

# The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by  
the DCC RPG Communities



## DCC SURVIVE THE FUNNEL #1

VOLUME 1 OF FOURTEEN BOOKLETS

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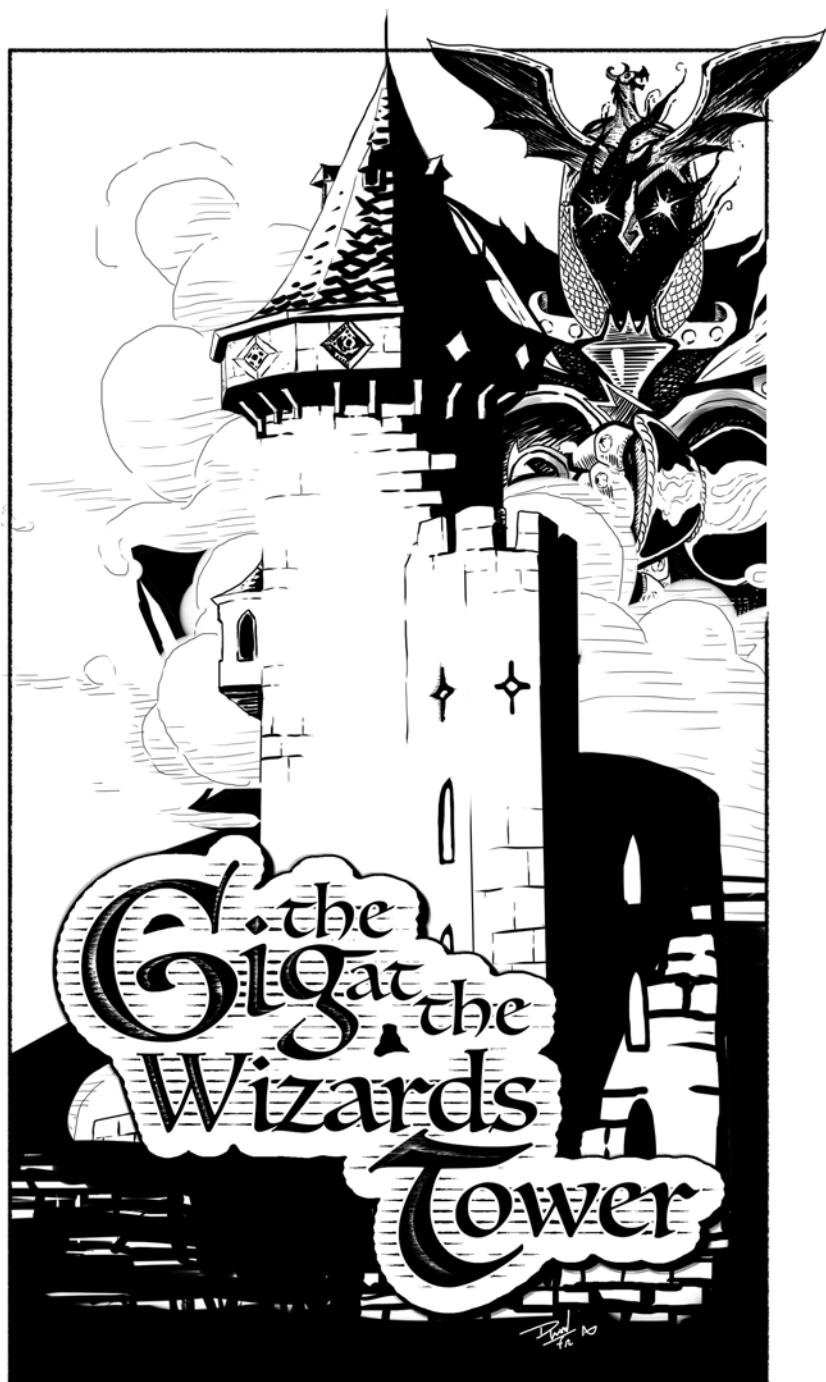
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# The Gig at the Wizards Tower

*0-Level Funnel*

*By Duamn Figueroa Rassol*

Is little more than a grindy level-0 dungeon raid fit to introduce a new group of players to DCC by spending an evening of dungeon crawling goodness. Here you will find a four-level dungeon, more than two dozen monsters, a powerful set of magical artifacts and some adventure seeds to kickstart your new campaign.

The adventure begins as the characters arrive at the Tower of the Manticore—a wizarding school—answering an open call to all toshers, sewer hunters, and rat-catchers willing to exterminate the arcane horrors that crawl the catacombs beneath this magical abode.

Since this is a funnel adventure, have them participate in a larger group of applicants just in case the dungeon proves too deadly and you have to deploy a second batch of adventurers.

Applicants are led to a side room dominated by the massive statue of an arcane knight holding a detachable, adamantium claymore: Æder-Kadai, Wizard-Protector of the Tower. A large hole in the middle of the room leads to the catacombs, a golden scale hangs from a chain above.

