



DUNGEON CRAWL CLASSICS

The 998th Conclave of Wizards

#88: A LEVEL 6 ADVENTURE
BY JOBE BITTMAN

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The 998th Conclave of Wizards

A LEVEL 6 ADVENTURE

Writer: Jobe Bittman • Cover art and cartography: Doug Kovacs • Editor:
Jen Brinkman • Interior Art: Steve Crompton, Doug Kovacs, Stefan Poag,
Michael Wilson • Art direction & layout: Joseph Goodman

Playtesters (Gary Con VI): David Bresson, Rick Hull, Adam Muszkiewicz, Katie Muszkiewicz,
Jonathan Perkel, Robin Powers, Dave Spahn, Nate Spahn. International Tabletop Day (Guardian
Games): Shaine Edwards, Amado Glick, Meg Miller, Joseph Tijerina, Will Tijerina.

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INTRODUCTION



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

In *The 998th Wizards' Conclave*, the band of adventurers is invited to join a mysterious sect of magic-users on the condition that they complete a series of challenges. These tribulations are best faced by a group of 6 or more hale and hardy adventurers. At least one party member should be a spellcaster of some stripe (wizard, elf, or cleric).

BACKGROUND



The Star Cabal is an assemblage of the most powerful spellcasters in the Known Cosmos. Though the identities of the current members are shrouded in secrecy, the roster of alumni include Hpesoj, Lokerimon, Ekim, and Nythuul – archmages of legendary repute. The group originally came together to repel invaders from beyond. At that time, a protective ensorcellment was placed at the center of the universe called the Grand Ward; its protective magic holds elder gods and interdimensional predators at bay. Over the centuries, the cabal has become a mere shadow of its former glory. Their ranks have dwindled in number and they squabble over petty matters.

The hour of the 998th Wizards' Conclave is nearly at hand. When next the dwarf galaxies align in syzygy, the convergence of intergalactic magic fields will create another super ley line used by the Star Cabal to power the Conclave's ritu-

SUMMARY OF KEY PLOT ELEMENTS

The 998th Wizards' Conclave starts on a remote island on Aereth and expands to the edge of the Known Cosmos and beyond to other dimensions. While there are many locations to explore and jumping-off points for judges to extemporize, it is important to remember there is an underlying plot thread that ties together the disparate adventure locations. The key points follow.

- Weeks to months before the adventure, the PCs receive a puzzling invitation to join the Star Cabal.
- The first challenge is located inside an extinct volcano on the Isle of Tlahuaco. The PCs must infiltrate a giant crystal shard protected by a titanic guardian to complete the challenge.
- The crystal shard becomes a rocket that transports the PCs to the traveling space city of Ciz, currently floating in orbit around the planet Romulac.
- The PCs are given accommodations and free reign of Ciz. The PCs may choose to explore the city on their own or be guided by Bresson to the Star Cabal's council chambers. Smart players will take their time learning about the strange customs of Ciz.
- The floating city has many customs that may seem strange. The Law of Ciz is enforced by red robots known as Briggers and is in effect in all areas of the city except within buildings owned by the Star Cabal. Cabal members are seen as benevolent protectors yet they do not rule.
- The magician Reynard has vanished. He was in possession of a highly desired artifact called the *Baton of Continual Light*. Wherever Reynard is, his fate is most likely tied to the missing item. Read the sidebar: Schrödinger's Plot Device, page ##, to better understand Reynard's role.
- The PCs must declare their intention to join the Star Cabal openly in court at the Grand Palace, whereupon they shall receive the terms of the second challenge. Should the PCs not make an appearance at the Grand Palace in a timely manner or refuse the second challenge, the PCs will be sent back to Aereth, ending the adventure.
- The second challenge culminates in a spell duel against one of the presiding magicians, but the PCs must first gain the endorsements of at least 2 cabal members. The spell duel takes place in the ceremonial battle chamber of the Grand Palace. The PCs have 8 days to complete this challenge.
- As the adventurers progress through the adventure, remember each magician has his, her, or its own goals as detailed in "Introducing the Magicians," page ##. Each may aid or interfere with initiates as suits them.
- Trips to planetoids within Romulac's inner planetary ring might be required during the second and third challenges.
- The victor of the spell duel is given the third challenge: to perform a quest in service to the Star Cabal. The initiate must retrieve the missing *Baton of Continual Light*, or perform another task of equal difficulty of the judge's choosing. There is no time limit on this portion of the initiation.

HANDOUT A



HANDOUT B

