

Compatible With

**DCC
RPG**

PRISON of the MAD GODS

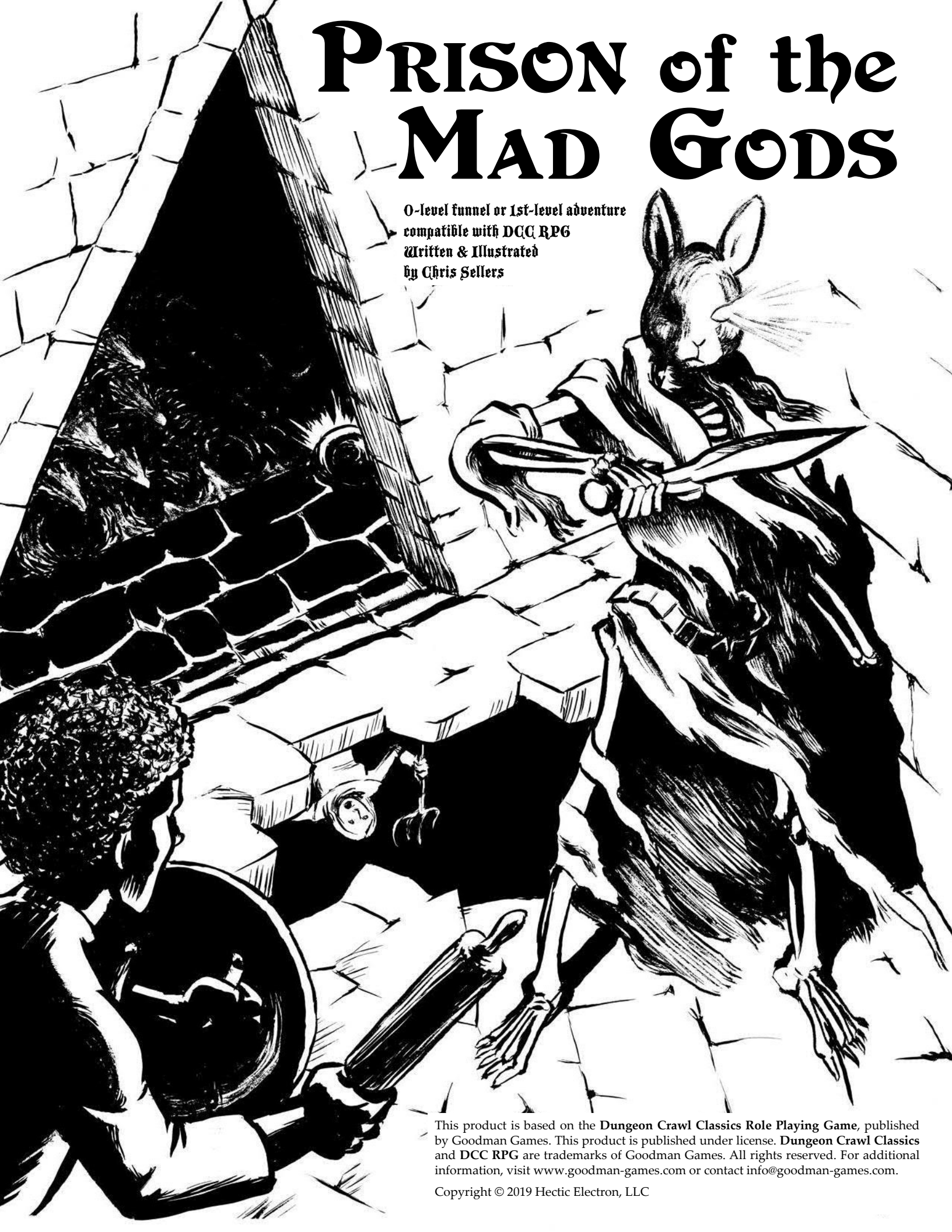
0-level funnel or
1st-level adventure



Hectic Electron

PRISON of the MAD GODS

O-level funnel or 1st-level adventure
compatible with DCC RPG
Written & Illustrated
by Chris Sellers



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INTRODUCTION

This 0-level funnel starts in a small village, but the main part, the prison, is a **20-sided tesseract** with access to far-flung planes. If the players don't automatically think to map the dungeon, suggest they do so. Of the many things that can kill the characters, most are also useful tools. Players will have more fun if they boldly step through the doorways, drink the potions, and put on the rabbit masks.

NEMORIA, AT PEACE

You live in a lush green valley, in a village called **Nemoria**. It is ringed by five soft round hills on the north, west and south.

The hills make good grazing land for sheep and cows. A river flows from the distant spiky mountains in the west, between two of the hills, through your village, and down over rolling meadows toward the distant sea in the east. About 500 souls live in Nemoria.

Once upon a time, an imperial tax collector used to come through here annually. There's a stone statue of the emperor in the center of town, but all the features are worn off of it. It's customary to rub it for luck. Once a season, a small caravan of traders comes through town from the east.

As you were taught from a young age, the village is protected by the **One-Eyed God of Order** and his attendant, the **Warthog of Peace**. The village has lived in this way for generations.

(If any players roll up elves, dwarves or halflings: These beings live on the outskirts of Nemoria, in the woods and underground, but have lived in proximity for so long that they are considered villagers. Their woods and burrows do not connect to any larger elfdom or city.)

A SHATTERED PEACE

One fine morning, when everything seems normal, a mighty horn blast fills the valley. It is the loudest sound you've ever heard. It is impossible to tell where it's coming from.

Then an earthquake erupts. **Spire Peak**, the white-topped hill directly to the north, shudders. Cows and goats break their corrals and run in terror through the fields and houses. Stoneware bowls and cups fall from the walls. One old lady's chimney collapses.

Then the top third of the hill explodes in a shower of white stone. A nightmarish shape emerges, growing in size as you watch, from perhaps 20 feet long to over a hundred feet long. It looks like an enormous blue, spiny **caterpillar**. It curls into a ring and rolls down the hill, shaking the earth.

Ugly Urkel, the town's champion, is standing in the caterpillar's path with the village behind him. He yells "You shall not pass!" and raises his sword, barring the way. The caterpillar rolls over him and keeps going.

The caterpillar's path runs square through the middle of town. It crumbles the riverbank, and water fills its wake. Buildings crumble. It clears the village and heads off east, down to the sea, and it's gone.

A 30-yard-wide river now bisects the village, and no one has an immediate means of getting across. The one bridge has been smashed.

You are surrounded by concerned people and bleating animals.

Thomas the Village Elder is directing relief efforts. He approaches you and talks about what a disaster this is. The town is split in two, but thankfully no one seems to have been hurt – except for Ugly Urkel, of course. What worries him is Spire Peak – from what depths within it did the caterpillar emerge? The world has gotten much bigger than it seemed this morning. Someone needs to go and investigate. The characters look like just the sort of people Thomas needs.

Dark clouds begin to gather over the split village, and ominous thunder booms in the sky.

Next, **Sonia the Wise Woman** lets out a wail. She rushes up to you with a broken stone head in her arms. The temple was crushed by the caterpillar, and now the One-Eyed God has been smashed. His statue was made in ancient times and cannot be replaced. She says:



The balance of Order and Chaos has been disrupted, and our old god of Order has been deposed. We need a new god – whether Lawful or Chaotic – to protect us. Please, find a god who will protect the village, who will be our advocate before the old powers of the universe.

She gives you an **apple wrapped in a strip of linen**, with indecipherable runes written on the linen in silver ink.

If you find a god, give it this apple. It will form a contract, and the god will be compelled to protect the village, in the manner it sees fit.

(After you get the amber lens or one of the rabbit masks, you can read the runes, which say, “The eater of this apple promises to protect the village of Peace from all external threats, in its fashion.” The party cannot understand the runes until after you get the amber lens or one of the rabbit masks.)

The hut of Ugly Urkel: Urkel’s hut is on the north end of town. He had a selection of armor and deadly weapons in his hut, bartered from the traveling merchants. His hut is surrounded by a pen, where he kept four chickens and a skeptical mule. (If you need something to carry your gear, the mule can be harangued into coming with you.)

Inside, there’s a spartan bedroll on the floor, and a 3’ x 2’ board (serving as a table) fastened to the wall. Hanging on the wall, there is also a **chain mail hauberk (+5 AC)**, and a **shield (+1 AC)**.

A cursory search finds an **electrum (“green gold”) coin** near the bed, with a bull on its face. That is likely the most money you’ve ever seen. You’ve heard of pure yellow-gold “suns” that are worth four times as much, but you’ve never seen those either. Under the bedroll, in a small hole dug in the ground, are **two more bulls**, **two silver moons** (three moons makes a bull) and a **flat ruby amulet** carved in the shape of a skull, with a sharp serrated razor where the teeth would be.

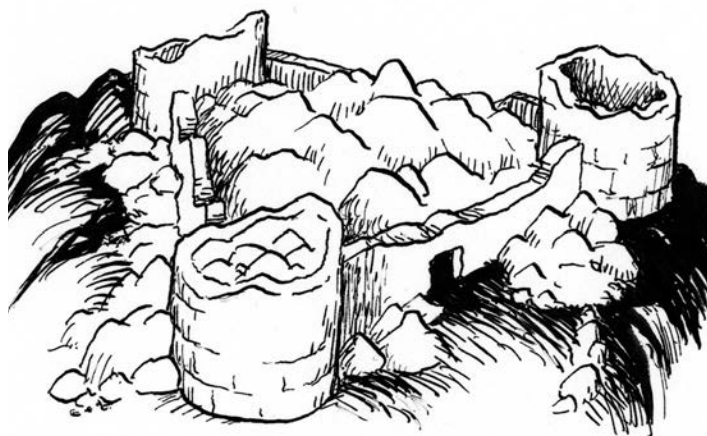


Ruby Amulet


When worn, it absorbs health damage that would otherwise be inflicted on you. For **up to 5 points**, when you would normally take damage, **lose 1 Luck per hit point** instead. Each time, the amulet gets darker red. When it is full,

it is as black as dried blood. It can only be emptied (and reset) by cutting yourself on the teeth, at which point you absorb all the points of damage that had been averted, and all the Luck returns. If you take it off without cutting yourself, the damage goes to whoever cuts themselves, and you get no Luck back. No one can regain more than their maximum Luck.

