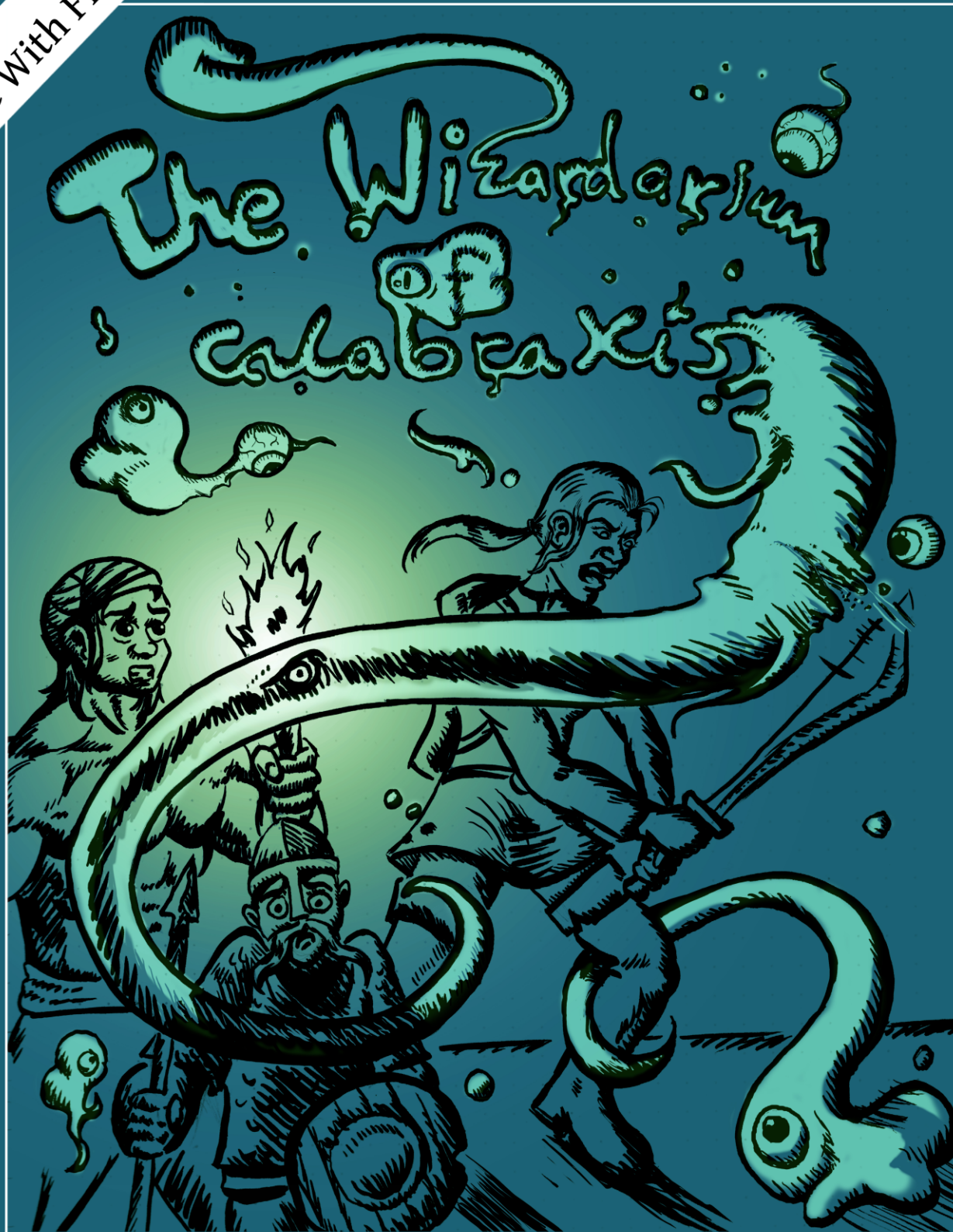


K1

Kill It With Fire 1



COMPATIBLE WITH
**DCC
RPG**

Apemen stole our children. That was just the beginning of our strange adventure in the caves. The Wizardarium of Calabraxis is an odd module for DCC or other OSR characters of just about any level to enjoy dying in special old school ways



All art, cartography, writing, and skulldußery by the craven Claytonian

You can find me on many social sites by that name, or by Claytonian JP (the JP is for Japan!) on google plus, where all good RPGers reside. Contact me at Claytonian@gmail.com if you have nice words for me. My RPG company is named Kill It With Fire, and so is my blog.

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Playtesters included:

- The termagant Trent B as Oakley
- The nefarious Nick B as Peggars
- The constant Kevin H as Numerous
- The jocular John da SP as Running Sanjive
- The nitpicky Nate as Father-daughter
- The other Nick as father Clark
- The pretty Pete as Emory & Enkiresh
- The rowdy Robbie as Titanius
- The scallywag Scott as Orgus's suplex
- The mirthful Matt R as Backup-head

How to play this module

This module is meant to be fairly simple to play. Reading the addendum will give you some back-story, random monster stats, and ideas for what is going on. It is not necessary to memorize anything in that section, but reading it once or twice should help the judge to improvise without flipping away from the keyed map section too often. That was the design goal; a map with room keys that describe almost everything you need. If one ignored random monsters, they could even run the module with just the keyed map.

The back-story:

Apemen stole two children from the village. The village is wherever you need it, but probably close to the mountains. The players that choose to track the apemen will find them holed up in a cave in the mountains. There are rumors that one of the caves in the area was once the roost of a demon or a wizard or something.

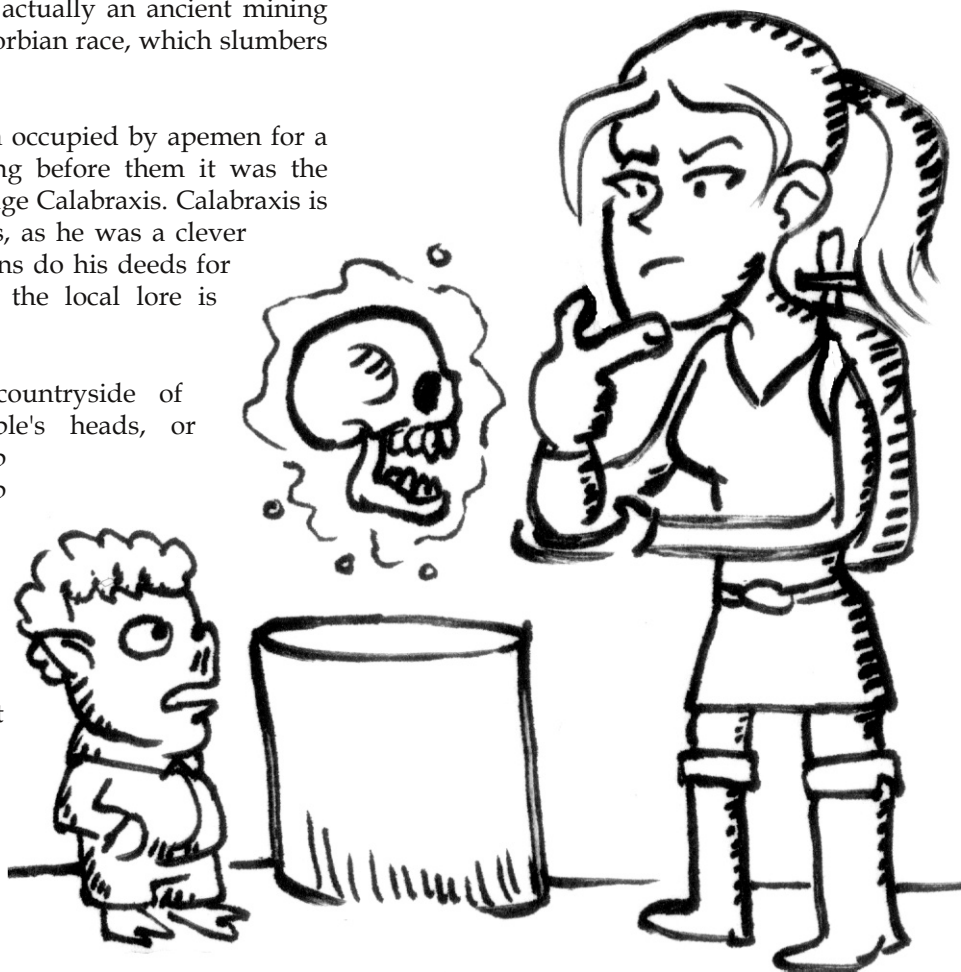
One of the children is the son of a local elite. The other is the daughter of a blacksmith.. Both parents can probably be canjoloed into offering a reward for their child's safe return, but keep in mind forging weapons or armor takes time and so will have to be done after the children are secured. The clock is ticking on their lives!

