

The Fate of the ruthless Wizard

A DCC RPG Level 0 Funnel

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Introduction

Tyrannized by a cruel Wizard, the villagers of Pico have suffered for many years. Broshgar the ruthless came a long time and claimed the old tower in Pico's centre for himself. Formerly a watchtower, built for a war long forgotten, he turned the building into his home and the whole village into his property. Out of fear of his arcane might the villagers did nothing to resist him, as he stole their food and tools, burnt their fields and even abducted their children.

Facing a harsh winter with their food storage recently plundered by the mad wizard the villagers finally have enough. Sickness and famine has weakened them but those who are still able to walk grab their tools, their weapons and their torches to end the wizard's gruesome reign. Today will be the day of Broshgar's Death.

This Funnel Module is designed for 12 to 16 level 0 Characters and can easily be played within a single session. The Characters are all villagers from Pico whose goal is to kill the wizard and plunder his tower. Any Wizard Apprentices rolled up during character creation are not a part of the group of villagers but are instead placed in Area 2-2. They were abducted for their magical potential and trained by Broshgar, while being treated like slaves.

Broshgar the Ruthless

The wizard Broshgar, about 50 years old, is a small, constantly grim looking, man. He is close to being bold but sports a massive moustache and goatee. He constantly wears rune ridden robes and lots of jewellery.

Broshgar is short tempered and has one of the worst mouths known to mankind. He constantly swears and spitting out insults against everyone and everything.

Most of the time he can be found studying in his secret laboratory (Area 2-4). Once he realises that there are intruders he rushes for the top of his tower to await the villagers, constantly rambling about their incompetence and his hatred for them.

Broshgar the Ruthless: Init +2; Atk Dagger +3 melee (1d4-1); AC 11 ; HD 4d4; HP 10; MV 30'; SP spell casting (check+4, Caster level 3, Spells known *Charm person, Detect magic, Flaming hands, Magic shield, Magic Mouth*); Act 1d20; SV Fort +1, Ref +1, Will +1; AL C

Character Beginning

The old tower looms over your small village. In the past it was a sign of resilience, but now it has turned into something else. As you step out of your small homes into the Towers shadow, the fear of the wizard Broshgar creeps back into your hearts. He took your food and your goods, he abducted your friends and your family and without remorse he killed anyone trying to stop him. Only a few months ago he took four of your children at once. And you let it happen. But today is the last day you'll ever be afraid of him. Assembling in front of the towers entrance you are ready to end his reign of terror.

The Tower of Broshgar

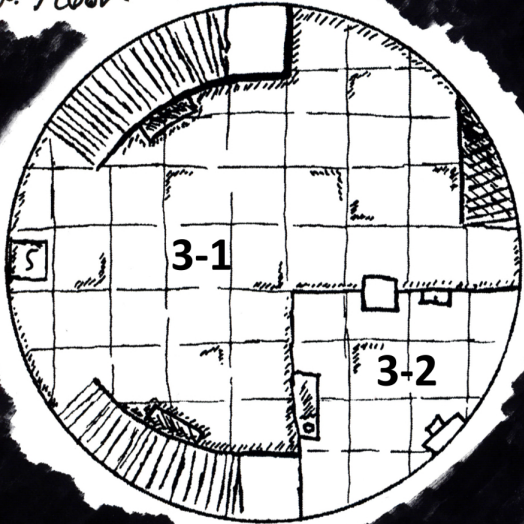
The Tower is about 40 feet high and made out of old crumbled stone. The Entrance is built into a small front building, built into the otherwise round tower.

Windows are about 3 feet high and half a foot wide so it's mostly impossible to enter those. Climbing the tower requires a DC 10 Agility Check for every 10 feet scaled. Failure will result in falling down. If someone climbs on top the tower he enters directly into Area 4. Broshgar is in his secret laboratory and will only go to the roof after the players have entered the tower.