A short ways outside of town to the south is the pulverized corpse of Ugly Urkel. The non-squeamish can salvage a **broadsword (1d8 damage)** from the wreckage.



THE RUINS OF SPIRE PEAK

 top Spire Peak are the ruins of what had been a large **keep or castle**, now long buried. The remaining walls are surprisingly intact, jutting out of the ground for about 10 or 15 feet. The stones are white as bleached bone, sharply cut to fit closely together without mortar. (If one of you is a dwarf, it is impressive also to your trained eye. The stone is not local to this valley.) The tower has a triangular plan, about 100 feet on a side, with the stumps of three round towers, one in each corner of the triangle. Heaped inside and above the triangle is a mound of raw mountain stone and white-stone rubble. In one wall, you quickly find a low, arched **doorway** that leads to a dark passageway below all that rubble.

Two identical tetrahedral pieces of white stone, less than a foot on a side, silently rise up from the stump of one tower. They wobble in mid-air. Then a red eye opens up in each stone. Roll initiative as they attack with searing red blasts of mystic fire.

Defense Tet

Init +6

Attack magical blast +4 ranged

Damage 2d4

AC 16

HP 8

MV 30' (flying)

Act 1d20

SV Fort +0, Ref +4, Will +0

AL Neutral

Each stone is hollow and has a carved ruby inside. However, if the sun is allowed to touch a removed ruby, it refracts the sunlight, shooting wild 2d4 blasts at anyone in line of sight.

INNER CHAMBER

The passageway leads to a chamber. It may have once been a bedroom. Many creatures have made their home in here over what seems to be a very long time. There are the ruins of a bed on one side, and the ruins of a wooden desk in one corner. A **DC 5 search** test finds a **scroll** that, before it crumbles into dust, says:

Our only rule is Law. Our only law is Order.

On the far side of the room is a **verdigris bronze door**.

A **DC 10 search** of the bed lets you find something shaped like a **lemon**, made of heavy metal like lead. There are strange, indecipherable runes engraved on the lemon. (After you get the amber lens or one of the rabbit masks, you can read them: "Explosive arms on impact and detonates 10 seconds afterward. Blast radius 30 feet. NOT A TOY.")

THE BRONZE DOOR



The door is cast bronze, with a bas-relief of an arrow running from bottom to top, and a six-inch circle set in the middle at head height. Filling the circle is a smooth, round amber crystal, and behind the crystal appears to be a bronze bas-relief of an eye, with a cat-like slit. The door does not have a keyhole.

As you look at the bronze door, the eye blinks, with a large bronze lid that scrapes across the amber lens. The slit bronze pupil expands and contracts, then flicks around the small room to take in all of you. A voice from inside the door speaks in a foreign tongue, in warning tones. If you speak at all (or, after waiting a moment, even if you don't speak), the voice changes to the Common tongue: "Say the password."

The correct password is "Law." If you say it, the lid closes, and the door opens.

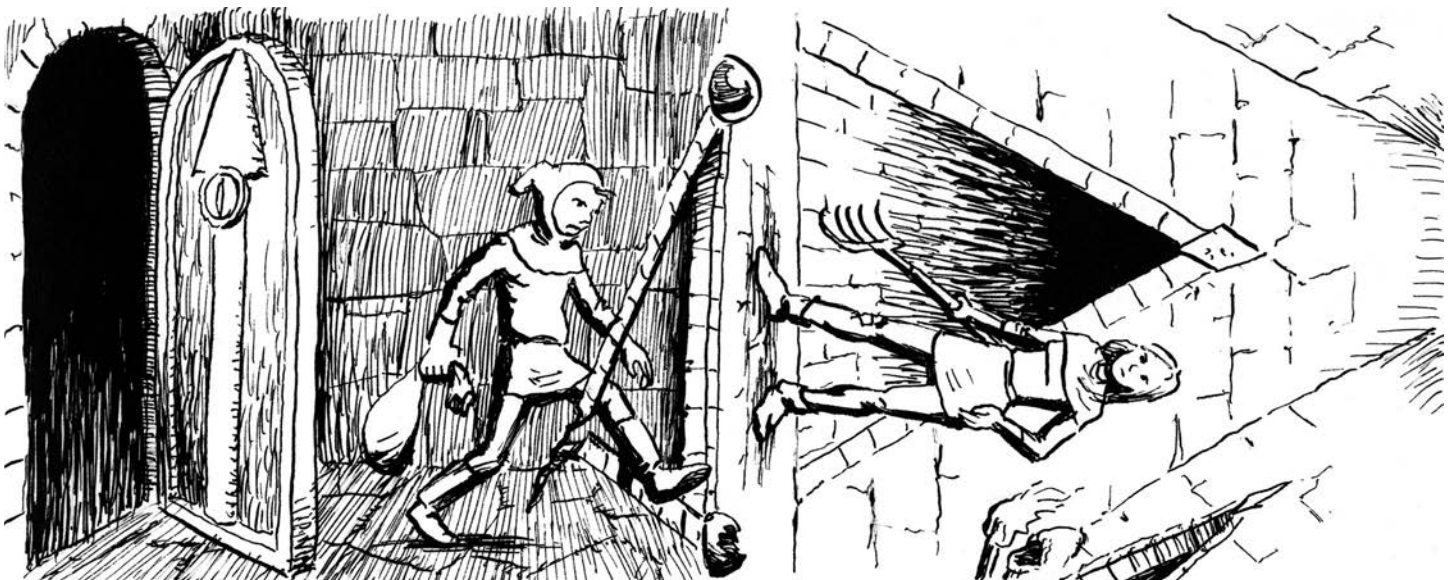
Alternately, the amber lens can be taken out with a little work (after prying the lid open, which is not itself hard). A **DC 10 Agility test** (or applicable skill) will do it, **DC 5** if anyone has a blade of any kind. If you look through the lens at unknown text (e.g., all the runes), you can read unknown tongues and make sense of them.

A **DC 15 strength check** (allowing combined rolls from multiple adventurers) forces the bronze door open.

INSIDE THE BRONZE DOOR



Inside is a small room. On the wall facing you is a five-foot-high triangular opening, about two feet above the floor. One corner of the opening has a large crack in it, running outward for several feet. Inside is a dimly lit room. Entering that room takes you into the **Torch Room** (next page).



THE PRISON OF THE WIZARDS OF ORDER



The rooms are all precisely tetrahedral, 20 feet on a side. Any room bordering the current one seems to have a floor that is tilted up by 40 degrees, because the slanted walls of adjoining rooms are coplanar. There is also a large, 20-sided room-between-rooms, whose sides are made up of the floors of each tetrahedral room. In two small rooms, you can exit through ragged holes in the floor and enter the 20-sided room-between-rooms. Exiting through the top of a tetrahedral room, however, will take you into the **Astral Plane**, where this prison is suspended; this is possible in one room. Also, in three rooms (plus the Torch Room), a dimensional gateway is set into the floor, which leads to other planes.

This was one of many outposts run by the Lords of Order in a previous age, where Chaos Lords were both imprisoned and harnessed for their product. After Sarricar (the caterpillar) escaped, three **Chaos Lords** remain imprisoned in this tesseract, and one malicious **Lord of Order**. They may all break free during the adventure. Any one of them could become the village's new god, as could **Tarqu** the Lawful djinni (who lives in the sapphire).

1. Torch Room (Ruined): Once inside the triangular opening, you are pulled against the wall you just stepped through. The change in orientation makes you briefly dizzy, but then it becomes clear that the "wall" with the triangular opening is in fact the floor. You are in a precisely tetrahedron-shaped room, 20 feet on a side. Below you, through the triangular opening, you can see the other members of the party standing on the other side of the triangular opening, at right angles to what you now know to be "up," as if their floor were vertical.

The room is partly ruined. The crack extends from a corner of the triangular opening on this side as well. On each of the two uncracked corners, there is a **glass orb** half-sunk into the floor, but one is broken. The unbroken one is a reflective green, with a glowing light inside.

There is a triangular doorway in each of the three walls, seven feet high: one behind you (**Room 8**), to your left (**Room 5**) and to your right (**Room 2**). Through those doorways, you can dimly see floors that slant upward at about a 40-degree angle. Each room is perfectly tetrahedral, like this room.

However, as soon as any living creature enters *this* room, three torches, one in each corner, light themselves. There is a sculpture of a closed mouth carved into the wall directly behind each torch. All three

mouths open; as they do, the flames of the torches are sucked inward slightly, just for a moment. Then the mouths speak: "*Say the password.*"

The correct password this time is "**Order.**" Unless you say that immediately, the mouths continue: "*You have entered a forbidden zone. You are not permitted here.*" (The torch flame blows outward in short gusts as these words are said.) **Roll initiative.**

Immediately upon finishing those words, all three mouths open, inhale briefly, and blow the torches' fire strongly into the center of the room: +6 to hit, 1d6 damage, 1d6 additional burning damage until a DC 10 Reflex save is made to put out the fire. The mouths continue to blow once per round for up to 5 rounds, at which point (if anyone is left alive) the torches blow out, and the mouths simply complain ("*You shouldn't be in here...I'm telling... just wait until the wizard gets back...*"). With the torches out, you are in darkness, unless you brought your own torches. Inside each mouth is a small rock that can be removed. The rocks are riddled with holes; each rock blows a strong gust of wind out of it continuously, enough to knock over a three-foot-tall creature or distract a human-sized creature. With a little practice, you can aim the gust.