The apemen are more-or-less insane, having been given ineffable knowledge and brain rewiring by a strange obelisk that mysteriously appeared one day. This obelisk, which occasionally makes the cave complex they call home shudder, is actually an ancient mining tool of the long-forgotten Vorbian race, which slumbers in the underworld below.

This cave complex has been occupied by apemen for a couple generations, but long before them it was the wizardarium of the mad mage Calabraxis. Calabraxis is rarely mentioned in records, as he was a clever enough wizard to let minions do his deeds for him, but his influence on the local lore is considerable.

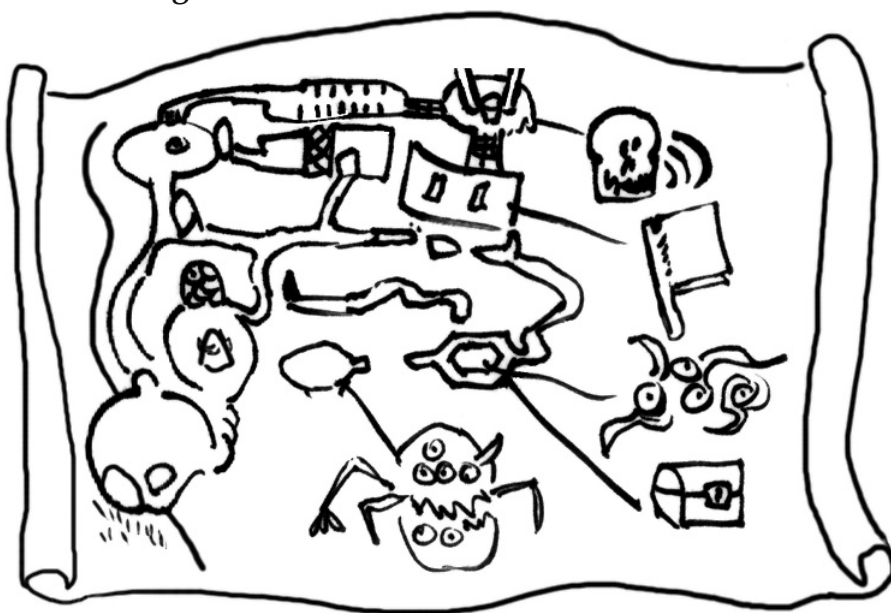
Tales still pervade the countryside of vampires that steal people's heads, or bogeymen that kidnap people that wander too deep into the mountains.

But Calabraxis disappeared ages ago. People still occasionally go missing or are found as headless corpses, but few suspect that a wizardarium is sleeping under the earth. Other things sleep under the earth too. Horrible things. But where there is danger, there is treasure to adventure for!

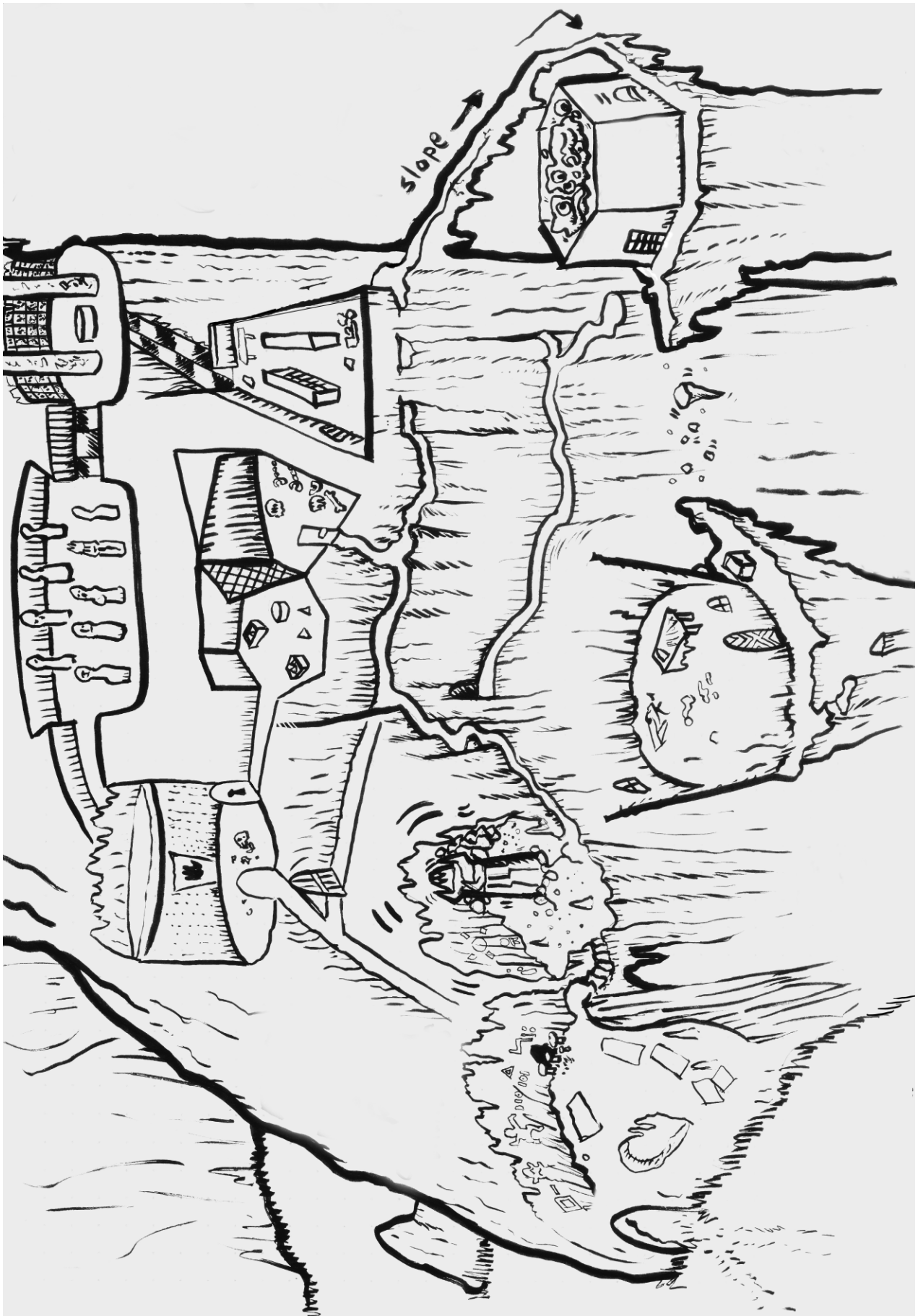


Maps Galore!

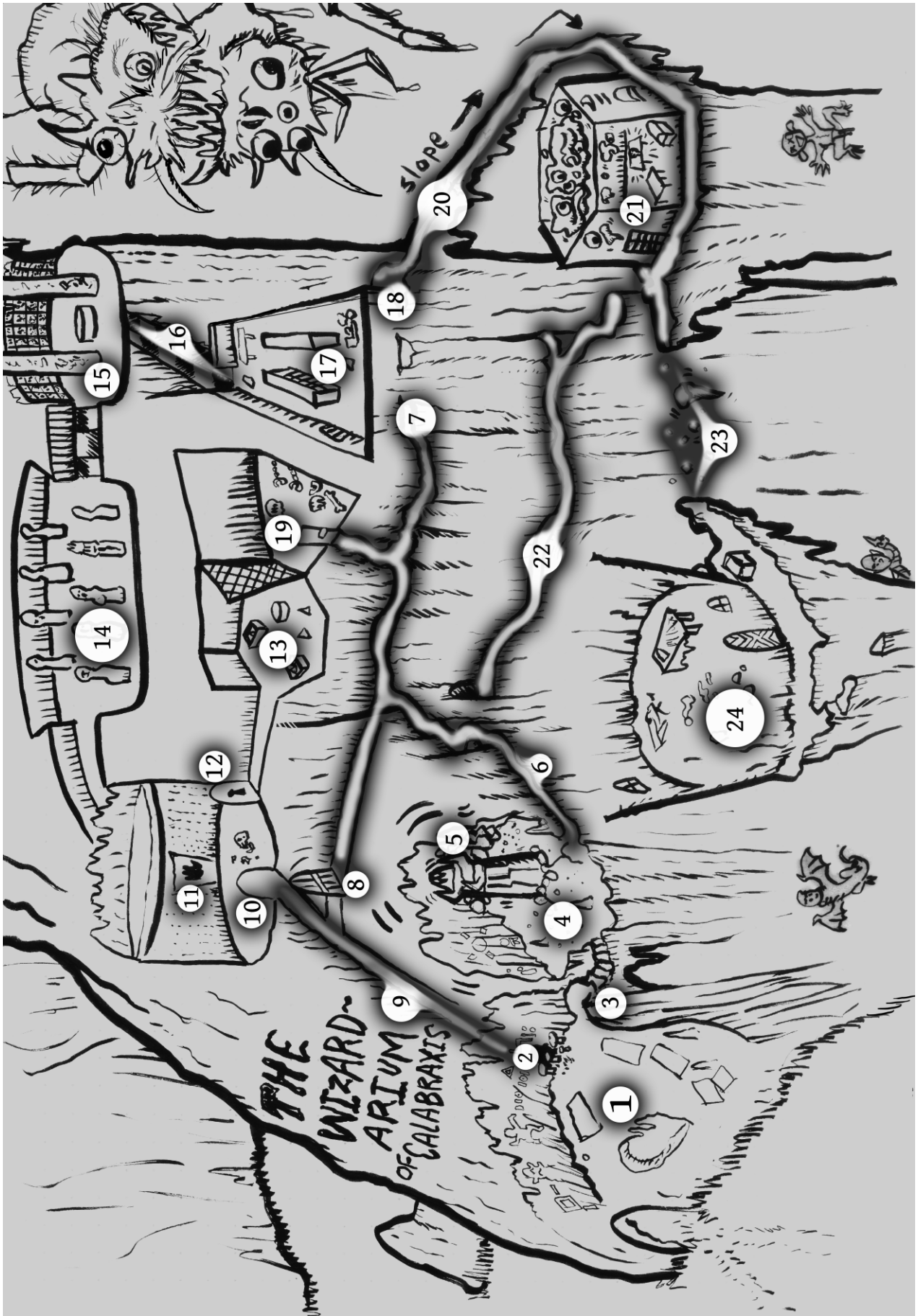
Harleye the half-pig halfling (formerly just a halfling before the events of this module) was kind enough to draw us a map. While its a useful reminder of what the dungeon looks like from above, perhaps the maps on the next two pages will be a bit more useful in the game session.