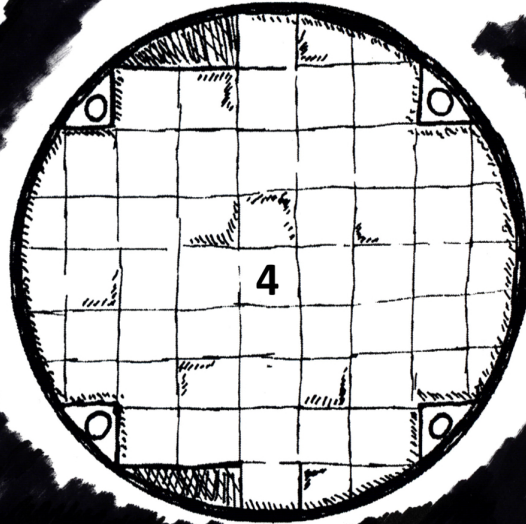
The Door into the Tower (Area 1-1) is locked but can easily be picked (Agility DC12) or bashed (Strength DC10). If the Door is broken with a strength check of 15 or higher, then the Brooms from Area 1-2 will become active and chase the

If the Building ever catches fire, a big flood of water will fall out of the sky, extinguishing it immediately. While this mechanism was put in place to prevent magic mishaps escalating it also serves as a great defence mechanism.

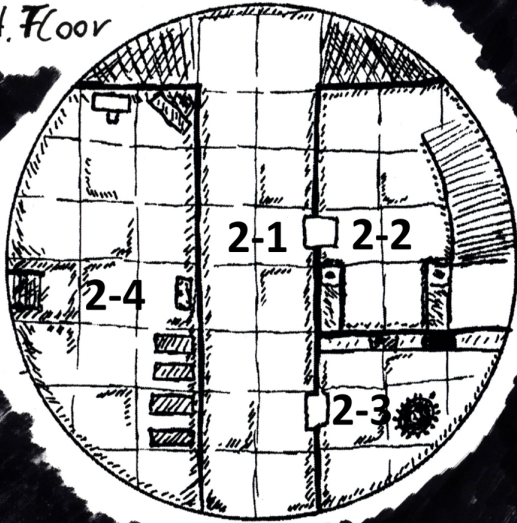
2nd. Floor



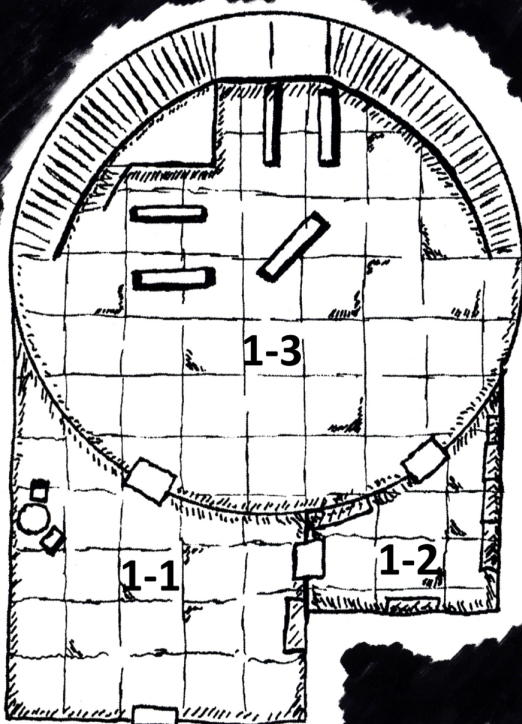
The Roof



1st. Floor



The Tower of Broshgar



□ 5 Feet

Area 1-1 The Entrance Room. *Entering the old tower you come into a large room. A single table with two chairs stand on one side and a single shelf filled with books on the opposed site. The room is perfectly clean and looks weirdly empty and cold. Two doors lead out of this room.*

The Entrance room is designed to test potential guests, of which Broshgar had few. The barren room has only one object of interest, the Bookshelf. It is trapped to amuse Broshgar and hurt or kill guests that can't keep their hands to themselves.

All books in the shelf are fakes. Wooden or metal blocks covered in leather or linen, made to look like books. Every time a "book" is pulled out the character has to pass a luck check in order to not trigger the trap. If the trap is triggered the bookshelf immediately falls over with huge speed, dealing 1d8 points of damage to everyone it buries. Those in front of the Bookshelf may attempt a DC 14 reflex save in order not to get crushed.

Triggering the trap or making any other kind of mess will cause the brooms from Area 1-2 to come over.

Area 1-2 The Broom Closet *This small room is filled to the ceiling with shelves. Buckets, stacks of cloth, brooms and other cleaning tools.*

The Broom Closet hides no valuables but 6 of the brooms in here are magically animated. If a mess is made on ground level they come out to clean it up. They are not aggressive but will attack anyone they catch making a mess or anyone who stands in their way. They won't attack Broshgar and he can command them.