Stone Mouths

Init +0

Act 1d20

Attack blowing +6 to hit

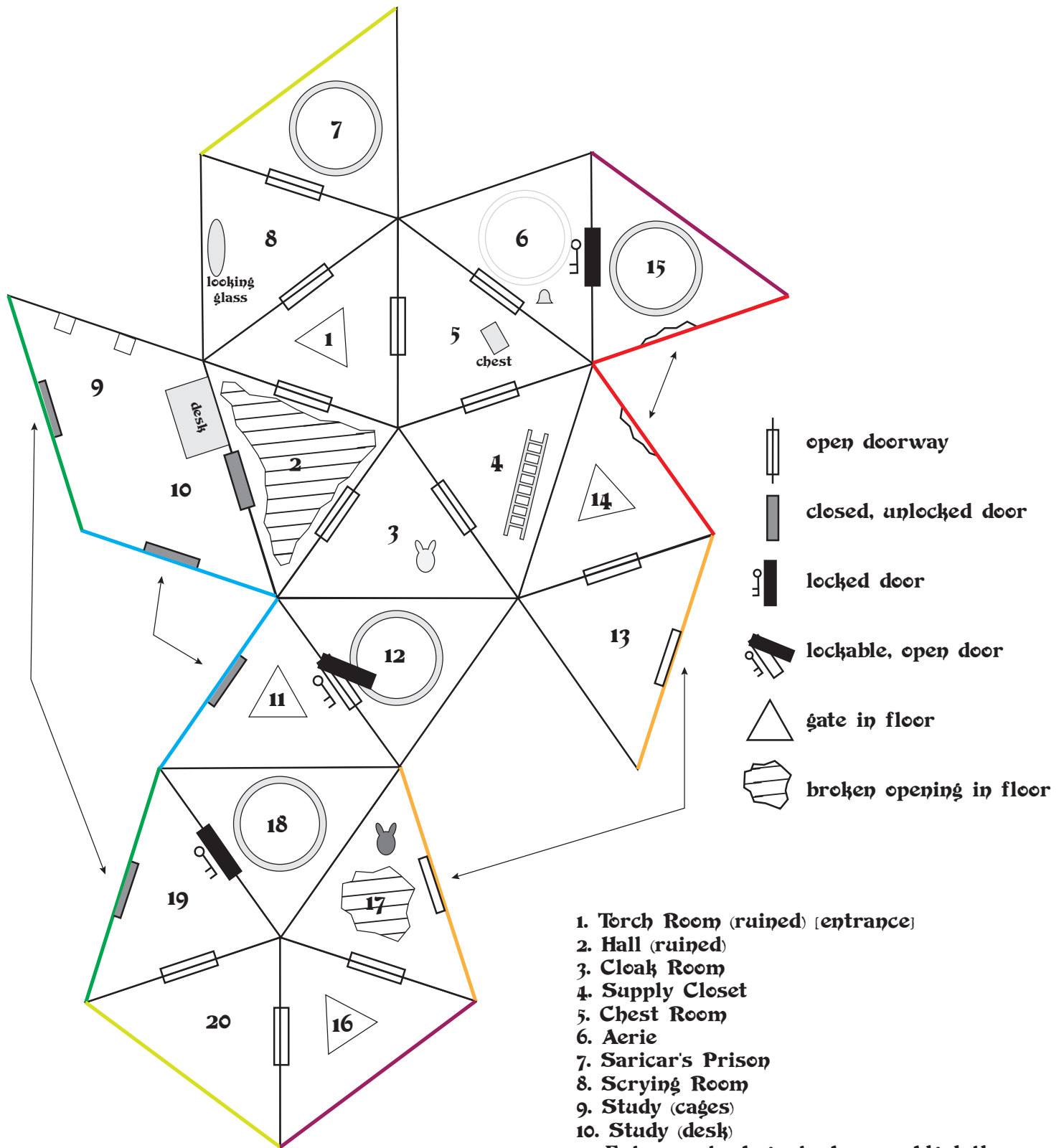
Damage 1d6,

Special: 1d6 additional burning damage until a DC 10 Reflex save is made to put out the fire

2. Hall (Ruined): This is another tetrahedral room. There is an open triangular doorway to the left (to the cloak room, **Room 3**) and a closed, triangular bronze door on the right, with an ornate knocker (to the Study, **Room 10**). In the middle of the floor is a large, jagged hole about 20 feet across. There is about a three-foot ledge on the far side.

On the left or right, there is a six-inch-wide remnant of floor: make a **DC 18 Agility check** to try to cross to the far side that way. Using the ladder (from the supply closet) will allow you to cross if you extend it, requiring a **DC 8 Agility check**. Press the "Extend" button to make the ladder longer. Pouring the orange potion on the ladder will also make it twice as long as its current length, but also doubles the distance between rungs.

If you can get to the far side of the Hall without falling, you will find the door to the Study (**Room 10**). On the door is an ornate knocker in the shape of a paper

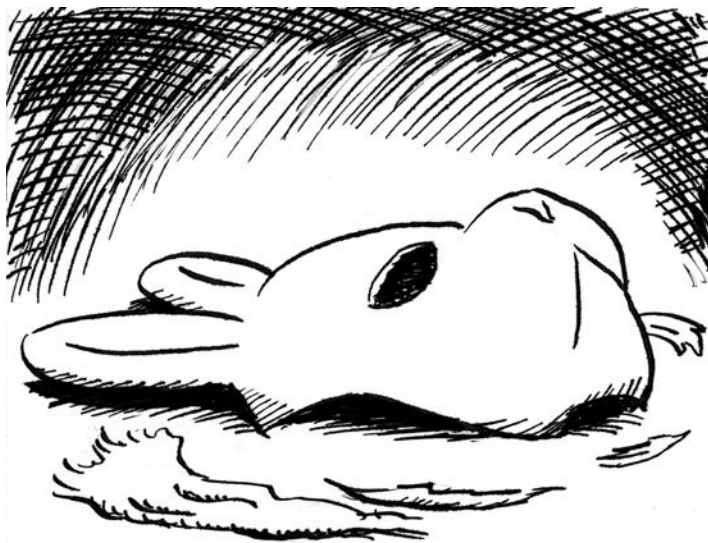


1. Torch Room (ruined) [entrance]
2. Hall (ruined)
3. Cloak Room
4. Supply Closet
5. Chest Room
6. Aerie
7. Saricar's Prison
8. Scrying Room
9. Study (cages)
10. Study (desk)
11. Entrance to Argenta/Aureus/Algoloth
12. Othon's Prison
13. Siphon Room A (ruined)
14. Entrance to Library/Lyncara/Chronos
15. Digan's Prison
16. Entrance to Aer/Watr/Earth Planes
17. Storage Room with Emil (ruined)
18. Abraxas's Prison
19. Siphon Room B
20. Room for Talking with Abraxas

clip with eyes. It talks to you, of course, in a chipper voice. It offers unasked-for tips on formatting spells and mixing potions. It cannot tell you anything useful. It says things like, "It sounds like you're trying to open a door."

Anyone who falls into the hole will enter an **icosahedral room-between-rooms** 38 feet across, with two glass tubes and one bronze tube going through it. White stone rubble seems glued to several of the facets. Each facet of this spherical room has gravity attracting you to it, so that you may fall back to the Hall (**Room 2**) or instead fall through a hole on the far side that leads you to the Storage Room (**Room 17**) that contains Emil.

In any case, take **1d6 falling damage**, unless you descended deliberately on the ladder or climbed carefully onto the room-between-room's inner surface. If you survive, make another **DC10 Agility test**. If you succeed, you avoid hitting the glass tubes and go through the hole on the far side, landing in the **Storage Room**. If you fail, you will hit and break one of the glass tubes, freeing **Othon**, who will quickly coalesce in the middle of the faceted room and pronounce his doom upon all.



3. Cloak Room: There are two doorways in this room: one to the **Hall (Room 2)** and one to the **Supply Closet (Room 4)**.

On the floor is a decayed cloak that falls into dust as soon as you touch it, and amid the cloak is a good-as-new, wooden, painted, **white rabbit mask**. It fits over most of the head. Donning the mask requires a **DC 10 Will save**. Failing the save confers **1d4 damage** and mild madness (permanent **-1 to Personality**). Whether you succeed or fail, the mask confers knowledge:

The password to the Bronze Door is "Law"; the password to the Torch Room is "Order." The warthog's name

is "Nemo." The bat's name is "Petar." Your manager's name is "Horst," and he's a jerk. You work for the Pyramid of Order. You feel cheerful.

While wearing the mask, you can read all the runes in the tower, you have a **+1 Intelligence**, and **+2 defense** against harmful spells cast against you. You can only remove the mask with another **DC 10 Will save**. Failing a DC 10 Will save, you will also resist anyone else who tries to remove the mask from you. The mask has two charges of **Magic Shield** stored in it, which you can use automatically.

4. Supply Closet: This room contains a 10-foot lacquered (and therefore intact) wooden **ladder**, eight intact bronze **torches**, and four rusted, crumbling iron buckets. In one bucket is a glass flask containing a **green liquid**. The silver seal on the top of the flask has a rune on it. If you can read it, the rune says "**Cure**." Drinking it will stop and even reverse the effects of the gold snake, and restore **1d4 health** (and regenerate any part of you that was cut off). It will also reverse the effects of the poisonous blue spines.

A deliberate examination (no roll required) of the ladder shows two buttons on the outside of the ladder near the middle, each with a rune on it: one says "**Extend**" (5 feet to 10 feet to 20 feet) and the other says "**Retract**" (20 feet to 10 feet to 5 feet). When the ladder expands or contracts in this way, the distance between rungs stays the same, but the number of rungs changes. The minimum length of the ladder is 0.625 feet, with one rung.

5. Chest Room: Through the Torch Room's (**Room 1**) left doorway (as you first entered it) is another tetrahedral room. It contains a mostly-intact wooden chest with rusted iron fittings, sitting in the middle of the room.

If you try to move or open the chest, its fittings fall away in a rusty pile. Inside is an egg-shaped **sapphire**, twice the size of a man's fist, resting on what used to be a fine cushion. The gem seems to have a **blue flame** inside it. Wrapped around the gem is a pure **gold band**, sculpted to look a snake, with two small emeralds for eyes.

If you try to take the sapphire by hand, the gold snake suddenly uncoils and bites you, unless you make a **DC 15 Reflex save**. If you take the sapphire by first placing a sack, hood, or hat around it, the gold snake will thrash around wildly, but a **DC 5 Agility check** every five minutes will keep it from getting out. To get access to the gemstone or use it in any way, you have to let the snake out, at which point (unless you do something clever) it will try to attack the holder and everyone else. The snake can be charmed with a flute or put to sleep with the purple potion.