Map for players and virtual table tops



Map for Judges



1d7 Random Encounters in the Wizardarium

- 1) Headswapper Bats (4 in 6 chance of looking for a new head, otherwise will converse from the dark at party)
- 2) Mongrellocks (troglifaunal experiment decendants) (cowardly, yet hungry)
- 3) Advanced Apemen (territorial/vengeful)
- 4) Under-mutants (predetory troglifaunal Vorbian decendants)
- 5) A Defrosted Vorbian (Non-hostile, but haughty)
- 6) Vision of a ghostly wizard (more eyes growing randomly on his person each time) (harmless)
- 7) Vision of the ghostly versions PCs themselves! (harmless)

Monster spoor ideans (see proceedures in addendum)

Animal-pelt loincloth, primitive doll, desicated ape ear or scalp

A defective ray gun, a food cube, strange, translucent plastic

An old, discarded head w/strange tendrils trailing from skin

Humanoid fecal matter or remains

Sounds of climbing, flapping, echolocating or guttural sounds

1: Guarded Cave Entrance. 6 Advanced Apemen, 5 apewomen and 3 apekinders are here, as is the body of a human boy (starved and abused). A window-hole allows ranged attacks on trespassers from on high. Primitive bedding, tools, and crafts on the floor. Paintings with oddly mathematical patterning on walls. An earthquake happens shortly after players enter this room, and whenever a 7 is rolled on any die.

Six Advanced Apemen: Init+1; Atks fists/club +2 melee (1d5+ 2, crits knock un-helmed PCs unconscious), or big rock +2 ranged (1d6); AC 10; HD 2d6; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C.

Exit 2: Mushroom-obscurd Latrine-slide. Can be used to go to Hall 9. Ape feces at the bottom.

Exit 3: Stairs slippery with vibrations, moss, and water. DC 5 Ref save vs fall to certain death. Goes to 4.

4: Vibrating Obelisk room. East side is chasm. West wall: paintings, showing worship of the monolith and apemen attacking a weaponless tribe of apemen. Monolith vibrates whenever there is a lull in game action, but definitely just before and after PCs enter. Touching with skin induces DC 10 Fort save vs loss of 1 emotion-concept, such as fear. Saving by two or less is *still* a loss of 1 emotion, but Intelligence goes up by 1d3. Saving by 3 or more also nets one 1d3 Intelligence. Save is only needed once per PC, but any result gives flashes of a strange humanoid species' civilization as well as mining knowledge and mathematics. It's all too abstract/fleeting to be of use. You can consider rolling for psionic powers as per the addendum.

Exit 5: Blocked. The back of this chamber is cut off by cave-in debris, but leads to ledge 22 if somehow bypassed.

Exit 6: Ledge. Narrow, but otherwise unremarkable. Betwixt cave wall and chasm. Single-file width.

Secret Door 7: Can be opened by staring with purpose at a set of almost worn away eye carvings on the wall.

Door 8: Ancient banded wooden door is lacking a handle (rusted off), swollen and thus stuck, but easy enough to kick open (a loud action).

Hall 9: Runs from the bottom of the latrine slide (where apemen-feces are in abundance) to the round chamber. Missing girl is hiding down here; traumatized yet precocious like Newt in the film *Aliens*. Has been exposed to the Obelisk's effect.

10: Round chamber. Vertical scrapes lining walls, and the ancient, pulverized remains of a human. Searching them reveals a broken dagger, 1d6 gold, and broken/rusted thieves tools.

Door 11: Smooth cobalt. Has left hand silhouette on it. If one that can cast arcane magics touches the handprint, the door opens by sliding to the side, and closes after a few seconds. Handprint on other side, too.

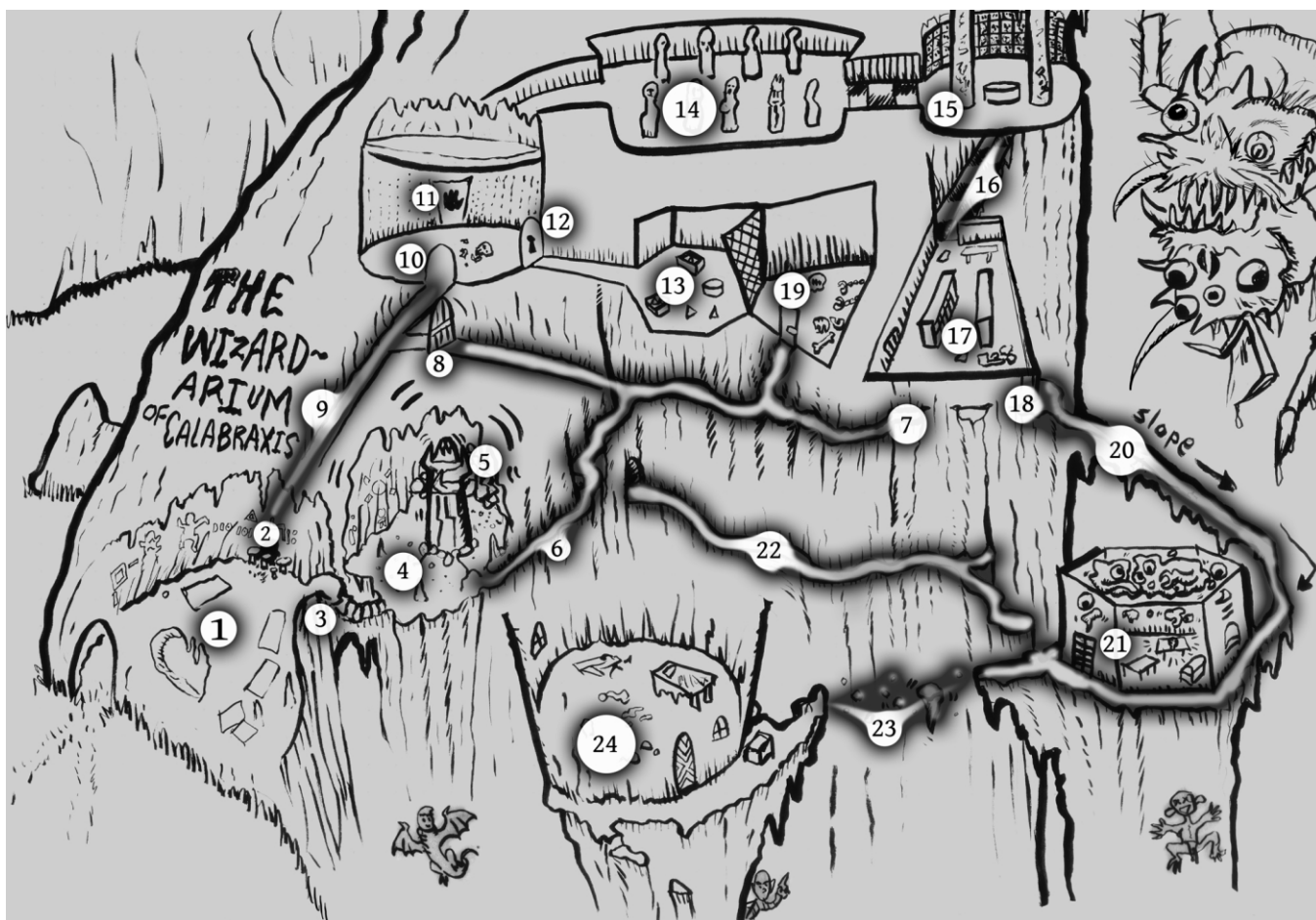
Door 12: Ceramic. Has a keyhole. If lock picking is attempted, the DC is 15 to open it without incident, and 10 to make progress but hear an ominous click. In such a case, the next DC is only 10 to open the lock safely, but failing either check will trigger a fast, falling ceiling trap (Ref DC 20 to escape unscathed). Ceiling resets itself after a turn. Smashing the door will also activate the trap, after which it resets, but the door will be open.