Brooms (6): Init +1; Atk Stick -2 melee (1d2); AC 10 ; HD 1d3; HP 2; MV 30'; Act 1d20; SV Fort -2, Ref +4, Will -2; AL L

Area 1-3 The Main Hall *This large, circular room is about 15 foot high. Many Benches are placed here, facing towards a small podium in the far corner of the room. Hooded figures are sitting on the benches, without motion.*

One of Broshgars many obsessions is holding speeches and lectures. Since he receives only few guests and his apprentices have better things to do he placed five corpses here to have

an audience. The corpses have been taken out of the rows of the villages as well as annoying former guests and have only recently been imbued with false life. They will attack if the players come to close or try to enter through the stairway onto the 1st floor.

There is a special Un-dead among the guests, who had his eyes replaced with magical sapphires. This slightly tougher Un-dead can cast the spell sleep as noted in his Statblock. The wielder of both sapphires can cast the Spell "sleep" with a +4 bonus. Instead of loosing the spell any failure results in a misfire. Note that non wizard characters may attempt using this item with a d10 action dice. The Sapphires were gifts by Broshgars patron who might notice others using it.

Any fight here will cause the brooms from Area 1-2 to join in on the action as it most likely will cause a mess.

Animated Corpse (4): Init +0; Atk Dagger +0 melee (1d4); AC 8 ; HD 1d6; HP 3; MV 30'; SP Un-Dead; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N

Corpse with Sapphires Eyes: Init +0; Atk Dagger +0 melee (1d4); AC 7 ; HD 2d6; HP 6; MV 30'; SP Un-Dead, can cast *sleep* with 1d14+4 once per round; Act 1d20 (+1d14 for *Sleep*); SV Fort +0, Ref +0, Will +0; AL N

Area 2-1 Trapped Corridor *Upstairs lies a wide corridor. The floor is made out of wooden boards, but the walls are made out of stone. Two doors lie on the eastern side.*

This Corridor is trapped with two magical, resetting traps. Both traps are triggered by stepping on a special floor board, slightly darker than the others. The first board is located in front of the first door, the second on the hight of the second door. If characters take a closer look at the floor they find this automatically, otherwise the first character stepping into the corridor might make a luck check to notice the traps.

If the trap is triggered blades, made out of pure energy, sling from the ceiling across the hallway, cutting the character who triggered the trap as well as anyone within 5 feet of him for 1d8 damage. A DC 15 Reflex save can still avoid harm. The blades vanish in the ceiling leaving nothing but a faint magical glow. They reset after 10 minutes.

Area 2-2 Apprentice Chamber *This room is dark. Two bunk beds stand in one corner of the room, while a large wardrobe is in the other.*

If there were any wizards apprentices rolled up they can be found in this room. They have been abducted at least 4 years ago and are between 16 and 20 years old by now. Read the following if there are apprentices here.

You see movement in one of the bed and hear the sound of a chain rattling.

This Room is the bedroom of the apprentices. Broshgar holds them like slaves, chaining them to their beds when he does not need them. The recently abducted are not here, they can be found in Area 2-4. Other characters don't know about their fate.

A quick search of the wardrobe turns up nothing of value but closer examination will reveal 2 random first level spell scrolls. Beneath one of the mattresses a holy book of Ralwonir or any other lawful god can be found hidden away. Another mattress hides a silver ring worth 4sp.

A staircase leads upwards into Area 3-1.

Area 2-3 Kitchen *A pungent stench rushes through your noses, as you enter this room. A dark cauldron sits on top a small fire in the middle of the room with sickeningly yellow bubbles emerging from it. The entire room is filled with cupboards and counters. Plates, cups, flasks and many cooking tools lie here, spread around the entire room.*

Within the many cupboards of this room some valuable alchemical ingredients can be found as well as lots of food stolen from the villagers. One cupboard is locked. The lock can be opened with a DC10 strength or dexterity check. Inside are four potions, which are sadly only numbered and not labeled correctly. Randomly determine the effect by looking at the Master Potion List in the DCC Core Rulebook (Page 224) and rolling a d24 on it. The table has only 22 entries so we have to expand. 23 equals pure alcohol and 24 is bad tasting water.