Gold Snake

Init +4

Attack bite +3 melee

Damage 1d4

AC 8

HP 5

MV 40'

Act 1d20

SV Fort +0, Ref +4, Will +0

AL Lawful

If you are bitten by the snake, the area where you were bit turns into gold. It doesn't hurt, but the gold part is numb and immobile. Every round, the area expands by one inch in every direction. A Dispel Magic spell will reverse it, as will a Cure Poison spell. Other than that, all that will halt its inexorable advance (which will eventually turn you into a dead, very heavy gold statue that is theoretically worth 2000 gold suns) is cutting off the body part ahead of the spread. If the cut is made, lose **1d3, 1d5, 1d6, 1d7, or 1d8 hit points**, depending on how big a part needs to be cut off. No hit points are lost until it is cut off.

Holding the large sapphire in your hands allows you to speak with a powerful Lawful djinni named **Tarqu**, who lives in a realm of blue flame and who used to be a Patron to Emil. Tarqu speaks precisely and impatiently. He can answer questions: This is a prison belonging to the Pyramid of Order, a militant organization of Lawful wizards which was destroyed 5,042 years ago (a lazy afternoon from Tarqu's perspective). The Wizards of Order, the group's leaders, have retreated to the upper firmament, living on the sun and the moon, and amid the stars. The Hordes of Chaos may be mounting a new offensive. Tarqu doesn't care.

Tarqu tells you that, if you meditate on the stone for a week, you can gain access to the spells Patron Bond and Invoke Patron for Tarqu. (He can also make for an exacting god of the village, but getting him to accept the apple is difficult, requiring you to overcome his intense apathy and get him to exit his realm via the gem.) Tarqu cannot be bothered to help you overcome any of the challenges in the prison and will simply retreat into the gem.

The doorway on the right (as you enter from the Torch Room) leads to the Supply Closet (**Room 4**). On the left is a doorway to the Aerie (**Room 6**).

6. Aerie: The smooth floor of the Aerie has a silver circle inlaid into it – actually a pair of concentric circles, with strange symbols inlaid between them. (If you find a way of reading them, either with the bronze door's amber lens or one of the masks, they'll be shown to say "Contain Bird – Landing Zone – Attract from Afar").

Getting to any of the other doorways without crossing the circle is a **DC 10 sneak/athletics/Agility** attempt.

There are two doorways: the open one you walked through and a **locked door** (to **Room 15**).

The locked door may be made of wood. You can see the scattered, rusted remains of an iron portcullis that used to cover it. On closer inspection, it is not wood; rather, it is made of several cut sections of horn, like a spiraling goat's horn, but much, much larger. If it is really natural horn, it comes from the biggest goat in the world. In the center is a keyhole. It is locked.

On the floor next to the silver circles is a **gold bell**. A niche in the wall is above it, where apparently it once hung. Engraved on the bell is a triangle, with an upward-pointing arrow inside it. If you ring the bell, it makes a loud, clear sound, after which a seven-foot-tall **spectral bird** with a 10 foot wingspan appears in the circle. The bird is a deep translucent blue, with a bright light in its chest and dozens of smaller, shimmering lights inside it. It sits and waits. If you ring the bell a second time, it steps to one side and lets you cross the circle. You can also mount the bird, at which point it will take you to anywhere you imagine.

If you step into the circle without ringing the bell, the bird appears immediately inside the circle and starts to attack anyone who is in it. If you step into the bird's circle after summoning it but before ringing the bell a second time, it does the same. In these cases:

Roll initiative. Anyone who throws themselves through the doorway to the Chest Room (**Room 5**) before the bird can act escapes immediate harm – the bird will not attack outside the circle. It pecks at one head per round, doing **1d6 points of damage**.

Giant Astral Bird

Init +2

Attack bite +6 melee

Damage 1d6

AC 6 (in close quarters)

HP 10

MV 30' (walking/hopping)

Act 1d20

SV Fort +8, Ref +4, Will +4

AL Neutral

Killing the bird causes its form to evaporate; the lights inside it fall and tinkle on the flagstones; they turn out to be **30 small crystals** and a **single large one**.

Carved on the large crystal are four strange runes (saying "Travel – Commute – Transport – Find Landing Zones"). The small crystals are worth a copper penny (one quarter-moon) each, and the large crystal is worth

Table 1: Locations inscribed on the astral bird's smaller crystals:

1	Emil's Prison	Ruined prison of the Wizards of Order (current location)
2	The Old Capital	Once the seat of the Emperor (now ruins)
3	Ghonzia	Pomp-filled city of canals, merchant dukes & secrets
4	Phaistos	Lighthouse city: brass domes, veiled clerics, silk & spices
5	Lyncara	Mountaintop city where the all-hearing lynx "Albertus" dwells
6	Mandat	Underground city of the goblins
7	Fair Niam	Forest home of the elves
8	Greddik	Underground stronghold of dwarves
9	Fuming Mountain	Wyrm-eaten caves, infested with dragons, full of stolen gold
10	Setillia	Sunken city, home of mer-people
11	Hyperborea	Ruined city in the cold wastes beyond the north wind, once a verdant magical paradise, now a den for frost giants
12	Pyramid of Order	Mountaintop home of the Wizards of Order, the militant wizards
13	Crooked Tower	Mountaintop home of a consortium of angry wizards dedicated to stopping the Wizards of Order
14	Chronos	The Palace of Time: a castle full of archways. through each arch is a different age.
15	The Eternal Library	Plane of books containing all knowledge (except spells)
16	Plane of Earth	Realm of branching caves, behemoths, bulettes and xorns
17	Plane of Watr	Undersea realm of leviathans, krakens, and bewitching anglerfish
18	Plane of Aer	Vortex-filled kingdom of Aeolius, who commands the winds
19	Algoth	Shadow plane, connects to all our shadows; home to the Night People, carnivorous phantoms
20	Fae	Airborne realm of pure magical energy, which sustains short-lived faeries. Borders on Aer.
21	Telu	Realm of blue flame, inhabited by djinn: inquisitive, godlike
22	Choria	Swamp realm of spent & spoiled magic, where giant maggots and spiders eat evil spells and magical items. Borders on Tartarus.
23	Singularum	Mostly empty plane of Order, a white flat plain with a single black tower. Emotions are torn away from you here
24	Panviae	Stormy plane of Chaos. Coming here drives you incurably insane
25	Tartarus	Land deep underground, home of the shades of the dead
26	Pandæmonium	Sprawling city in the Abyss, home of Chaotic demons
27	Dis	Iron-walled capitol of Hell, home of Lawful devils
28	Hermopolis	Small city on a disk that Hermes flies through the sky between the homes of the gods. Home of all magical spells, written on scrolls
29	Argenta	City of the moon (built on a silver disk in the sky)
30	Aureus	City of the sun (built on a golden disk in the sky)



one silver moon. The keeper of the large crystal has a **25% chance** of being **pulled into the Astral Plane**, once per room (or whenever you remember to check). This can allow you to see other parts of the prison, but you will always return to either your original spot or, your choice, the landing in the Aerie.

Each little crystal has a rune carved on it, each one representing a different place (see Table 1). These are all places in the world or on a nearby plane. If you hold the large crystal at the same time as any of the smaller crystals, make a **DC 5 Will save**. If you make it, you will see a whirling panorama of stars against blackness, then be transported to the place inscribed on the smaller crystal. If you fail, your spirit will be smeared across the Astral Plane, resulting in incurable madness. After being transported, it requires another **DC 5 Will save** to return to the prison unharmed. After 1 minute in the new location, return also requires having crystal #1.

7. Saricar's Prison (Ruined): The marble door to this room is busted open, from inside this room. On the floor is a silver circle with runes painted on it (the runes say "Contain – Imprison – Hold – Reduce Size – Prevent Cocooning"). The room is otherwise empty. The floor is buckled upward and the stones cracked slightly apart, enough to break the silver circle. Blue spines, three feet long, are stuck in between the floor's flagstones. Each one is poisonous to the touch (**DC 14 Fort Save** vs. **1d4 Strength loss** and turn puffy & dark blue), unless you cover your hand before grabbing it, in which case it can be used as a **1d4 rapier** plus the poison. If you get to 0 Strength, you cannot move. The Strength loss, as well as any regular damage it inflicts, can be reversed with the green potion.

8. Scrying Room: This room has only two doorways: the one you came through and another to your right. The latter one (to **Room 7**) was once sealed with a marble door, but the door has been shattered from inside the next room, and blue-veined marble chunks litter the floor. On the third wall is a round, faintly glowing **looking-glass**, about four feet across. The glass is solid, but images play across it: at first ripples like a pool of water, which quickly resolve into a giant **bee's head** made of crumbling and re-forming sawdust. The head says, atonally: "You have – three – messages. Monday:" Then a bizarre human face fills the pool, the upper half of which is made of smooth stone. He says:

"Emil? Emil it's Horst. Pick up... Okay, look, there's a new subject coming in on Thursday, and you're next in the rotation. The bird will bring you a new silver canister. Just throw it in the middle of the room and toss the restoration potion in afterward. I think even you can manage that. Bye."

"Tuesday:" "Emil, pick up. Come onnn, don't be like that. Anyway... There are rumors that those butt-heads in the Crooked Tower might be planning something. The higher-ups think they could try a jail break. Just let us know if you see anything, okay?"