13: Room with window that has lozenge-shaped panes. A dais is in the middle of the room, and boxes full of plastic triangles are in the corners. A few triangles are already in the panes (each one fills half a pane). If someone were to make an animal shape with the triangles and then use a supernatural light-source to cast a shadow on a humanoid in the room beyond the window, that humanoid would change into a strange hybrid between its species and the one depicted with triangles. The details of what this means for the humanoid are up to the game judge.

14: Hall of animatronic sage statues. 8 statues in two rows face each other. They are dressed in the ways of various ancient peoples, and have title plaques at their feet. They are inanimate now, but a spell check could be made to reactivate one (DC 5, failure means berserk robot using stats of stone Living Statue from DCC core rules page 420). The statues talk about philosophical or esoteric subjects. The first one to be activated will mention inventing the cerebral puzzle-pastime of using collections of shapes, called tangrams, to make the shapes of animals and other objects. "Smart children of the Dawn Court loved it," concludes the statue proudly. It is suggested the judge moves their index finger up and down over their lips while talking to give the statues a film-reel audio quality.

15: Skull Shelves. Humanoid skulls in shelves lining the walls; some of them half-bestial. Two columns covered with runes flank a dais. If deciphered, runes on one column are about the concept of asking, and the other of answering. If a humanoid skull or head is placed on the dais, it can be asked any questions its owner would have known the answer to in life, and its voice will answer true. Many have horrid stories about being abducted or beheaded by bats. The half bestial ones vaguely remember being locked to a wall and seeing an eerie green light that changed them to whatever they became.

Exit 16: This bridge with large tiles is set above the chasm and not supported from below. Pit traps are along its length in many spots, but a player can probably think of a way to test the path. Failure to detect a trap triggers a trapdoor (DC 10 Ref to grab a ledge in time) if the PC is proceeding. Require two checks for thieves that leave their fate up to the dice.



17: Moldering Library. Most books deteriorated beyond reading, but feel free to seed some tomes and maps here. Baxter is here (see appendix). Two books look less worn than the rest, as they are actually levers, and when fobbed they will open secret doors 7 and 18. There is a 2' high grate of copper bars between this room and 19 on the west wall.

Secret door 18: Activated by easternmost shelf's fobable* lever. Stays open until shut.

19: Experiment chamber/dungeon. This room has ancient shackles and bones of unknown, bestial, yet humanoid species. Stains everywhere. A window is opposite the shackles, and it has panes that intersect to make lozenge shapes, but from this room it is a smooth surface. A barred grate in the east wall connects with area 17.

20: Ledge/path. Can be jumped to from 7, or 18 also leads here. Soon turns into a precarious slope to 21 (DC 5+ [dmg taken this round] check to traverse).

21: Hexagonal Vault. An indent is on southeastern face; the portcullis two faces down on the southwest can be opened by placing a skull in this indent, but the vault guardian will politely warn against that. It is tired of being bound to this task for eternity, and so will suggest the party finds a way to bind it to another location via arcane means. It is bound to attack without mercy anyone that is in the vault. Vault treasure is whatever riches are best for your game as well as a skull that glows an eerie green (this counts as supernatural light for 13).

Bound Guardian: Init+3; Atks tentacles +4 melee (1d5+3 and pinned); AC 16; HD 3d10+4; MV 30' (fly); Act 3d20; SP Invulnerable to mundane attacks. Eyes: At the end of each of its turns, the monster's many eyes shoot laser beams and all PCs need to make a DC 10 Ref save or take 4 dmg; furthermore, fumbling on such a role indicates a PC's leg is lamed and they can but crawl. It never needs to make morale checks; SV Fort +3, Ref +5, Will +2; AL L.

22: Lower ledge: 20' below 6. Comes within 10' of 21. Progress to 4 via 5 blocked by cave-in rocks.

23: Broken bridge: Enchantment still holds parts of it aloft in the air. Once on the other side, it will be seen that there are some steps leading further down, but they have worn away. A crate of monocles is here.

24: Circular bedroom/lab. Door is ajar. Smells strongly of copper. Debris, scientific bric-à-brac, a cot, and a fob-watch-like thing litter the floor. Ceiling too high/dark to be seen by demihuman vision. A while after PCs enter, the observer will pounce down, trying to smash and gore someone, and a DC 15 Ref save might be better than an attack roll in this case. The observer is undying and insane. It wants to sup on flesh. The fob-watch is a time travel device detailed in the addendum.

The Observer: Init+4; Atk charge/gore +3 with a d5 deed die (1d6+deed die; if deed die is 3 or more the target is gored/pinned on a horn); AC 17; HD 5d6+2; MV 40' (can walk on walls/ceiling); Act 2d16; SP Can see and attack time travelers; restores itself to full health 10 minutes after it drops to Ohp (can't be killed); SV Fort+3; Ref+3; Will +1; AL N.

*fob: to manipulate

Addendum

The preceding two pages are most of what is needed to run this module, but the following are some helpful procedures, details, and back-story for elucidation and in-game reference.

Random Encounter Details

Descriptions of the monsters on the Random Encounters Table

· **Headswapper Bats:** Sizable, unnatural creatures that resemble real bats, save that they have lamprey-like, toothy maws where their heads should be, and they often have a host head in said neck held by both teeth and tendril-like growths. When they attack, this host head is discarded and flops to the floor where it will start to asphyxiate. Such heads are incapable of breathing/speech on their own, but if one were to blow through their neck stump, maybe they could say a few things... If Headswappers hit with a bite attack, and the target lacks a gorget* of some sort, they will latch onto the target and automatically behead it on the next monster initiative. Ripping them off (DC 10 Str) before this point does 1 HP's worth of damage and causes sometimes serious bleeding (roll at/under Luck or bleed to death). If a Headswapper's attack fails, it will fly away in the same turn, but this triggers a withdrawal attack as per the core rules.

Headswapper bats enjoy using the brains they have taken to think, and will converse from the darkness with creatures if by chance they are not looking to replace their head. Their personality/memories are solely that of the host head, save it is completely unconcerned about its own evil and unnatural existence. If a PC says something clever in earshot of a Headswapper, the headswapper will decide a swap is in order. Headswappers are also partial to the heads of any present mutants, demihumans, Vorbians, or freaks.

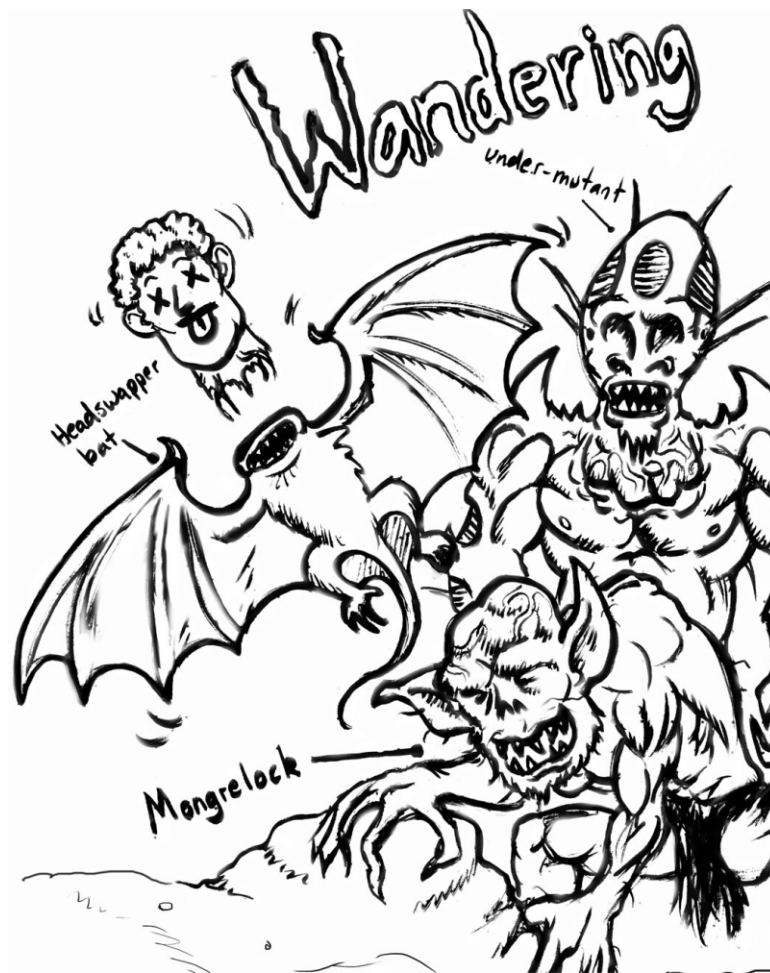
Headswapper bats were once used by Calabraxis to collect humanoid heads from the area so that he could use them in experiments.