A weird magical ooze boils in the dark cauldron close to completion. This consuming ooze is the current project of Broshgar, who created it with a mixture of curiosity and ill will. The ooze will come to life in 1d100 minutes and will then search for living things to devour. Broshgar

knows how to stop the living ooze with magic, but the characters are helpless against him. Extinguishing the flame will cause the ooze not to finish, while putting other ingredients in might prove fatal.

The ooze does not attack his targets but tries to pull them in. Trapped characters take 1 point of damage every round and can try to escape with a DC20 strength check. Help from the outside lowers this to a DC15 check. Up to three characters can be trapped inside simultaneously. If a living being dies inside the ooze it gets reanimated into a ooze corpse after 1d30 minutes. Stats for humanoid ooze corpses can be found here while non human ooze corpses have to be improvised. Ooze corpses are aggressive towards everything alive.

If this room is not explored the judge may have the ooze appear anyway. (if he hates the players).

Consuming Ooze: Init +0; Atk consume +2 melee (1 per round. Strength DC20 to escape); AC 5 ; HD 3d6; HP 12; MV 10'; SP Vulnerable to fire and cold, Immune to weapon damage, creates ooze corpses (as above); Act 1d20; SV Fort +5, Ref -8, Will -2; AL C

Ooze Corpses: Init +0; Atk Punch +0 melee (1d3) or weapon +0 ; AC 10 ; HD 1d6; HP 4; MV 30'; SP Un-Dead; Act 1d20; SV Fort +2, Ref -1, Will -3; AL C

Area 2-4 Secret laboratory This room can only be accessed by finding the hidden trap door in Area 3-1. The room is dark and cold. a faint magic glow will illuminate the room if someone makes a sound resembling a clap. If the players get the room illuminated read the following

This large, windowless room, features four massive stone coffins, ridden in runes, as well as a massive wooden chest. A desk and a bookshelf stand in the far corner of the room.

On the Desk you can find the notes of Broshgar, detailing his magical exploits. They are written in a variety of different languages and with terrible handwriting. Two of the four potions in Area 2-3 can be identified with these notes. There are also 4 random spells which Broshgar knows written down, along with complicated instructions for metamagical rituals. 2gp and 21 sp lie in drawers beneath blank paper or notesheets.

The bookshelf contains old books, detailing magic, but not containing spells. Each book has a value around 2sp and there are more than the Characters can carry.

The coffins can easily be opened. Inside lie the bodies of the four recently abducted children. They are still alive but in a comatose state. Their spirits got disembodied and forced to act as guardians in Area 3-1. The characters have most likely defeated them already. If the amulets of the living armors get placed around the necks of the children their spirits reenter the body. The children will be scared and thankful and later on slightly annoyed, as the chances of placing everyone in the right body are quite low.

The chest is in fact a mimic. It is not locked. The fact that it is a living chest is hard to find out. Upon very close examination a DC15 Intelligence check a character can notice the beating of a heart inside and that the chest seems to be breathing through its keyhole. Hitting or opening the chest will cause the mimic to give itself away. Read or paraphrase the following:

The massive wooden chest suddenly springs open, revealing multiple huge rows of teeth. Two legs, like a cross between horse and monkey, emerge from below the chest and two large arms grow out of its side. The 7 foot tall chest roars as it tries to bite you.

In the third round of combat, instead of biting or striking the Mimic will grab a random character and try to smash him into the wall. The mimic has to roll for a normal attack. If it is successful it smashes the character through the wall and opens a new entrance to Area 2-1. The character smashed through the wall receives 2d6 damage.

If the Mimic is defeated he can be looted. Inside of his corpse are 1d4 gp, 2d20sp and 3d00 cp, a *Dagger +1* (int: 5; chaotic; simple urges; +1d4 damage against clerics; intent: slay an angel of law) as well as a magical ring. The ring grants +3 to all spell checks but the wielder must make a luck roll to avoid corruption, as if he had misfired the spell, every time he uses it.

Mimic: Init +6; Atk claw / bite +5 melee (1d8); AC 14; HD 3d6; HP 13; MV 30'; Act 1d20; SV Fort +8, Ref +1, Will +0; AL N

Area 3-1 Carpet Room *This large room is completely laid out with carpets. Two large wardrobes stand on opposite sites of this massive room.*

Once most of the characters have entered the room read, or paraphrase the following:

In between the massive stairs leading to the roof a mouth emerges from the wall. With a growling voice it yells at you: "Fools. Bloody Fools. I should have eradicated your entire village years ago. How dare you worthless misfits rampage through my home? I will crush you, you will regret this you filthy peasant scum." With a forceful blow the wardrobes swing open.