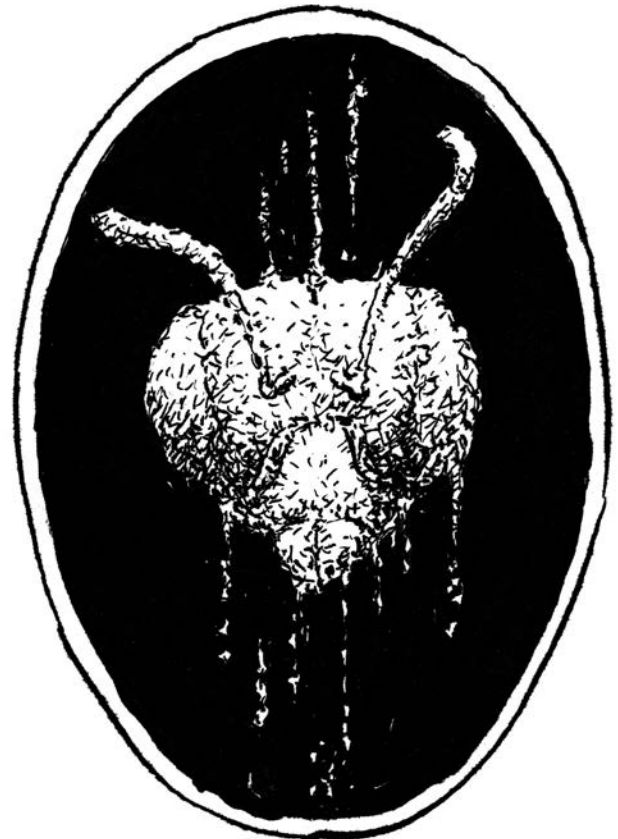
"Wednesday:" "Emil! It's Horst! Oh dear gods, they're killing us! They're killing us! Lock your doors! Whatever you do, don't let your prisoners get free! We—"

The pool goes blank. You can speak to the bee, who will answer simple questions (like how long ago the messages were recorded – 5,042 years). You can ask the bee to return Horst's call, but there is an image of a ruined pyramid on a butte or mesa, and nobody answers. You can ask things like "Directory" or "Return last call," but none of the wizards in the list answer.

If you try to call the Crooked Tower, a **hydra-headed man** answers and tries to get answers from you. Then the image fixes on what appears to be a twisted black tree on a rock. But no, the scale is much bigger: it is really a branching, many-turreted black tower on a mountain-top.

9, 10. Study: Each of the three entrances into this room has a bronze door, on the outside of which is the knocker shaped like an animated paper clip.

The Study is a two-part room with four sides. The floor seems to tilt upward in the middle at a 40-degree angle. In the (9) section is a pair of **small cages** on the wall. In the (10) section is a **desk**.



The desk is four feet wide, made of lacquered wood, with a thin bronze sheet nailed to the top and sides. On a bronze shelf above the desk are **four silver cylinders**, about six inches high. Each one is etched with the same symbol (that says "Contain"). (The silver cylinders are canisters for transporting, by bird, shrunken prisoners and test subjects.)

Next to the cylinders is a **pile of glass phials**:

- three blue liquids (with a rune that says "Shrink" (small enough to fit in the canister, same hit points, for 5 minutes or until uncanned))
- four red liquids (with a rune that says "Restore Size" (undoes Shrink or Enlarge potions))
- one orange liquid (with a rune that says "Enlarge" (2x size, 2x hit points, for 5 minutes))
- one dark brown liquid (with a rune that says "Stay awake" (+1 Reflex saves, for 20 minutes))
- one dark purple liquid (with a rune that says "Sleep" (DC 15 Will save or sleep for 20 minutes))
- one white liquid (with a rune that says "Swallow If Captured" (2d12 damage))
- one green liquid (with a rune that says "Heal" (1d6, up to max hit points)).

There is also a **thin vellum book**, untouched by time, with runes on and inside it. The runes on the outside say "Enchantments." Inside are several spells, incomprehensible to 0-level characters. (Magic Shield, Feather Fall, Magic Missile, Charm Person, etc.) If you make it out alive, you can begin to learn them.

Also on the desk is a **jar of silver ink**, a **metal stylus**, a **brush** that's in good shape, and a small green **bronze key** (for the cages on the wall).

The two locked bronze cages, each about two feet tall, are bolted to the wall. The cages are made of a wire that looks like it's barely holding together. The one on the left contains a **two-foot-tall cloth cylinder**, stitched together out of bands of alternating red and white cloth. The one on the right contains a **black and white cat**, still very much alive, that stares at you with baleful green eyes. The small, ancient locks are fastened, but you can use the green key, or even break them easily. Upon seeing you, the cat meows piteously and quickly breaks apart the cage and tumbles to the ground.

(The cloth cylinder is a hat. Once the cat gets out, it will try at anything to get at the hat, and if not prevented, it will soon get to the hat's cage and break it apart. If the cat and the hat are not prevented from coming together, the cat will put on the hat, grow to human height, and stand on its hind legs. Then it will talk to you in sing-song rhyme and start causing chaos. In answer to any suggestions or requests that you make, the cat will

cheerily come up with a much more complicated and destructive alternative.)



The Cat in the Hat (Minor Chaos Lord)

Init +3

Attack bite or claw +4 melee (but prefers to pull things from hat)

Damage 1d6

AC 8

HP 16

MV 30'

Act 1d20

Special: The hat is a bag of holding. The cat can reach into it and pull out virtually anything, includ-

ing creatures much larger than the hat, limited only by the cat's whim. Examples are: a fish in a bowl, a contraption with a single wheel and a seat, small (numbered) imps with blue hair, bugbears (DCC RPG p. 397), and a dragon (DCC RPG p. 406).

SV Fort +4, Ref +8, Will +6

AL Chaos

Spells: Summon creature, summon object

If the cat is killed, the hat remains. The hat cannot be destroyed by anything except magical fire (e.g., Digun's breath). If you (or any other creature) put on the hat, you will be **charmed** to the extent that you will not relinquish the hat, or willingly remove it for more than a few moments, and will seek to prevent others from taking it. Resisting the charm requires a **DC 20 Will save**. After **1d6 minutes** of wearing the hat, you will speak only in rhyme. Over the course of **1d6 more minutes**, you/they will **transform into a large cat**. At the end of this period, the transformation will be irreversible. As the Cat in the Hat, you can (at will) retrieve anything from the hat that was already placed in there; it is the judge's discretion what has been put in there, but generally they are things and creatures consistent with the period and setting. Living creatures that were placed in the hat are in suspended animation while in the hat.

The Cat finds your apple boring. If you somehow convince the Cat to accept it, it will become a whimsical guardian of the village, creating enormous messes that it invariably cleans up.

11. Entrance to Aureus/Argenta/Algoth:

This room has a **triangular hole** in the floor, with a glass orb in each corner of the hole. One is **silver**, one is **gold**, and one is **black**. The gold one is glowing.

There is the doorway you came in through (to the **Study, Room 10**), which has an animated paper clip-shaped door knocker on it. There is also an open door made of ivory (to **Room 12**).

Seen through the hole is a golden, shining city, Aureus the **City of the Sun**. If you enter, you can learn that it rests on a giant golden disc that is the sun we see in the sky. It is full of immortal poets, manticores, and many of the Wizards of Order who fled the Pyramid of Order.

Touching the silver ball replaces the city with a silver, shining city, Argenta the **City of the Moon**. It rests on a giant silver disc that is the moon we see in the night sky, but it is constantly being eaten by the Night and then being rebuilt, resulting in the waning and waxing of the moon. It is full of bat-people, intelligent insect-people, and some of the Wizards of Order.

Touching the black ball replaces the city with a

dark, shadowy world of half-light, Algoth the **City of Shadow**. You can see crowded wooden buildings and alleys, with distant hills in the background. It is full of vampires, phantoms, and ghosts. Any place in the prison or in the world that has a shadow can be accessed from Algoth.

The door made of ivory is carved in a bas-relief welter of twisting, serpentine shapes. You can distinguish several shapes of animals and men, but you can't tell where one ends and another begins. (Some ivory can be broken off and sold to merchants for a couple silver moons.) In the center is a keyhole. The door is open.

12. Othon's Prison: Inside is a **silver circle** with runes painted – not inlaid – on it (the runes say “Contain – Imprison – Hold”), containing a shimmering **quicksilver ball** six feet across, pulsing and swirling, suspended in mid-air. It seems to strain against its shape and position.

In the middle of the floor (inside the circle) is a round opening, and the top of a **glass tube** is fitted into it. There is also a small ragged **hole in the floor**, with rubble strewn around it.

Lying on the floor, against the wall, is a **brass man** with a **warthog's head**, with big curving silver tusks. Its left arm is torn off, crushed under rubble next to him. The space inside the shoulder is full of brass and silver gears. In its right arm is a bronze battle-axe; in its crushed left hand is a ring with an ivory key. If you address the warthog-man, or touch it, it stirs. It speaks gruffly, interspersed with grunts.

Minotaur-hog (“Nemo”)

Init +0

Attack axe +5 melee

Damage 1d6

AC 4

HP 10

MV 20'

Act 1d20

SV Fort +2, Ref +0, Will +4

AL Lawful

Nemo can answer questions about the Wizards of Order and this place. Nemo knows that much time has passed, without Petar or Emil, during which he has made his home in these halls. After the earthquake that killed Emil (see **Room 17**), he continued to watch over this place and keep it secure, and to watch over the realms bordering this prison, like your world. A few minutes ago, a second earthquake knocked him down while he was checking this room, and he has been drifting in and out of consciousness since then.

The quicksilver ball in the center is a powerful Chaos

Lord, a protean shape-shifter named **Othon**. Staring at the ball for any length of time causes it to coalesce into the shape of someone familiar to one of you, although constantly shifting and rippling. It speaks in a hollow, distracted voice.

Othon

Init +3

Attack: Warping touch +18: a body part (1d4: 1. Arm, 2. leg, 3. head, or 4. whole body) changes into (1d5: 1. bubbling swirl of molten flesh; 2. misshapen insect; 3. cobbled-together chunks of stone; 4. bulbous, warty lizard; or 5. hairy, tooth- and claw-sprouting dog-like shape)

AC 30

HP 180

MV 20' (outside the circle)

Act 1d20

SV Fort +10, Ref +5, Will +15

AL Chaotic

If the **quicksilver spider** escaped from **Room 19**, it is in this room, actively smearing out the characters on the silver circle so as to free Othon. If Othon gets free without taking the apple from you, it will immediately attack, then burst out the door and escape into the world.

If the spider did not escape, Othon will try to talk to you, to convince you to give it something – preferably a means of escaping the circle (e.g., the **pendant**, found near Emil in **Room 17**). If you give it the pendant, it will escape out the door, through one of the gateways, and out into the world.