Headswapper Bat: Init+1; Atk neck-bite +4 melee (1d5 and adheres to neck [see above]); AC 14; HD 2d8; MV 40' (fly); Act 1d20; SV Fort +0, Ref+3, Will +1; AL N.

· **Mongrelocks:** A mishmash of bestial features in a smallish humanoid package. Echolocation is one trait that has thrived among their kind, and their eyes have atrophied away. The creatures from which mongrelocks descend were hapless humanoids kidnapped and changed by Calabraxis. Calabraxis made what he called "the hybrids" using the window in room 13 and the skull in room 21. Many of them escaped or were even set free to wander the underworld that lies in the caverns below the wizardarium, and their warped traits were passed on to their descendants, who were further mutated by the strange radiations of below.

Mongrelocks have unpredictable stats (though you may want to roll for them as a group rather than individually to simplify things), and use psionics.

* a discussion with your players about what kind of armor they are wearing before the adventure may be a good idea



Mongrelock: Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 9+1d4; HD 1d3's worth of d8s; MV 25' (climb); Act 1d20; SP Psionics (see below); SV Fort +1d3, Ref +1d5, Will +1d6 (set them all to +2 if you can't be bothered); AL N.

Psionics: Each round, target a number of PC's equal to the Mongrelock's hit dice. Each one has to save vs a DC of 8+the Mongrelock's Will save value or suffer from a psionic effect. Possible effects are: Pyrokinesis (save or take 1d4 fire damage and be aflame), Shove (save or take 1d3 damage and get pinned to a surface for a round or pushed off a ledge), Mind-blast (save or spend next round gripping head in pain). Judges can make up more.

Pregenerated Mongrelock stats are in the back.

· **Apemen (advanced):** More evolved than the usual varieties found in this area. Lately they have stumbled upon the Vorbian mining machine (room 2) and have uplifted themselves to a new level of cunning. They worship the machine and its transmissions of mechanical knowledge, but they do not truly understand it. Lately they have been kidnapping children from nearby towns for inscrutable reasons. The apemen have also been tattooing themselves and taken to killing competing, non-uplifted tribes of apemen, and the spoils of war are now adorning them as grim trophies along with strange warpaints. They will cook and eat fallen foes. The majority of apes are home when the module begins, but some are out hunting.

Advanced Apeman: Init+1; Atks fists/club +2 melee (1d5+ 2; crits knock un-helmeted PCs unconscious), or big rock +2 ranged (1d6); AC 10; HD 2d6; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C.



· Under-mutants: The descendants of the Vorbians. They have neither eyes nor ears, but sense their surroundings via an unknown sense. They emit sounds that repel mongrellocks, and have carved out a niche in the caves much deeper, but recent seismic activity has caused a few of them to come to upper levels out of curiosity. They can communicate via psionic glyphs, but prefer to avoid over-landers and attack when they sense an opportunity, as they enjoy any meat they can get. They know of true Vorbians, having “seen” their stasis pods, but are unaware of their own relationship to them. Calabraxis sometimes sent beast men parties into the depths to deal with the under-mutants. There is a mutual hatred still extant.

Under-mutant: Init+0; Atk screech +4 to all within 20 feet (1d4 damage plus deafness for one turn) or claw +2 (1d5); AC 12; HD 3d6; MV 35' (climb); Act 1d20; SV Fort +2, Ref +1, Will +3; AL N.

· Defrosted Vorbians: Are among the few of their kind to wake recently from a long, self-imposed torpor that started in untold ages past. Vorbians were once the subterranean masters of exotic technology, and still carry some things of such description, including batteries that will be useful for any robots the party may encounter in their journeys. They are not overtly dangerous, and are curious to know what is happening on the surface of the world. They will inquire about the status of the L'mur-Kathulos Enervation, the Bethmoora brigade, and the Parasites of Yian, but will not deign to give details of these ancient concerns. As they are haughty and consider themselves superior beings, the PCs will probably find an excuse to fight them.

Should a humanoid attempt to use a Vorbian weapon, they will feel a strange tingle and unknowingly start to turn into a Vorbian. It's a clever security measure. Over the course of 1d3 hours, they will slowly and irrevocably change into a haughty NPC. Kindly Judges might allow a save to prevent this.

Vorbian: Init+2; Atks laser whip +3 (1d5 and pinned for next turn as a band of lasers constricts target) and energy gun +2 ranged (1d7 damage and suspended for a turn in mid-air [a slow free-fall], but otherwise free to act); AC 15; HD 5d5; MV 30'; Act 2d24; SV Fort +1, Ref +1, Will +3; AL L.

· Vision of a time-shifted wizard: The wizard Calabraxis himself. He is, ultimately, an amoral fiend that was lost somewhere in the mists of history. At some point, around 700 years past, he developed the time travel device found in Room 12, but he was developing ways (and literal eyes) to see into the past before then. He was a horribly mutated thing shortly before whatever records locals kept of him noted his absence. His fate is unknown. The visions of him—which are but faint and ghostly glimpses—are not able to harm the characters in any way. The PCs could find mentions of themselves in his journals regardless of if his result is rolled in the encounters. He saw the PCs coming long ago.

· Vision of the time-shifted PCs: Since the future is irrelevant to the past, feel free to have the PCs looking battered or conspicuously missing members, limbs, eyes, etc. They will have the pendant from room 12. In any case, this is just a brief and ghostly vision of the group's PCs and one that is not subject to the whims of how the session actually goes. Fate is not set in stone.

Procedure for Random Encounters:

1) Roll 2d6 for about every turn or most areas.

- If the numbers match : Up to that number of monsters will be generated in a logical place using the table (5 & 6 on the table are singular things).
- Adjacent numbers (for instance, a 4 and a 5): Monster “spoor” is found. Roll for a monster on the table then choose an appropriate sign that it is around using the spoor on the bottom of the table.
- First time dice aren't adjacent but total 7: consider having a wandering power come by, such as a god from Judges Guild's Unknown Gods or the free OSR publication Petty Gods. Reaction roll time!

2) If a PC or the group does something loud, including engaging in combat, shouting, or busting down a door, after they finish the activity, give one or more dice to them to roll while you roll your 2d6 as above. Any matches among the pool could spell an encounter for the reckless party. Busting down a door takes about a turn with the proper gear.

Time Travel

The fob-watch-like pendant in room 24 is a powerful item. Here are a few details and rules you may wish to use with it and "shifted" characters. Do what's fun for your game.

There are 6 bands of numerals that encircle increasingly smaller rings. Each one is matched to clock hand-like indicator. The hands manipulate centuries (9 numerals), years (99), months (12), days (10), hours (24), and minutes (60).

- Time travel is in a strictly observatory capacity. The time travelers are as ephemeral as shades in the past or future, and they cannot affect nor be affected by anything, though matter does get in their way. Anyone who is touching the person to fob the top button of the pendant travels with them. Time travelers perceive other times through a deep-blue spectrum. We took to calling it "the blue-shift" during play-testing. Sounds also echo in a ghostly manner when time traveling.

- Fobbing the top button both initiates and ends time travel. No matter the time traveled to, nor the duration after activation, when the top fob is pressed and the pendant is reset, it always brings all time travelers back exactly 11 minutes from where they left off, and in the original departure spot.

- Travel backward or forward in time is possible. The maximum distance in time one can travel is 999 years. The minimum is one minute. Traveling into the future feels "wrong," which is a clue to the players that it increases the risk of mishaps ten-fold (see below).

- While shifted, passage through anything more solid than paper is not possible. There is a chance one could get stuck while time traveling. For instance, being under a rock-slide would render one as clipped through matter and unable to move. If one can't fob the pendant to reset it, they will be stuck for eons in an unaging state and go quite mad.

- Biological functions are primarily in stasis for the duration. This of course violates some thermodynamic principles, but hey, time travel. So neither eating nor breathing is necessary. And you can't die, barring time-predators.