## The Gig

The adventurers are received by a pair of sorcerers, **Zser-Zerad** and **Biliac**, low level students charged with overseeing the extermination. Zser-Zerad will brief the PCs on the job: they must go down the catacombs, exterminate any monsters they encounter, remove their heads and bring them back to the massive scale that hangs over the dungeon entrance.

The mages at the Tower use an arcane unit of measure called “kilograms”, based on the weight of a mysterious platinum artifact stored deep beneath the earth. For every kilogram of head-mass PCs collect, they will receive 1 gold coin to share between the surviving characters at the end of the job.

For quick reference, all monsters’ head weights can be found

in parenthesis at the side of their entry names, but if you need to guesstimate some weight

(like if your players start stuffing the heads with sand to add weight, like mine did) 1 kilogram = roughly 2 pounds.

After the briefing, Zser-Zerad will unlatch the adamantine claymore from the statue —*the Sword of Æder-Kadai*— and call forward the first batch of adventurers to swear them in as the new Wizard-Protectors of the Manticore. She will recite the Oath of the Wizard-Protector while, due to enchantments on the sword, easily holding the sword over their heads. Make it long, ceremonious and boring.

#### **ZSER-ZERAD:**

**Init** +0; **Atk** dagger -1 melee (1d4-1) or magic missile (2d4, no to-hit roll nor save); **AC** 10; **HD** 3d4 (6); **MV** 30'; **Act** 1d20; **SP** spells +4: lvl1 *charm person*, *find familiar*, *magic missile*, *spider climb*; lvl 2 *locate object*, *scorching ray*, *spider web*; **SV** Fort -2, Ref -1, Will +4; **AL** C.

#### **BILIAC:**

**Init** +0; **Atk** dagger -1 melee (1d4-1) or magic missile (2d4, no attack nor save); **AC** 10; **HD** 3d4 (6); **MV** 30'; **Act** 1d20; **SP** spells +4: lvl1 *choking cloud*, *magic missile*, *sleep*, *ward portal*; lvl 2 *ESP*, *invisibility*, *scare*; **SV** Fort -2, Ref -1, Will +4; **AL** C.

## The Oath of the Wizard-Protector

*In the name of Æder-Kadai, lord protector of the Manticore*

*Lorem ipsum dolor sit amet*

*We lend the task of twelve generations unto you, monster-slayers  
of the Tower*

*Consectetur adipiscing elit*

*Of protecting our bastion of knowledge from the threats that  
plague the mortal world*

*Tempor incididunt ut labore et dolore magna aliqua*

*With the power of the seven wizards we give you the powers of  
magic and steel*

*Rhoncus dolor purus non enim praesent*

*And trust upon you the Sword of Æder-Kadai, abjured be thy  
name, to vanquish what lies below*

*Venenatis lectus magna urna rhoncus dolor.*

Once the oath is finished, she will entrust them with the *Sword of Æder-Kadai* and send them on their way. Biliac will lead them to the golden scale and slowly lower it 40 feet deep into the hole, into room #D1 of the Dun Level.

During the gig the PCs can cut their losses at any time, cash out and beg the sorcerers to get them out of the catacombs. Zser-Zerad and Biliac remain there to keep the PCs from luring back any monster or curses from the dungeon and stop them from stealing any school property (like the sword itself). They won't hesitate in bombarding them with spells safely from above nor will they have qualms about killing any character mutated enough to be mistaken as a monster.

## The Sword of ÆDER-KADAI

Æder-Kadai was an arcane-knight, a demon killer, and a founding member of the Tower of the Manticore. Their duty was to protect the magic school from the chaotic creatures magic is wont to attract. As the power of the Tower consolidated, the only threats to the school became the creatures that crawled about the old sewers: failed experiments, dangerous alchemical concoctions, and useless invocations that the mages discarded under the tower.

Since the knight's disappearance, this unpleasant task went down from the senior mages to novices to, eventually, hired goons. *The Sword of Æder-Kadai* is now trusted to the honorable toshers, sewer hunters, and rat-catchers charged with cleaning the dungeons below.

The sword itself is a massive adamantine claymore, enchanted to only be wielded properly by a wizard or a large creature, otherwise it can only be carried by at least three people. Its

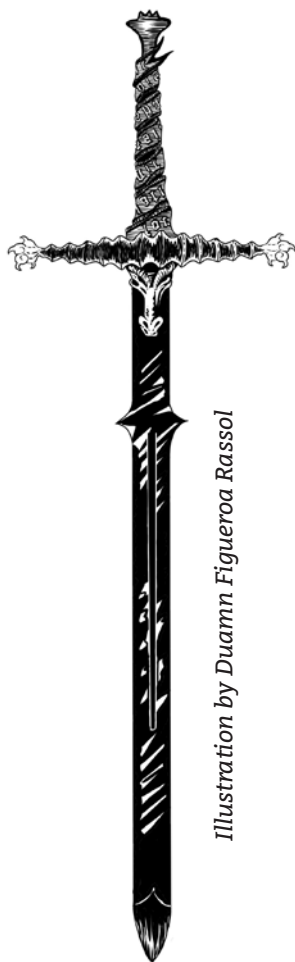


Illustration by Duamn Figueroa Rassol



hilt is embossed with the names of spells (see below).