Othon can answer questions. You can also negotiate with Othon, and convince it to accept the apple and become the god and protector of the village, your advocate before the old powers of the universe. It will also offer to change the shape or substance of any of you, or of anything you hold. It merely needs to be free. But its

shaping is not perfect: it is always warped and messy. Othon can be compelled to become your Patron if you allow it to touch you.

Once freed, Othon becomes a destructive god who twists and warps the countryside. If it becomes the village deity, it will demand its worshippers allow themselves to be warped by its touch. Othon's priests will have the same warping touch.

13. Siphon Room A: Just inside the door, hanging on the wall, is a **key** made of horn. It unlocks Digun's prison (**Room 15**). In the center of the floor is a two-foot-wide round hole with a bronze valve on it, surmounted by a four-foot-tall, five-foot-wide **glass tub**, full of murky water. The tub is open at the top, and a bronze step-ladder leads up to its lip. The **valve** has a large crank on it, and strange symbols ("Extract trans-dimensional water from lizard") written on it. The valve is closed. Opening it makes the tub fill up more, as it sucks water from Digun, causing him to howl in pain.

As you look into the water, each of you sees a different scene: a verdant forest where elves walk, a library full of books, a shining silver city, an underground fortress of dwarves, or a cave full of gold and dragons. Roll a d30 against **Table 1** to determine what each of you sees. Anyone who enters the tub travels to that place. Travel back is possible within 1 minute, but make a **DC 5 Will Save** to avoid losing your soul in the astral plane.

The floor is strewn with rubble. As you walk through the room, each PC makes a **DC7 Agility test**, or else knocks the tub off its feet. Within moments, it cracks, and greenish water spills all over the floor and down the hole. This does not prevent anyone who entered the tub from returning from their planar travel, but it will free Digun shortly – see **Room 15**.



14. Entrance to Library/Lyncara/Chronos:

There is only one doorway in this room. There is also a two-foot-wide, nine-inch-high **ragged hole in the wall** on the right (as seen from the door), at floor level. If necessary, you could crawl through it.

The room has a **triangular hole** in the floor, with a glass orb sunk into each corner of the hole. The orbs are a papery **light brown**, **stone gray**, and sandy-flecked **dark brown**. The papery light brown one is glowing.

Through the hole, at right angles to the room you're in (as if the triangular opening opened in a wall on the other side), you see an enormous, dimly-lit library, its shelves full of codices and scrolls. This is the **Eternal Library** of all knowledge, abandoned by all except a small cadre of obsessive librarian-wizards.

Touching the sandy-flecked dark brown orb changes the view to a long arcade extending away into the distance. Each arch of the arcade shows a different view through it: storms, fair skies, bustling cities, desolate wilderness. This arcade is Chronos, the planar **Palace of Time**, and each arch is an entryway into a different time.

Touching the stone-gray orb changes the view to a quiet **stone city** that seems to be atop a remote mountain peak, under overcast skies. In the middle of a plaza, on a stone plinth, sits an enormous lynx that seems to be listening intently to something. This is Albertus, the **oracular lynx** that hears everything going on in the world, and the city is **Lyncara**, built reverently around its demigod. If you enter, Albertus will talk civilly with you (in between listening for things), but he has no interest in becoming the god of your village, since he already has a city to watch over.

15. Digun's Prison: This is a prison for a 10-foot-long, squat, wide-mouthed creature shaped like a giant **hellbender**. His slick, warty skin is olive green with orange spots, and he has six sawn-off stumps of horns on his head and shoulders. The room is damp and smells rank. He lies coiled in a **silver circle**. The silver runes are painted, not inlaid.

The creature's name is **Digun**. He is reading damp books with a wide pincer nose on his nose. He speaks with a deep, rumbling voice. He is frustrated at being captive. His frustration causes him to breathe Greek fire into the air, which stops at an invisible dome surrounding his circle. He has been waiting a long time, and he has reread these books many times over. If you could find him new books, he would be grateful. (Not protect-your-city grateful, but won't-eat-you grateful.)

There is a two-foot-wide, nine-inch-high **ragged hole in the wall** on the right, at floor level. If necessary,



you could crawl through it.

The runes on his circle say "Contain – Imprison – Hold – Shrink – Moist – Provide Books."

There is a one-foot-wide round hole in the floor, inside the circle, and the top of a **glass tube** is fitted into it. Digun says that water is extracted from him via this tube, a painful process. When he was free, he used this water to travel between worlds. If you have visited Siphon Room A (**Room 13**) and broken the jar, there is water bubbling up from the tube, pooling across the floor, and smearing the runes beyond legibility. As a result, in about 10 minutes, Digun will be free. If he gets free without eating the apple (or without getting new books from you), he will eat you.

If Digun takes the apple, he breaks free, climbs down Spire Peak to the village, and dives into the river, where he burrows beneath the mud and turns the river into a transdimensional highway. He also generates dozens of semi-intelligent salamander guards who troop wetly around the edges of the city, and in and out of the river. He is fickle and would demand sacrifices.

Digun

Init +3

Attack: Bite +18, melee (2d6 damage, 2d30 damage if freed)

Attack: Greek fire breath +18, ranged (1d6 +2 damage, 5d6 +10 damage if freed)

AC 30

HP 180

MV 100' (outside the circle)

Act 1d20, 1d20

Special: Creates moistness, breathes magical Greek fire in a 45-degree cone (that cannot leave the circle), summons an army of salamander demons (if freed), partially inhabits (if freed) an extraplanar river that connects many other planes.

SV Fort +10, Ref +5, Will +15

AL Chaotic

16. Entrance for Aer/Watr/Earth Planes: This room has a **triangular hole** in the floor, with a glass orb sunk into each corner of the hole. The orbs are **white**, **blue** and **gray**. The gray one is glowing.

Through the hole, you can see an underground cave with tight passageways branching away. This is the plane of **Earth**. In it, there is no surface, only endless caves populated by kobolds, purple worms, xorns, and roaming bulettes.

Touching the white orb changes the view to mid-air, with vortices of clouds rushing past. Other than a series of tiny floating islands that you can hop to and between, there is no ground in sight. This is the plane of **Aer**, populated by thunderbirds, phoenixes and djinn, ruled over by Aeolius.

Touching the blue orb changes the view to endless depths of sea. Giant creatures swim past with sinuous motions. This is the plane of **Watr**, populated by Leviathans, krakens, mer-people, and hypnotic anglerfish. The triangular hole on that side is surrounded by a large bubble in which you can breathe. You can also breathe underwater if you enter this plane.

An enormous **bronze battle-axe** is leaned against the wall. It requires at least a **15 Strength** to wield, but does **1d10+2 damage**.

The top corner of this room has fallen apart, leaving a **hole** four feet wide. An eerie wind blows through it, and you can see a dark blue sky full of stars and strange mists. Using the ladder or standing on someone's shoulders, you can just reach the lip of the hole. But if you go through the hole, you will be whipped away into the **Astral Plane**, from which you can see this prison from the outside (it looks like a large stone icosahedron), floating in nothingness and swiftly receding from view.

Make a **DC 5 Will Save**. If you make it, you will be able to swim through the Astral Plane, possibly making it back to the prison. If you fail, your spirit will be smeared across infinite space, resulting in incurable madness.

If you make the Will Save and have any of the **crystals** that came from the Bird, you can sense the ability to travel to their locations or even back to the prison.

17. Storage Room with Emil (Ruined): This is a mostly empty room that once served as storage space. There is a **ragged hole** in the middle of the floor, surrounded by white stone rubble. The hole is about eight feet across, and you can use it to get to the faceted spherical **room-between-rooms** (see description in **Room 2**).

In one corner is a **skeletal corpse**. The skeleton is wearing a decayed silk robe and a good-as-new wooden **black rabbit mask**. It is missing its left hand. If you spoke to Nemo or Petar, you know that these are the bones of **Emil the Wizard**, left where he fell during the earthquake.

On the floor in another corner is a bony **hand** holding a key ring and a **bright gold pendant** worth 5 gold suns. The pendant has a rune carved in it. The rune says "Exit." Whoever wears it, whether player-character or monster, can cross the silver lines in any prison room.

If you try to move through the room or take the gold pendant, the skeleton's bones knit themselves together with ancient magicks, stand up, and turn to face you, saying "*Trespassers! You have transgressed against the Lords of Order.*" If you remove the mask before trying to move through the room, the skeleton still comes to life, but only in reduced capacity (see second set of stats), and it does not talk.

Emil's Skeleton (with mask)

Init +2

Attack Sword +2 melee (1d8 damage)

AC 9

HP 15

MV 30'

Act 1d24

Special: Undead; Half Damage from Piercing and Slashing Weapons

SV Fort +0, Ref +2, Will +4

AL Lawful

Spells: 1d4 blue flames +2 to hit on 1d24, each doing 1d4 damage

Emil's Skeleton (without mask)

Init -2

Attack Claw +0 melee (1d3 damage)

AC 9

HP 3

MV 20'

Act 1d20

Special: Undead; Half Damage from Piercing and Slashing Weapons

SV Fort +0, Ref -2, Will +2

AL Neutral

The skeleton has Emil's mind by virtue of the black rabbit mask it wears. Knocking it off in combat (DC 12 called shot) will reduce it to the second set of stats: a shambling, undead idiot. Alternately, knocking the skeleton into the hole will send it careening into the Hall (**Room 2**), with a 25% chance of breaking one of the glass tubes as it passes through the spherical **room-between-rooms**.

While wearing the black rabbit mask, you know the same things that the white rabbit mask knows (The password to the Bronze Door is "Law"; the password to the Torch Room is "Order." The warthog's name is "Nemo." The bat's name is "Petar." Your manager's name is "Horst," and he's a jerk. You work for the Pyramid of Order; you can read all the runes in the tower, you have a **+2 Intelligence**, and **+2 damage** when casting harmful spells. However, the mask brings an angry mood with it and tempts you to **do destructive things**. You can only remove the mask with another **DC 10 Will save**. Failing a DC 10 Will save, you will also resist anyone else who tries to remove the mask from you. It has one casting each of **Choking Cloud** and **Lightning Bolt** stored in it, which you can cast automatically.