- With a few exceptions, no beings from the traveled-to time will be able to sense shifted travelers in their midst. Sure, a psychic may notice them, and a god would probably smell them, but the time travelers are inaudible, intangible, invisible shades. Changes brought about by someone somehow noticing a time traveler will be dealt with by the judge as they see fit. Butterfly effects or unchanging rivers of temporality; it's up to you!

- There is a cumulative 1% (or 10 times that if traveling into the future) chance that each time the pendant is used, a mishap occurs. This property is not detectable by normal means.

1d12 Time Travel mishaps:

1. The Hounds of Time catch the user(s)'s scent.

Time Hound: Init+3; Atk proboscis suck +5 melee or 10' ranged (1d4+5 dmg and target is stunned for a round and ages 5d4 years); AC 13; HD 10d7; MV 40'; Act 1d20; SP can track and follow through space and time, using any angle of $\leq 120^\circ$ as a gateway (smoke will proceed their arrival); SV Fort +2, Ref +3, Will +1; AL N.

2. All would-be time travelers don't travel, but age as much as the duration of their travel is set to go through time. Death by old age possible.
3. All time travelers actually travel to the set time (they are not shades, and the pendant will not take them to 11 minutes after they left if fobbed again as it is now set to the time they end up in).
4. The return happens not 11 minutes after departure, but 11 (roll a d3) days, months, or years later than usual.
5. All time travellers switch to a different timeline, where their doubles already exist. Remember that one time the party made that momentous decision? It was different in this world...
6. A bubble of time erupts round the party, and they will actually be in the designated time, but one hex's travel will bring one back to the real time line. That which leaves the hex cannot get back in.
7. Travellers are sent to the plane of time, an endless series of parallel time channels flowing for eternity. Check for time-based monsters such as the ones in this list (1, 8, 9, 12).
8. No travel. An entropy champion is loosed. Determine its current disposition towards the players and use some randomising from the DCC rules book to make a unique, tough monster.
9. A stasis champion is loosed and in the same time-shifted state as the PCs, for now. Describe the appearance of a crystalline humanoid with 1d10HD. Each round, all antagonistic creatures in its presence must save (Fort 10) or freeze in time forever.
10. A previously defeated major foe and/or enemy is plucked from the past, hale and hearty.
11. Travel fails. Fobber (alone) ages 1d5x1d5 years.
12. An 8-legged Time Lizard wants to eat the party's chronotons (which is fatal).

Time Lizard: Init: Acts first and 3rd in a round (action die resets). Atk claws +3 (all melee-range targets) (1d5+3 dmg); AC 17; HD 4d12; MV 35'; Act 1d20 [twice]; SP Time Loop, Time Anchor; SV Fort +3; Ref+3; Will +0; AL N.

Time Loop: At the beginning of each present creature's round, they must make a DC 15 Will save or repeat their actions (rolls are not rerolled) from last round, including movements (they teleport to where they started last round, then retrace their steps). The time lizard, if in a position where it would be possible, is only hit by attacks that previously hit it 10% of the time (it learns quickly), and attacks that missed it will automatically miss this time. Previously expended resources (such as potions and scrolls) remain expended. Magic users that fumbled a spell will find themselves fumbling it again and invoking new fumble results that stack with old ones.

Time Anchor: Time travel doesn't work near a time lizard. This includes fobbing the pendant.



Baxter the Jolly Book-ax



Baxter is an intelligent magical weapon; a book with a spine that extends far beyond its cover and makes a handle. Baxter's pages, when wielded with intent (gripping the handle and swinging), will cut as keenly as any ax. Baxter has been alone in the moldering library for hundreds of years. It can crawl slowly on its own, but most of the books it enjoys perusing have rotted away. Baxter is pretty friendly, conversant, and is interested in trading its time for access to new books. It will likely find a way to disappear if its wielder is not a man of letters.

Baxter has the following powers (which it uses as it sees fit):

- If Baxter respects his wielder, he counts as a trained weapon for them.
- Cannibalize scroll: When used to land a critical hit, Baxter (not the PC) may choose to access the powers of any spell scroll its wielder is carrying and apply its attack roll as a spell check to use the spell therein. The scroll is consumed by this.
- Cannibalize page: Similar to the above, Baxter sacrifices some pages from its wielder's spellbook and knowledge of that spell is lost (though the owner can try to transcribe it if they have it memorized).
- Favored enemy, vermin: Baxter's wielder rolls an extra attack action die versus vermin. "They eat books!"

Baxter is a bit senile, but more or less recalls the following:

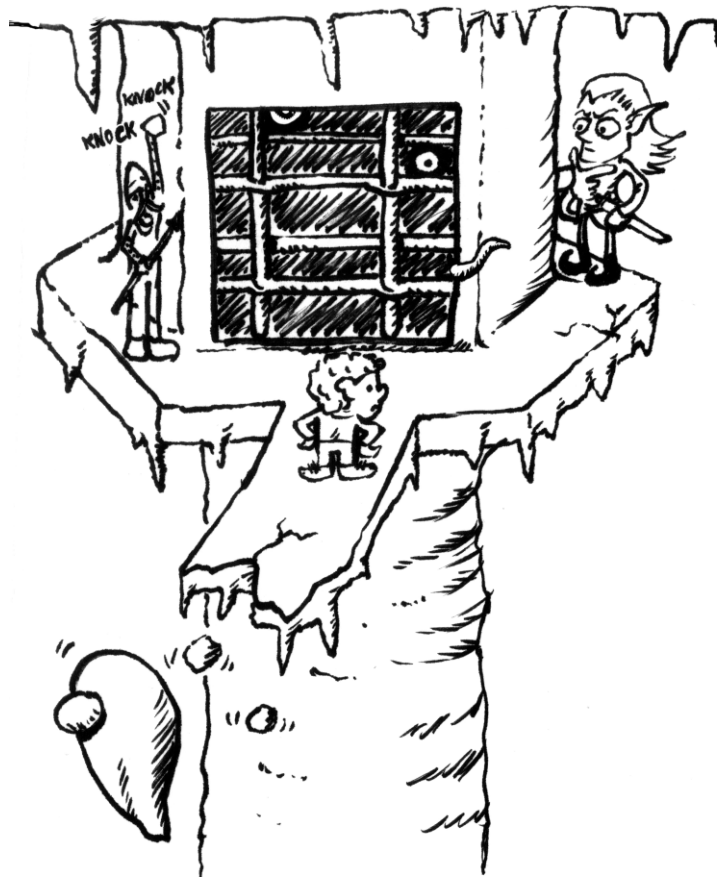
"I'm pretty sure Calbraxis made me. Or found me. Maybe the latter. He had a thing for eyes and I don't have eyes. Do you have a book I could feel?"

"This place has been pretty dull for years. Occasionally an under-mutant or the like will come in for a visit, but they don't read. All I have to talk to are the bats, and they're smart, but boring. Simulated intelligence, them. Are you smart?"

"Calbraxis disappeared. He sounded very wheezy for some reason. Felt horrible to touch. I acted boring so he would stop creeping me out. Hey, you like books?"

1d12 Rumors Concerning the Wizardarium that locals might give to PCs over an ale:

- 1) It's literally a habitat where wizards are kept.
- 2) Local hunters have found other apemen tribes that were wiped out.
- 3) You may think you are smart enough to pick that one lock, but no one ever has been yet.
- 4) Only those without a soul can enter the room of statues.
- 5) There was once a beautiful white woman known to inhabit the area; she was a witch or a fey of some sort.
- 6) If you should meet Calbraxis in your adventures, offer him salt.
- 7) Shades of the dead wander the underworld that the cave leads to. The dead may talk, but they always lie.
- 8) A race of vampiric men inhabits the caves.
- 9) The apemen are servants of Horthor, the white ape.
- 10) Several generations back, someone explored the caves and their headless body was recovered just a few steps within.
- 11) The coils of Porbulagan, The World Serpent, can be glimpsed in the cave depths. Offer blood to the chasm and you will get answer to any question.
- 12) Someone thinks that the party has already gone to the cave. They swear they saw the PCs set off!



Monolith (Vorbian Mining Tool)

The mining tool went active recently after a long period of dormancy. It, like much of Vorbian technology (see their weapons in the monster entry), programs users with information to help them use it accurately. But if the user is not a Vorbian, the technological information is not appropriately absorbed, and the brain is rewired a bit in a pseudo-Vorbian manner. Thus, the check to see if there are psychophysiological changes upon touching the monolith.