**THE SWORD OF ÆDER-KADAI:  
+1 TWO-HANDED SWORD, 1d10 dmg**

**Intelligence 7**, the sword holds the last remnants of Æder-Kadai's essence.

**Communication:** It has the urge to find the missing raiment of Æder-Kadai and to summon its master. It can detect the presence of the other pieces of the Raiment, and will tug and point towards the nearest one.

**Bane:** Creatures of chaos. The sword can detect chaotic creatures within 100' even if invisible or otherwise concealed.

**Specialability:** Grants the ability to cast the following spells with a CL of +5: *force manipulation*, *magic missile*, *shatter* and *dispel magic*. The names of the spells are embossed in the handle and can be easily read.

**Special purpose:** to summon Æder Kadai and protect the Tower of the Manticore.

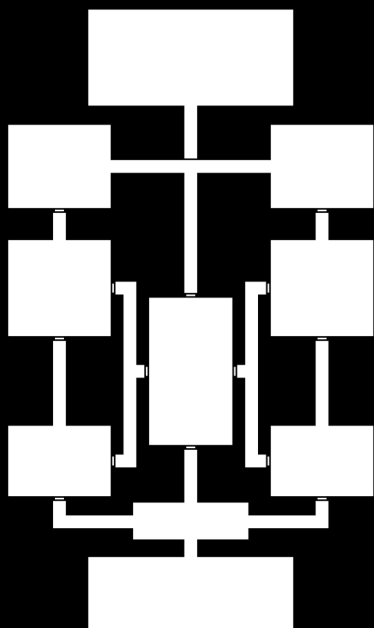
This weapon retains the essence of Æder-Kadai, granting its wielder the ability to cast some spells. Whomever grabs the sword by the handle can cast spells with a spellcheck of 1d10 + Int + 5. Up to 4 PCs can help the wielder by hoisting the sword, stepping up the dice chain for the caster up to 1d20. If the spell fails, any resulting corruption is rolled for every helper individually. If the roll indicates that the spell is lost, roll a minor corruption instead.

**The Raiment of Æder-Kadai**

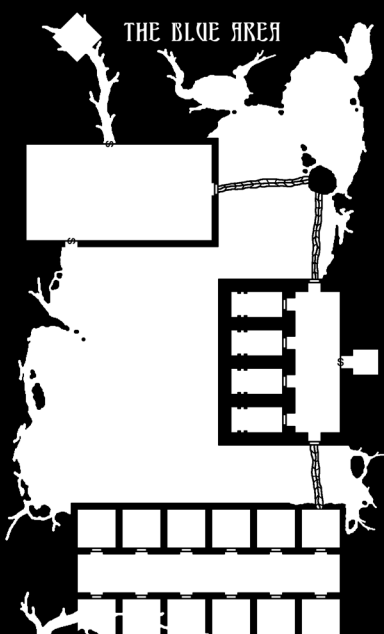
Consists of the Wizard-Protector's plate, gauntlets, and helm. These artifacts became scattered after the arcane knight's mysterious disappearance.

If a creature wears all the pieces of the raiment while wielding the Sword, they will immediately disintegrate to give way to the manifestation of the real **Æder-Kadai**, who will appear on the space formerly occupied by the wielder of the Sword. If the players decide to join them, give control of the NPC to the player whose character got disintegrated during the ensuing battles (see chapter 4 for their stats). Individual pieces of the raiment lose their magic if separated by a mile or more from the Sword, but regain their properties once reunited.

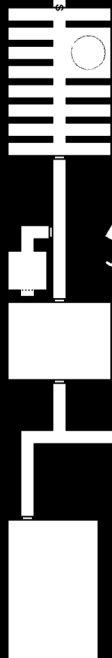
## THE RED AREA



## THE BLUE AREA



## THE DUN AREA



## THE GREEN AREA





These are the sewers and catacombs of the Tower of the Manticore, a series of expanded natural tunnels surrounding a bottomless pit. The walls are composed of brown sedimentary rock occasionally covered-over with clay bricks and supported by wooden beams. A dank atmosphere permeates the area. Dripping stalagmites form at irregular intervals.

A dragon hatchling was discarded down here centuries ago. Now grown into the Underdragon, a misshapen subterranean monster, it reigns over the area, lording like a true wyrm under the bedrock.

**Features:** this area works as a hub level, connecting the other areas of the dungeon and the exit.

- \* The caverns and corridors are completely dark.
- \* All doors are swollen and stuck, it takes a Strength DC 5 roll to push one open, a failed roll triggers a roll on the wandering monsters table.
- \* The grumbles of the Underdragon echo all over this area.

**D01.** This bottomless pit descends 40' to the catacombs under the Tower. The plate of the scale covers the pit and doubles as a shaft for characters to enter or leave the dungeon. **Zser-Zerad** and **Biliac** watch idly from above and manage the pulley. Roll on the wandering monsters table when the PCs enter any of the accessory tunnels.