In Emil's left eye socket is a **stone orb** made of fiery opal. If you take your eye out (**1d3 damage**) and insert this orb, you will be able to see places far away by concentrating: roughly **1 DC Personality check** per 10 miles distance away that you want to see. With a **DC 15 Personality check**, you can see into other planes.

On a belt around Emil's waist is a sword. It is an **enchanted longsword** (**+6 melee, 1d8 damage**). If you take it, it will speak to you in a cheerful voice. "*I was Emil's sword, but I wouldn't mind being your sword.*" It will reveal itself to be a powerful personality, a spirit of Order who guards truth. It will seek to cut any who lie, by telling the wielder that a person within reach is lying and filling the wielder with violent rage against that person (**DC 12 Will Save vs. forced attack roll**).

18. Abraxas's Prison: This room is accessed via the locked obsidian door. In this room is a **little boy**, maybe 8 or 9 years old, inside a **silver circle**. A thin **bronze tube** juts up from the floor, inside the circle, which turns sideways and ends in a flared opening.

The boy is weeping inconsolably. He is dressed in a plain white tunic. He tells you that his name is **Abraxas**. He was taken here a long time ago by men who were very angry him and left him here forever. Powerful magics keep him alive. He would like to go home now. He hasn't been home in a long time. He would like to be warmer.

The symbols on his circle say "Contain – Imprison – Hold." The circle is painted on the floor.

Abraxas

Init +2

Attack: Flying, Spinning Razors +4 melee (4d6 damage if freed)

AC 4

HP 300

MV 20' (outside the circle)

Act 1d30

SV Fort +10, Ref +10, Will +15

AL Chaotic

Spells: Charm Person, Drain Life, Summon Razors

Abraxas is a Lord of Order, but a prince of Hell. He does not lie, but he can tell untruths by omission or through carefully chosen words.

After initially hearing Abraxas, everyone within earshot needs to make a **DC 5 test** to withstand his charm. After speaking with him for about five minutes, the **DC goes up to 10**. It continues to go up by 5 every five minutes. When charmed, you will, at Abraxas's suggestion, give him the gold pendant if he finds out you have it and what it does. If you don't have the gold pendant, he'll send you to the Study (**Room 10**) to fetch the silver ink and brush. Abraxas will guide you through how to alter the painted symbols so that they say "Free – Empower – Unchain."

If freed from the circle, he will transform into a tall **young man** of uncommonly good looks in a black tunic, then rip the black door off its hinges. Then he will open a dimensional rift in the floor, through which you can see a deep pit with a red glow at its bottom. Rushing up through the rift will come an **iron chariot** drawn by terrifying flapping creatures that look like shards of black glass. He says in a child-like voice, "*Thank you, friends! I'm sure I'll see you again soon!*" and disappears down the chasm. He leaves behind, in the hands of one of you, a three-inch-wide **silver ring**, inside of which hangs a silver triangle. Tapping the thing makes a peculiar ringing sound that fills the room. This will open a channel of speech with Abraxas, during which his **charm effect** is immediate, unless the hearers make a **DC 10 Will save**.

19. Siphon Room B: There are three doorways in this room: an open doorway (to **Room 20**); a closed door with a door knocker (to **Room 9**); and a heavy, carved obsidian door that is locked and has a keyhole (to **Room 18**).

The door knocker in the shape of a paper clip has eyes. It talks to you in a chipper voice, offering unasked-for tips on formatting spells and mixing potions. It cannot tell you anything useful. It says things like, "It sounds like you're trying to open a door."

Just on this side of the closed door with the paperclip, hanging on the wall, is a key hook with no key. In the center of the floor is a one-foot-wide **round hole**, with a large **glass tube** coming up through the floor and pointing toward a bewildering array of **casting molds**. However, the tube is broken, and glass shards are all over the floor. **Quicksilver** lies in several pools around

the room. There are two **work tables** in the room, each one in a corner.

The casting molds are for gears and rods of varying sizes.

The first work table is empty, except for a few brass and silver gears scattered around it.

The second work table has a brass **mechanical figure** lying on it, partly disassembled. The figure has a brass head shaped like the head of a giant bat. As you enter the room, the figure comes to life. However, it is badly wounded: its chest has been pierced with three silver spear-points. The figure (whose name is **Petar**) will follow your commands if you are wearing either rabbit mask. Otherwise, it will attack you.

Minotaur-bat (“Petar”)

Init -2

Attack +0 fist

Damage 1d6

AC 4

HP 3

MV 20'

Act 1d20

SV Fort +2, Ref +0, Will +4

AL Lawful

Shortly after dealing with Petar, either fighting him or commanding him, the quicksilver pools merge, forming into a **rippling sphere** with nine to 11 spidery legs and a jagged mouth, constantly re-forming. The spear-points in Petar's body become liquid and flow into the sphere's mass. It attacks you, but after 1 round, it will try to exit down through the hole in the floor, through the glass tube to Othon's prison room (**Room 12**). If it manages to get down the hole, it will begin trying to free Othon.

Quicksilver Spider

Init +0

Attack bite +0

Damage 1d4

AC 12

HP 12

MV 5'

Act 1d16

SV Fort +3, Ref -1, Will +0

AL Chaotic

20. Room for Talking with Abraxas: Just inside the door, hanging on the wall, is an **obsidian key**. It unlocks Abraxas's prison (**Room 18**). In the center of the floor is a three-inch-wide **round hole**, with a **bronze tube** extending from it and snaking toward a small bronze **writing table**. Strange characters are on

the tube (“Dispel charm”). The tube ends in a pair of flared bronze openings at head height for someone sitting at the table: one directly in front of the seated person, and one to the side. There is a small **black book** on the writing table. It tells you many disturbing things about Abraxas (see **Room 7**).

If you speak into the tube, or even make noise, Abraxas will answer you or call out to you through the tube. He sounds like a scared child. However, unlike in Room 7, he cannot compel you when speaking through the tube, and he knows it.

CAGE MATCH



If more than one of the gods are freed from their prisons at a time, they will start fighting each other. Othon will use its warping touch against the other gods, as well as on the stone and other materials in the tower. Digun will use his magic Greek-fire breath. Abraxas will use his charming voice and, if necessary, flying spinning razors. The PCs will be caught in the crossfire.

Digun is horribly susceptible to Othon's warping touch. Othon is susceptible to Digun's Greek-fire breath and continues burning no matter what shape it assumes.

Abraxas is the mortal enemy of Chaos. If he can charm Digun or Othon, he will instruct one to kill the other. Neither will die immediately, but in the confusion, Abraxas will find and take the **gold pendant**. Shortly after Abraxas is gone, Digun and Othon will stop fighting and retreat to separate ends of the tower, to sulk and nurse their wounds.

APPENDIX: ENCOUNTERS ON OTHER PLANES

Each place that is accessible via the triangular portals in the floor, or by holding one of the astral bird's crystals, can be a scene in its own right to explore. Here is a brief list of descriptions of each of those places, some with encounters, numbered according to Table 1.

1. The Prison: You are here. Anyone holding this crystal sees a brief flash of infinite space and stars, and then finds themselves standing right where they were.

2. The Old Capital: You find yourself in a large stone hall strewn with stone. Evening sunlight streams through the collapsed vaulted ceiling. A carved-stone throne sits on a dais at one end of the hall. Moth-eaten tapestries showing scenes of old glory lie in heaps around the perimeter. There is a smell of rotting wood, fabric and flesh. **Ghouls** (DCC RPG p.414) roam the wreckage. (These are traditional ghouls that feed on dead flesh and haunt graveyards, although they will eat living flesh in a pinch.)

Buried in a crypt beneath the hall's flagstones are dozens of emperors and empresses. The last in the line is a powerful lich whose ability to cast magic is hampered by missing body parts: The ghouls have dragged three of his limbs to far corners of the throne room. As the PCs explore the throne room and the crypt, they will find a skeletal torso dragging itself around with one left arm. If it can find its missing limbs, it will reattach them and reign supreme.

Lich (based on the lich by Bob Brinkman in Sanctum Secorum #12):

Dismembered:

Init -2

Attack: debilitating touch +4 melee (-1 Str)

AC 6

HP 12

MV 4'

Act 1d20

SP spellcasting (-2 spell check), lethargic, resilient, un-dead traits

SV Fort +0, Ref -2, Will +10

AL C

When reassembled:

Init +0

Attack: debilitating touch +4 melee (-1 Str), soul burn +10 missile (-1d3 Per), or spell

AC 11

HD 10d4+20

HP 45

MV 20'

Act 2d20+1d14

SP damage reduction 10, soul burn, spellcasting (+12 spell check), lethargic, resilient, un-dead traits

SV Fort +2, Ref +3, Will +10

AL C

3. Ghonza: You appear on the lip of a canal, at the top of a short flight of steps that leads down to a gondola on the

water.

This bustling city has districts connected by canal. Each district is dominated by a broad plaza in front of a merchant lord's heavily-walled palazzo (palace). Narrow, winding streets emanate from this plaza until they reach the canals. There are 13 districts.

The merchant lords are in constant intrigue against each other. They jockey for influence on the council of Ursino, the Duke of Ghonza. Some lords are in vendetta against each other, while others have made pacts together. The richest and most influential lord will be elected Duke by the others when Ursino dies.

4. Phaistos: You appear on the roof of a flat-topped stone house. A dazzling panorama of brass domes glint in the bright sunlight.

This sand-swept city is a seaport on the edge of a desert. On its west side is the sea, with a blazing lighthouse 60 feet high. On its east and south sides are caravanserais: taverns where camel caravans meet and trade. It is ruled by the Sultana and her vizier, under the watchful eye of influential clerics.

5. Lyncara: You appear in a wide stone plaza at night. The clouds are low and the air is thin. Buildings around the plaza are dotted with candlelight.

In the middle of the plaza is a six-foot-high stone plinth, on which rests a 40-foot-long, 15-foot-high lynx. This is the immortal Albertus, who hears everything in the world and has protected the citizens of Lyncara for over 500 years.

Albertus will deign to talk with you civilly, in between listening to things you cannot hear. He has no interest in becoming the god of your village, since he already has a city to protect. But, per tradition, he will answer three questions posed by the group.