To make things even more interesting, the Judge may decide to throw psionics in the mix. Regardless of the result they rolled for their save upon touching the monolith, have the player total their Int, Per, and Luck scores, then roll percentile dice. If the dice roll a result equal to or under that total, give them a psionic power. There follows one power in this module, but the author would like to extend a special offer to purchasers of this work who need another: You can write an email and include your order no. as proof of purchase to get a play-test version of a psionic power for a DCC psionics supplement I am working on. I'd love it if you gave me feedback (especially questions about things that don't seem to make sense) after that at claytonian@gmail.com, but in any case, I hope this is a fun way to inject psionics into your game.

How psionics work

To activate a power, roll under the ability score listed in the description. If the activation fails, you can burn Int or Per points to make up the difference and make it successful after all (this is Mindburn). Such sacrificed points regenerate as per usual ability score rules on page 94 of the core rules.

If the Judge deems it necessary, any targets may get a save that would be of an appropriate category.

The duration of a power is, unless listed otherwise, in rounds equal to your manifester level (ML), which is your ability mod+level (min 1, max 10). You can effectively raise your ML for one instance of a power by burning Int or Per (this is also Mindburn), but this way is risky; if you fumble you lose one of those burned points permanently.

If you roll a 1, that is really good, and there might be additional effects. If your roll a 20, that is really bad, and there might be bad things happening. No mindburing your way out of a twenty!

Sample Power: Defenestration

You rip open a dimensional window behind a target through which it, and any creatures or items it has a hold of, is sucked to an interesting, though temporary, fate. Results are below:

STR Check Success: You may send a target to a destination of your manifester level or lower, as detailed in below. This pulls them out of play for a round as well, after which the dimension you have shunted them to spits them back out. Destinations:

· **Manifester Level 1 Location: The Pleasure Gardens of Aramanthea**

Effect: Target comes back in euphoria. +1d7 to Per/reaction checks on it to negotiate a truce.

· **ML 2 Location: The Paradox Caves of Carniflex 10.002**

Effect: The target comes back confused by the mysteries it has seen (-2d action dice and -1d to Will saves on its next turn).

· **ML 3: The Shadow Realm of Pharthos Vule**

Effect: 1d8 cold damage, and target's own shadow attempts to attack it next round as a Shadow from the DCC core rules.

· **ML 4: The Guts of Sophar the Drifting Star God**

Effect: The target is reduced to a mindless, hungry 10 HD protoplasm (ooze monster) for 1d3 rounds. Its criticals turn creatures that don't save into oozes like itself, only permanently.

· **ML 5: The Rubiform Complex**

Effect: The target takes 1d6 damage each round until it happens to roll a 6 on any die, as its dimensions are twisted in random directions. Its AC goes up by 4 during this time.

· **ML 6: The Chaotic Piping Streets of Carcosa**

Effect: The target comes back deaf and insane for 10 minutes. It is too insane to proactively attack for that time, but creatures that approach it will be tackled furiously. There is a 1 in 5 chance that the target is now actually full of imps, which burst out upon death.

· **ML 7: The Ovens of Careful Damnation**

Effect: Target takes 3d5 fire damage and is on supernatural fire (DC 10 Will save to suppress and extinguish). Those that approach it while it's enflamed take 1d5 fire damage. The target has an effective personality score of 18 while the fire yet burns.

· **ML 8: The Bone Hoard of Klassha the lich-dragon**

Effect: Target is pierced by several long, humming bones for 1d6 damage, and must make a DC 10 Fort save or ossify. Klassha will soon be along to see if any of its treasure is missing.

· **ML 9: The Halls of Borvognil**

Effect: Target comes back with a -1HD (minimum one HD) clone of their self. The clone tries to kill the target.

· **ML 10: The Infinity Crux**

Effect: Target takes 2d24 damage. If this kills it, it dissipates into 3 entities of the judge's description.

Failure on your check to use this power: Take 1 Stamina damage. The judge decides whether and how creatures can perceive that you were trying to use this power.

Roll 1 (a good thing!) on your check: Instead, target 1d3+1 creatures with this power.

Roll 20 (bad stuff!) on your check: Roll 1d6. (1) You release a horror from another dimension onto the battlefield; (2) Success, but your window does not close for 10 minutes, and everyone within 30 feet of it must make DC 10 Str saves each round to avoid being sucked in and trapped; (3) You pull everyone within 20 feet into a dimension that of is the judge's creation; (4) You incur the wrath of a race of beings that abhor the opening of windows between worlds, and 1d4 of them appear (5) You crack the walls between worlds and 1d6 doubles of the target come to its aid for 1d3 rounds; (6) DC 10 Will save or you are replaced with an alternate-reality version of yourself that has a different alignment and equipment.

Loss of emotions to the monolith

When one loses an emotional concept due to brain rewiring, it becomes like a foreign concept to them. They may come to academically understand it, but they will never be able to feel it. It is analogous to how certain kinds of autism may deny a person to feel an emotional response to the emotions of others; they may, with time and practice, be able to guess what the other person is expressing with their facial muscles, but it is a rather removed concept. That being said, the hope of the author is that you will find fun role-playing opportunities from losing an emotion.

Possible emotions one might lose are: ambition, fear, empathy, justice, bravery, honor, style, hygiene, helpfulness, social standing, and more.

The Vault Guardian

What is it? Something from outside our world, given a mercurial form of pseudo-matter. It cannot be harmed by normal means. It is unfaltering and uncompromising in its duty. Except it is bored. Existence on this plane is insult enough, but the guardian has been more or less alone in a room for hundreds of years. It craves the promise of change, and so it will propose to any party of PCs, through sibilant, simulated mouth-orifices, to bind it to something else. The players should make their own plans and do their own research in order to summon/bind an underworld guardian to a new location. If their actions culminate in a ritual that the Judge wants a roll for, they can receive a bigger or higher die for their spell check based on how well they seem to have thought the ritual out. Did they prepare a spell circle? Did they make sacrifices? Did they find the Guardian's secret name? These could all help their roll.

The Vorbian Agenda

What do the Vorbians want? Are they a threat? You decide! Decide all the things! With Vorb-lib.

The Vorbians are unknown to recent scholarship, but ancient tablets located in/at _____ might hold some information about them, or so the party wizards' research shows.

Vorbians are ancient enemies of the _____, and maybe that mutual hatred could be exploited, or maybe it would raze this world if the two clash. Vorbians have locked away the _____, which is a powerful artifact with the power to _____.

The god/patron _____ is very interested in getting ahold of it.

Vorbians have turned their attention to the surface world once more. They will soon begin coming to the surface world to (choose one): Enslave, replace, convert, rule, lead, guide, torture

Playtesting Fun

Some PCs encountered an affable headswapper bat at one point. In my efforts as a Judge to give a lilting, breathless voice to the head it currently had, I ended up sounding a lot like Christopher Walken.

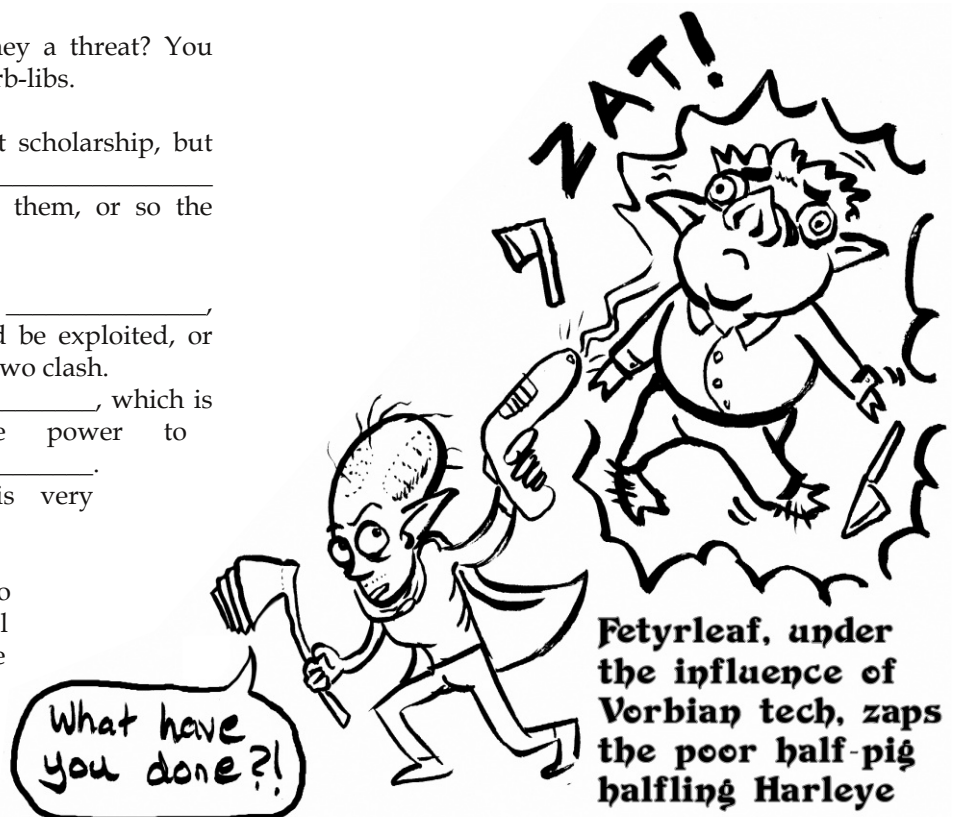
The same bat at some point lost its head to a PC ax (Baxter, actually) and someone picked it up to note that it was still alive. The brave (insane) PC then wounded their own neck and put the head atop the wound. As any good judge would, I ruled that the new head merged with the PC's body, and dutifully rolled to find this head's class was that of wizard.