Four sets of animated armor leave the wardrobes, wielding weapons and ready to attack the characters. They are possessed by the spirits of the abducted children who are forced to fight for Broshgar. If any armor is reduced to zero hit points the spirit gets trapped in an amulet hidden underneath each set of armor. The armor can be put on by characters, but the damage sustained in fight increases its fumble die by one step on the dice chain.

Broshgar will of course intervene in the fight by pulling out the carpets underneath the characters feet with his magic. Every two rounds up to three characters close to each other must make a DC10 reflex save or fall to the ground. To literally add insult to injury the magic mouth will continue throwing foul mouths insults at the group.

A Trapdoor is hidden beneath one of the carpets close to the staircases, which lead upwards. It is not locked and leads into Area 2-4. After about 20 seconds the door closes again and a carpet puts it self over it to hide it away. If opened from beneath the carpet gets out of the way by itself.

Animated Armor: Init +2; Atk strike +2 (damage as weapon (see below)); AC see below; HD 1d8; HP 5; MV 30'; Act 1d20; SV Fort +4, Ref -1, Will -3; AL N

List of Armors and Weapons

Hide Armor (AC 12) / Flail (1d6)
Studded Leather (AC 12) / Long Sword (1d8)
Chainmail (AC 14) / Mace (1d6)
Leather (AC 11) / Greatsword (1d10)

Area 3-2 Broshgars Bedroom *This Room looks like a ordinary bedroom, with a large and comfy bed, a small desk and some drawers.*

This is Broshgars bedroom. He does not have many valuables here, but 1d8 sp and 4d12 cp can be found on the desk. Some notes and letters lie around here but they are not really of interest. On the desk are some letters. One set of letters, hidden beneath many other things, seems to be a set of love letters exchanged with a witch named Noydra.

Area 4 The Roof *On top of the towers roof Broshgar awaits you. His face is a pure display of wrath and hatred as he looks at you. As he throws his arms into the air four big orbs, placed in large sockets, on the edges of the tower, begin to glow. One in red, one blue, one white and one green. Broshgars face turns into a condescending smile as he turns back at you.*

This is the final Battle with Broshgar. He will fight to the death and show no mercy, but can't stop continue ranting at the characters. His death will cause any animated objects within the castle to stop working, except for the mimic within Area 2-4.

The Orbs grant Broshgar additional Combat abilities and support him significantly. Each orb gives him a bonus as listed below. The orbs can be destroyed (AC 10; HP 5) or thrown off the towers roof with a DC 14 Strength check. Once a Orb gets destroyed it unleashes the energy stored within in a huge burst. Upon destruction, the red orb unleashes flames, the blue one ice,

the white orb unleashes a blast of force and the green one a poisonous cloud. All effects deal 1d6 points of damage to those within a range of 30'. Characters next to it can make a DC 12 Reflex Save to avoid damage and those further than 10' away can do the same with a DC of 8. If the Orbs get tossed off the tower they obviously don't deal damage to the characters but will obliterate huge parts of the village as they fall granted them extra energy. If all orbs are tossed down the tower is damaged significantly and will collapse within 1d6 turns.

The abilities granted by the orbs are as follows:

Red orb – Allows Broshgar to cast a rod of flame every round that deals 1d4 points of damage. This is a free action and uses a d14 as action dice with an attack bonus of +2.

Blue orb – Absorbs the first 10 points of damage Broshgar receives every round with magical shield appearing and stopping the blow.

White orb – Grants Broshgar immunity from missile attack, as wind carries any projectile away.

Green orb – Improves Broshgars reflexes, by increasing its AC and Initiative, as well as melee attack by +4

Broshgar the Ruthless: Init +2 (+6 with green orb); Atk Dagger +1 (+5 with green orb) melee (1d4-1); AC 9 (13 with green orb); HD 4d4; HP 10; MV 30'; SP spell casting (check+4, Caster level 3, Spells known *Charm person, Detect magic, Flaming hands, Magic shield, Magic Mouth*), magical orbs (as above); Act 1d20; SV Fort +1, Ref +1, Will +1; AL C

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