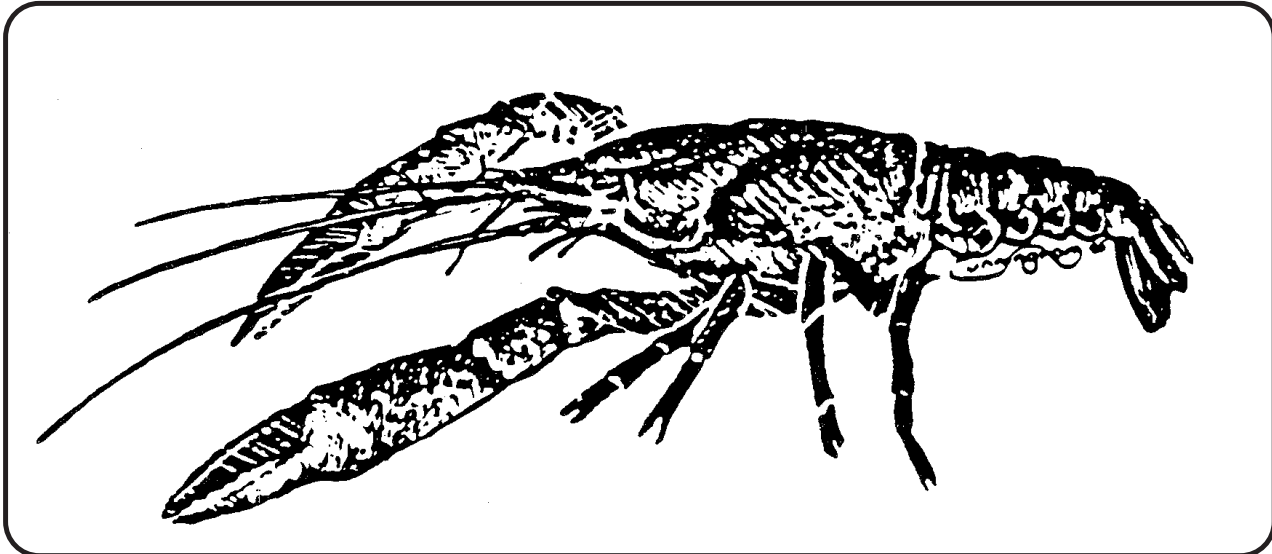
Father was a crawdad. Mother was a crawdad. 947 ( $\pm$  250) brothers and sisters, all crawdads. Eats food, mates, lives in water, but breathes air.

Exoskeleton of adamantine and chitin.

“Why am I a Crawdad?”

I pinch, therefore I am”

## Character Sketch







# THE OFFICIAL C & C DUNGEON ADVENTURE

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Humanity has reached its Golden Age! Tidal generators provide power to planetary irrigation systems. The world wide summit, WARTalks, have arrived at unanimous agreement. No one suffers from hunger, disease, poverty, crime or *Love Boat re-runs*. Mankind has finally solved all its problems.

Suddenly an armored alien, 500 feet tall, appears atop the Golden Gate Bridge. “Ha!” he cries, “Thought you’d trick me, did you?” and with one sweep of a glowing metallic weapon, he reduces the planet Earth to a burnt-out cinder, then he disappears.

In the carnage that remains, not one human survives. But nature has a way of looking out for itself and the latent radiation acts upon a smaller, more modest creature. The average, creek-dwelling crawdad suddenly becomes ... aware!

You are one such crawdad. Many strange things await you in this new, cruel world. Wonders and adventures are made all the more wondrous and adventurous by the fact that even a sentient crawdad is none too bright. Now, armed only with a sharp rock and a few pointy sticks, you and your comrades find yourselves in a dungeon of darkness, a world of danger, a world of riches, a world where you’ll have to do more than just kill, eat, and fall asleep.

**You may have to...*think!***

**Never Cry Crawdad** is the first module created specifically for Creeks and Crawdads, the role playing game you need when you don’t need another role playing game. If you don’t own a copy of the original game rules, look around. If you’re in a gaming store of any real quality, there should be a copy or two left. Look on the rack where this module was. If it’s not there, try up by the cash register. Ask if they have a restroom and look around in there. If you still haven’t found one, it can only be because they’ve sold out of their large original order and are waiting patiently for backstock. Insist they put your name on a waiting list. In the meantime, buy this module. It’ll give you something to read while you count the moments, waiting for your own copy of the clever, funny, realistic and amazingly inexpensive fantasy role playing game. **Creeks and Crawdads!**

How as that Martin? Can I have my children back now?