One group of players liked chatting with the polite but firm vault guardian. They took its advice to seek a nice library for it to be relocated to with a ritual, but never got around to pulling the ritual off. So they never got the treasure.

One player set up the triangles in the window room to the shape of a bear. They then got on the other side and lifted their arms and splayed their legs in a pose akin to ecstasy. Unfortunately, the magical light condition was not fulfilled, so they looked rather foolish.

Another group bound the guardian to the torture chamber and then transformed it into a humanoid shape thanks to the window. It got vengeful and they were forced to smash it with a thrown rock at the ceiling trap's trigger in a broken door.

At one point we realized a crate was next to the final room. I hadn't planned for anything to be in it (it's just for helping short scouts to look through the window), but when one of the players looked inside they discovered lots of monocles.



A timeline for the Wizardarium

The players might be able to see some of the below events mentioned in a journal if they time travel to the library 300 years or more in the past and it happens to be open, but in any case, this is for the Judge to have a consistent timeline for players to observe first-hand.

999 BC (Before Campaign): A Vorbian awakes from torpor and establishes a simple base in the caves.

995: The Vorbian is overpowered by a tribe of nomadic peoples. Among them is a young man, Calabraxis, who is affected profoundly by interacting with a Vorbian scrying machine.

974: Calabraxis, now a quite mad, fledgling wizard, binds a boy in the caves, and performs a ritual that ends with the boy's eyes plucked out. Calabraxis gains answers to his enquiries about eternal life from a voice in the depths.

973-920: Calabraxis absent from the caves, due to questing for eternal life and arcane secrets.

919: Calabraxis returns with dwarven laborers to carve out a more appropriate section of caves and establish a true wizardarium. The hall of wise animatronic figures is made, as are the round room trap and the library. Other rooms have mundane uses at this point. He uses magic to make a couple bridges, but these will not stand up to the ravages of time...

918-700: Calabraxis terrorises the countryside with his creations, the headswapper bats. The skull room is slowly built up over this time.

650: Calabraxis turns his efforts to building the special window that transforms subjects. He starts to seed the mountains with traps that catch men for experimentation fodder.

645: Calabraxis invents the time travel device.

639: Calabraxis binds the guardian to his vault.

620: Calabraxis imitates the guardian's shape with the window on himself to gain the first of many eyes.

600: Baxter is "forged".

400: Under-mutants start to attack the wizardarium, and Calabraxis engineers smart beast-men to fight them in the depths. He makes further modifications to his own body to become tougher and stronger.

329: Last sighting/record of Calabraxis. He appears in a town nearby the caves, heavily cloaked and shambling with an odd gate. He buys supplies with ancient coins and curses a few people that get in his way. One person is driven mad by glimpsing what lies under his cloaks.

300: Calabraxis's man-catcher traps stop being reset. His legend lives on through the occasional beheading of someone by one of his bats and the nightmares of children. Local apemen start to inhabit the wizardarium, as well as nearby caves and groves.

100: Bridges between the vault and the lower path (22) and final room (24) crumble, though a few rocks remain suspended in 23.

30: Gorn, a thief, activates the ceiling trap. Smooshed.

A few months before campaign: The monolith, a Vorbian mining tool, is somehow reactivated and it digs its way to the wizardarium. It's touch profoundly affects the apemen residing in the wizardarium.

A time hound teaches Gorq the pitfalls of sleeping so close to a sharp angle



Appendix N

The media below are worth consuming to give you ideas for how to run this module or appreciate its references

2001: *A Space Odyssey*, by Arthur C. Clarke, 1968. For monoliths making apemen crazy/clever.

The Descent, Celador Films, 2005. For Troglifaunal humanoids.

The Double Shadow, by Clark Ashton Smith, 1933. For the concept of time traveling shades.

The God that Crawls, by James Raggi IV, 2012. For showing how a couple crazy items can really make an adventure shine.

The Hounds of Tindalos, by Frank Belknap Long, 1929. Never trust an angle just because its acute.

Lightning, by Dean Koontz. 1998. For time travel mechanics.

Red Dwarf episodes "Polymorph," 1989, and "Emohawk: Polymorph II," 1993. Required viewing for how entertaining emotion loss can be.

Thief the Dark Project, Looking Glass Studios, 1998. For adding the verb fob to my vocabulary indirectly. The next module I make will have "taffer," too.

Unknown Dungeon (Castle Grayhawk?) that Gary Gygax was photographed running towards the end of his life. It had a dungeon on the right page and a key on the left page. That was one of the major inspirations for this module's approach. More info available at: <http://randomwizard.blogspot.jp/2013/07/two-levels-of-real-castle-greyhawk.html>



1d12 Random Mongrelocks

This section is to save you time with mongrelocks, in case you don't want to generate them. You can give each of them a unique psionic power. I added an idea for each one for you to flesh out. You could also use that offer from the monolith section or create something cool!

Base mongrelocks are:

Mongrelock: Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 9+1d4; HD 1d3's worth of d8s; MV 25' (climb); Act 1d20; SP Psionics (see below); SV Fort +1d3, Ref +1d5, Will +1d6 (set them all to +2 if you can't be bothered); AL N.

Psionics: Each round, target a number of PC's equal to the Mongrelock's hit dice. Each one has to save vs a DC of 8+the Mongrelock's Will save value or suffer from a psionic effect.

Possible effects are:

Pyrokinesis (save or take 1d4 fire damage and be aflame), **Shove** (save or take 1d3 damage and get pinned to a surface for a round or pushed off a ledge), **Mind-blast** (save or spend next round gripping head in pain). Judges can make up more.

1) Harlistroe:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 13; HD 2d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +1, Ref +3, Will +3

Power: Confused Rage Inducement

2) Gudmin'gumns:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 13; HD 1d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort+2, Ref +5, Will +1

Power: X-ray Vision Overstimulation

3) Stohnhael:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 12; HD 2d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +2, Ref +4, Will +1

Power: Matriarchal Guilt-trip

4) Rahndy:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 10; HD 2d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +3, Ref +2, Will +3

Power: Despair Pose

5) Sarah Jessica Parker:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 11; HD 3d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +2, Ref +3, Will +5

Power: Horsehead Madness

6) Motrundl:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 12; HD 1d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +3, Ref +3, Will +1

Power: Alignment Babel

7) Jacmacnami:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 10; HD 3d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +1, Ref +3, Will +6

Power: Hysterical Blindness

8) Raggheee:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 13; HD 3d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +1, Ref +5, Will +6

Power: Calcium Lattice

9) Ramuhnan:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 13; HD 1d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +3, Ref +2, Will +5

Power: ADHD Inebriation

10) Danyellbishp:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 12; HD 3d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +2, Ref +2, Will +3

Power: Atomizing Thought

11) KvnHefnan:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 10; HD 1d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +3, Ref +4, Will +5

Power: Horrendous Bowel Stirrings

12) Kreyton:

Init-1; Atks claws +2 melee (1d6 and may auto-pin target); AC 13; HD 1d8; MV 25' (climb); Act 1d20; SP Psionics; SV Fort +4, Ref +4, Will +2

Power: Babality

Calabraxis thanks you for visiting his wizardarium!



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Unadulterated map and wandering monster images



Wandering Monsters



The Wizardarium of Calabraxis

Here's what people are saying about this product!

"A most droll adventure."
— a Vorian

"Hahhhh! Ahh! Ur."
— an apeman

"It reminds me in some ways of B2. Now there was a module! Players never experienced the same B2 twice due a clever little twist on normal monster stocking. Oh? Where are you going? I have lot's more to... oh bother."
— Baxter the Book-ax

"Hi there. You seem like a smart group of adventurers. Would you like to see who can come up with the cleverest riddle?"
— something hanging from the ceiling

"Come on, guys! Make me into a mighty wereboar!"
— Hareleye the halfling

"I only know what I knew."
— A floating skull

"Oh, you don'tsss wantsss to come in here. I'd have to cutsss you into ittsssy bitsss. Sssurely we can come to a more amicable arrangementsss?"
— that which talked to us from the vault

[a scream so loud your eardrums rupture]
— an under-mutant