6. Mandat: You appear in a cave with many passages leading away from it. A few torches are ensconced in the walls here and there, lending light. A few goblins (DCC RPG p. 417) come in and see you, are startled, and hastily retreat.

This is the "city" of goblins, ruled by Luggo the hobgoblin. Three tribes of goblins have banded together under his leadership. The tribes are the Hunchbacks, the Dripnoses, and the Rockheads. Luggo has pitted each one against the other in order to remain on top – a situation you may be able to exploit.

7. Fair Niam: You find yourself in a quiet forest at evening time. You hear distant singing. The leaves are silver and gold. Walking a short distance will bring you into contact with elven archers patrolling the forest.

8. Greddik: You find yourself in a high stone hall, well lit. You hear distant chanting. The stonework is ornamented with elaborate carvings. Walking a short distance will bring you into contact with dwarven miners returning home after work.

9. Fuming Mountain: You find yourself standing on a pile of gold coins, gems, and precious objects in a cave filled with them. A long, snake-like dragon (DCC RPG p. 406) is slithering around in the gold, surfacing occasionally. The dragon is at least 40 feet long. In the distance, you can hear snorts and bellows from other, connected caves that must have related wyrms in them. A cave mouth 15 feet above you opens to the outside.

Dragon Esoteryx:

Init +8
Attack +10 claw, claw, bite, tail slap
AC 23
HP 48
MV 50'
Act 4d20
SP fire breath, fast reflexes
SV Fort +8, Ref +12, Will +8
AL L

This dragon, Esoteryx, is starved for conversation and so will talk with you rather than attack immediately. It is not on good terms with its siblings and cousins who infest the rest of the mountain. However, it is toying with you and will eventually become annoyed enough to attack.

10. Setillia: You appear underwater, in a wide avenue crowned with coral reefs. Bizarrely, you can breathe.

This is an ancient city that was built by the Abarysians, whom the gods cursed, sinking their city. It is now inhabited by merpeople. In the houses lining this street, you may be able to find sealed cylinders containing spells and other lost knowledge of the Abarysians.

11. Hyperborea: You appear in a city covered in snowdrifts. A bitterly cold wind flenses you to the bone. There is a circle of warmth around you that is quickly dissipating. A few doors are immediately around you.

If you enter one of the doors, you find an abandoned house with the air of a mausoleum. The bones of a dead race – the Abarysians – are laid out in the main hall, where the poses suggest they froze to death instantly. These bones appear to be made of crystal, and they must have been for beings at least eight feet tall. Taking any bones causes the spirit of an Abarysian to haunt you, either telling you useful arcane knowledge or driving you mad, depending on a DC 10 Will save.

12. Pyramid of Order: You are on a mesa in front of a monumental pyramid. There is an entrance in front of you. Inside is a windowless warren, mostly empty. The wizards have all left. However, there are a few of their items left behind, perhaps in haste:

Scroll of rough drafts: spontaneously fills with the thoughts of a powerful wizard. Words appear, are crossed out, and are replaced by other thoughts.

Forgotten Automaton: A brass figure three feet tall (HP 6, AC 10, Act 1d12, Attack +0) is sweeping the floor eternally. It will take any new orders it is given.

Speaking Glass: A circular mirror two feet across, with ripples on its surface. If you speak to it, an ant made of flame appears. It can connect you to any wizard of order you choose; they are in the City of the Sun or of the Moon.

13. Crooked Tower: You are on a mountaintop in front of a black tower with dozens of turrets twisting off of it. There is an entrance in front of you. Quickly, you encounter a hydra-headed man in a black robe that is stained with sauces and jellies from many meals. This wizard (named Kankreen) tries to question you, but each of his seven heads has different things it wants to know. Other wizards come across you and try to question you, possibly getting into an argument with Kankreen.

14. Chronos: You are in a long hallway with arches on one side. In each arch is a different vista: storms, fair skies, bustling cities, and desolate wilderness. A seed planted in one window will be a giant tree in the next. Wandering through the halls, you find people from various ages who have wandered out of their respective archways. You may also find older versions of yourselves, lost and confused.

15. The Eternal Library: You are in a cavernous, intermittently-lit hall made of dark wood. Immediately surrounding you are aisles of bookcases, which open up into a central reading area, surrounded by a gallery on the upper level. If randomly pulling codices and scrolls, roll a d10:

- 1: philosophy and psionics
- 2: religion, divination
- 3: law, politics, economics
- 4: languages
- 5: mathematics, astronomy, alchemy
- 6: engineering, dwarfworks, farming, healing arts
- 7: arts, music, elfworks
- 8: literature
- 9: history and geography
- 10: automata, djinn, arcane knowledge

16. Plane of Earth: You are in a cave with many passages leading away from it. Gems embedded in the walls shine with colored light. Wandering through the caves, you may find a bulette, a giant worm, a troll, or a xorn.

17. Plane of Watr: You are in a bubble surrounded on all sides by deep blue ocean that fades to black. The bubble confers its own light. Gigantic sea monsters 60 feet long – leviathans and krakens – emerge from the depths and disappear again, oblivious to you. Glowing fish of all sizes swim by. There is a chain of glowing bubbles, similar to the one you're in, stretching out in a few directions; you can gently push on your bubble to approach another. After a while, a gorgeous mermaid with rows of glowing blue discs on her skin swims up to you, speaks and tries to entice you to step out of the bubble; roll a DC 5 Will Save that increases by 5 every few rounds. The mermaid is actually an enchanted lure on the end of a stalk that attaches to a 15-foot-long anglerfish with enormous, spiny jaws.

18. Plane of Aer: You are in a realm of endless sky, standing on a small floating island of rock. A chain of similar

rocky islands are a brave hop away. Stormclouds and giant birds fly by. You may encounter a thunderbird, a phoenix, or a djinni. This last is in the service of King Aeolus, who commands the winds and keeps them in large chained bags.

19. Alcoloth: You are standing in a dark city of eternal night, in a narrow lane surrounded by crowded wooden buildings. Half-seen people rush hurriedly by. You hear a faint sussurus of whispers. Doorways and odd corners glow with faint light; you can walk through each one, and will find yourself standing in a shadow somewhere in the material world. You can pass back through the shadow again to enter the night city. Remaining in Alcoloth for long will gain the attention of a vampire or a phantom.

20. Fae: You are in a glowing area where careening ball lightning whooshes by. Tiny pixies with dragonfly and butterfly wings blink in and out of existence. You feel suffused with magical energy, and can roll a DC 10 Will save to imbue magic into objects that you carry. The magic is benevolent and good, but its specific effect depends on the kind of object, and will become clear after you return to the material world.

21. Telu: You are in a realm of blue flame as far as the eye can see. The sky seems to be divided into regular facets, each a slightly different hue of blue. If you walk very far, it becomes clear that you are inside a gemstone. One or more djinn appear and question you severely. They are limited in their power only by the power of their neighboring djinn. Over the eons, they have come to agreements about which parts of reality each one is allowed to affect. They do not have your best interests at heart; they will either forget about you or treat you like a diverting rag doll.

22. Choria: You are in a magical swamp, lit by will-o'-wisps and swamp gas. Skeletal trees hang at odd angles. Sporadically, brief curtains of liquid fall from the bruise-colored sky. The liquid glows in blue, purple or deep red. You feel suffused with magical energy, and you can roll a DC 7 Will save to imbue magic into objects that you carry. The magic is spoiled rotten, and can lead only to curses and destructiveness. Its specific effect will become clear only after you return to the material world. Eventually, you may encounter a giant spider or maggot, beings that eat rotten magic and return its energy to the astral plane.

23. Singularum: You are on an infinite white plain against a white sky. In the middle distance is a single black tower, like an obelisk a hundred feet high. Your emotions are torn away from you. The gods of Order live in the tower. When you return, make a DC 10 Will save to get your emotions back.

24. Panviae: You are in the middle of a violent storm made of a kaleidoscope of colors. While here, you are completely

insane. Rocks that seem inhabited careen by; in them and in the storm live the gods of Chaos. When you return, make a DC 10 Will save to become sane again.

25. Tartarus: You are on a slight hillside in a vast, dark cavern. Shades – dreary figures of varying translucency – drift about or walk nearby. You can ask any of them questions. Some will answer, but others will demand blood before they answer; the blood makes them momentarily more solid, feeling briefly alive. At the bottom of the slope is the giant throne of Hades. If you stay too long, you will get the notice of the Furies.

26. Pandaemonium: You are standing on a bridge above an endless pit. The pit extends above and below you as far as you can see, and you see many other bridges from the crumbling cliff walls of the pit to a glorious, many-domed city in the center. The city is Pandaemonium, the abode of many chaotic demons. One will eventually notice you.

27. Dis: You are standing on a rocky outcropping a short way above a black-walled maze. The sky is a pulsing, oppressively hot red. In the center of the maze is a city enclosed in iron walls. This is Dis, the capital city of Hell, and home of the most powerful of the Lawful devils. Regular patrols periodically sweep this area and will take you into the city for interrogation. Once inside, finding your way back out of the maze will require the help of a devil.

28. Hermopolis: You are outside a crystalline city that is only 300 feet wide at its widest. The sky is dark and full of stars. You and the city are supported by a crystalline disc, and below it you see more stars. You get the sense that the disc and city are flying through space. This is the home of Hermes, and every magical spell is recorded here somewhere. The city sails to the homes of the gods, ferrying messages between them.

29. Argenta: You are outside a giant silver city, standing on a smooth silver plain (the disc of the moon) that ends a short way behind you. Above you is a starry night sky. The city is inhabited by bat-people; incredibly smart insect-people; and several of the erstwhile Wizards of Order, who live in comfortable exile here, as expats. The city is currently being eaten, slowly, by the Night. The inhabitants take this with an air of calm fatalism. Eventually, the survivors will rebuild the city from a sliver of its previous self.

30. Aureus: You are outside a giant golden city, standing on a smooth golden plain (the disc of the sun) that ends a short way behind you. Above you is a starry night sky. The city is full of immortal poets; wise (but hungry) manticores; a herd of sacred cows; and several of the erstwhile Wizards of Order, who live in comfortable exile here, as expats. Helios the god of the Sun rules the city.