

THE PILLAR OF ANUUL

Far north of the Holomart Plains, the Sinteror River carves a great chasm, dividing the Colophon badlands, a place of broken rocks and once-living trees, in two. In the badlands, a massive stone bridge built by a dead civilization stretches over the yawning valley, and it is there that the prisoner exchange will occur.

Judge's Background

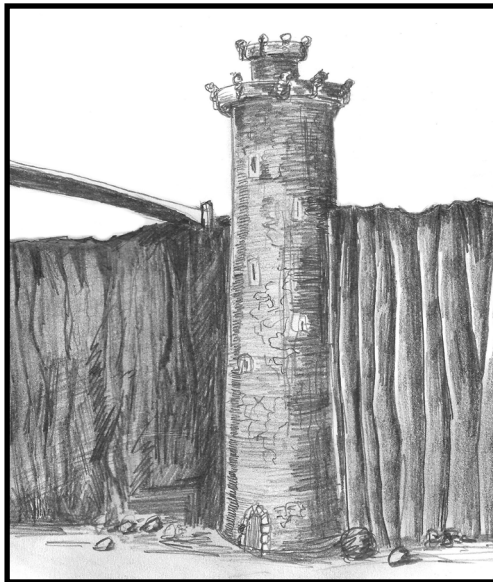
Decades-long tensions between humans and goblins teeter toward war. The Colophon badlands has long been warred over, with raiding parties from both sides ranging across it to wreak havoc on the other side. The massive stone bridge, its name lost to time, is the only point for hundreds of miles where a crossing is available, and as such it has seen many bloody battles over its millennia of existence. Today will be no different... On the goblin side of the river, protruding from the chasm wall, stands the Pillar of Anuul, an ancient human fortification from an older time, when the borders were different. The bridge spans the chasm near the upper level of the stone fort, and the lower levels extend down the cliff face.

A recent peace effort has arranged for an exchange of prisoners between the goblins and the humans. The adventurers all play 0-level goblin villagers, kidnapped from their homes by human raiding parties. Encourage your players to approach the goblins as they would any other race-as-class characters in *DCC*—the goblins are not so different from the humans, after all. To roll up goblin characters, roll 0-level characters as usual, ignoring non-human rolls, and granting the humans infravision. Et voila. All monsters in this funnel use the stat blocks found in the *DCC RPG Core Book*.

Bloodshed

Play begins with the goblin adventurers trapped in cages being wheeled across the badlands, toward the great bridge. Their human captors ride horses, prodding at the goblins with spears occasionally, and laughing. When they arrive at the bridge, however, the riders grow stern, and take the carts across. There they find a desolate scene: three wagons of human prisoners overturned, and the occupants crushed inside the cages. No goblin guards are readily visible. These moments should be tense, as the riders grow incensed, and speak volubly about murdering their prisoners.

(Jarz the Cyclops has killed and eaten all the goblin guards, but could not figure out how to get the human prisoners out, so crushed them out of frustration.) The riders throw open the gates to the wagons, pull the goblin adventurers from the wagons, and line them up along the edge of the precipice, staring down to the rushing waters of the Sinteror. All feel spear points press into their backs... when Jarz the Cyclops attacks. Allow the goblins **Agility** checks to avoid the monster's massive hand as it clambers up over the edge of the chasm, where it likes to lie in wait. Jarz is less interested in the goblins than the humans, since he just ate so many of them, and is curious about the taste of man-flesh. In the ensuing battle all the human riders are killed, and unless the adventurers do something, so are the horses. After he has finished with the riders, Jarz will turn to the goblins—they have every chance to pick up the riders' short swords and spears.



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The pillar stretches into the morning sky, built from shining marble stone obviously quarried elsewhere. The adventurers are hundreds of miles from anywhere, likely without any horses, and already down a few friends. But they can see horses stabled near the base of the pillar... Crossing the bridge, the adventurers can access the pillar's only entrance by a narrow wooden walkway, very rickety, and hastily nailed together (by the **Deep Ones** who now reside in the pillar). The adventurers should make **Agility** rolls as they cross the bridge: the first to fumble falls to their death.

Crawling through the pillar, most floors are thirty-foot by thirty-foot rooms, with the larger floors of the pillar being fifty-foot squares. We've supplied two random tables to people the dungeon as they progress the ten floors of the pillar, to its base. The final room has sunken in the middle, and flooded. There a **Cave Octopus** waits to drag the tasty little goblins into the water and devour them.

Surviving the Colophon

After reaching the base of the pillar, the adventurers find a suitable number of undead horses that they can lead slowly back up through the tower, and carefully along the walkway back to the top edge of the chasm, and the Colophon badlands. What now faces them is two-hundred and fifty miles of rugged, desperate terrain before reaching their homes—and many more adventures.

Monsters of the Pillar (Roll 1D12)

1. No monsters. Add 1 to all subsequent rolls.
2. A single **Deep One**, who flees to a lower level.
3. A single **Deep One**, who stands and fights.
4. A trio of **Deep Ones**, ready to fight.
5. A room of pit traps.
6. Two **Hobgoblins** encircling a fire.
7. Two **Giant Rats** consuming the corpse of a Deep One.
8. 1D6 **Vombis Leeches** affixed to the chamber's ceiling.
9. 1D4 **Vombis Zombies**.
10. Arnath the **Hollow One**.
11. Jarzessa the **Cyclops**.
12. The **Vampire** form of Anuul the elder, last of his name.

Treasure of the Pillar (Roll 1D12)

1. No treasure.
2. 10 gold.
3. Weapons cache: 1D10 spears, 1D5 short swords, 1D4 daggers.
4. Gem of Dissent: whosoever wears this gem may never agree with another sentient creature's proposals.
5. A strange, angular metal implement that makes a loud noise out of one end, has 12 uses, and produces a high-speed metal that does damage for 1D10 + 2.
6. Great Throne of Anuul: a throne of shining marble, worth 10,000 gold but weighing 900 pounds.
7. Three suits of leather armor.
8. Four jars of the essential salts of ancient sorcerers ("Just Add Water").
9. A book of spells containing "Spider Climb," "Nythuul's Porcupine Coat," and "Demon Summoning."
10. 10 coppers.
11. A secret winding stair in one wall that skips one floor, exiting on the next.
12. The Great Horde of Anuul: a ruby of fire-crossing, the sword of Glandir, a jeweled map of the Colophon sewn into animal hide, and 500 gold. Subtract one from all subsequent rolls.