

Dungeon Crawl Classics Compatible Character Funnel for a Party of 15 to 20 Level 0 Characters:

The Temple of the Onyx Cat



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COMPATIBLE WITH
**DCC
RPG**

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Table of Contents

Character Funnel Background	3
E1: The Tree House	4
E2: The Cave	4
E3: The Pygmies and their Shrine	5
E4: The Monkeys	6
E5: Demonic Squirrels	6
Ruined Temple	7
T1: The Foray	7
T2: Dark Sanctuary	8
T3: The Office	8
T4: The Workshop	9
T5: The Study	9
T6: The Gallery	10
T7: The Black Ooze	10
T8: The Sleeping Quarters	11
T9: The Alchemist's Shop	11
T10: The Mirror and the Statue	12
T11: The Tin Man	12
T12: The Onyx Cat	12
Conclusion	13
Map: Temple of the Onyx Cat - Level 1	15
Map: Temple of the Onyx Cat - Level 2	16

The Temple of the Onyx Cat

DCC Compatible Adventure
Written by Mark Tasaka, 2015

You are no Adventurer. But, the life of adventure has always appealed to you; a life on the road, seeking treasure and fortune. There has always been a deep yearning in your heart to break free from your mundane existence as a villager.

“How can I break free from this boring life that I am destined to live?” You have asked yourself a number of times.

Then, one day, the answer to your question arrives in the form of a travelling merchant to your village.

“There is a ruined temple three days travel from here,” the Merchant says, “within the temple is an artifact that I am very interested in obtaining. The object that I seek is a figurine of black onyx cat sitting on top of a turtle. Whoever shall bring me the figurine shall receive a reward of 250 gold pieces.”

The merchant opens a small locked chest containing 250 gold pieces.

Your jaw drops at the sight of the coins. While you have seen copper and silver coins before, never in your life have you seen a gold coin, let alone 250 gold coins! Even if the gold were divided 10 ways, there still would be more than enough wealth to start off a new life as an Adventurer.

You look around, and see some of your fellow villagers stepping forward to take the merchant up on his offer. Will you step forward and volunteer? You know that while the risks are great, the rewards are even greater.

Introduction

The Temple of the Onyx Cat is a DCC 0th level Character Funnel designed for 15-20 0th level characters. Many of the 0th level character will not survive the funnel, and therefore it is recommended that the players have 3 to 5 characters each. When the surviving characters complete this funnel they have earned the right to be called Adventurers, becoming 1st level characters.

Background

You know of the ruined temple for which the merchant speaks of. You first learnt of the temple as a small child, through the bedtime stories that your mother would tell. Most of these stories involved a nasty witch, a cruel ogre or other such monsters living at the temple.

As you grew older, you have known fellow villagers who dared to travel to the ruined temple. None of them returned. Whether your mother’s bedtime stories were true or not, you know for certain that the ruined temple is a dangerous place.

The Merchant

The Merchant is an unnamed merchant (please feel free to name the merchant if you wish to do so) who will wait for the players at the village while they retrieve the onyx cat.

Journey to the Temple

It is a 3 day journey to the temple, and a 3 day return journey back to the village. There are 5 possible wilderness encounters

(Encounters 1 thru 5) you could use for the journey to and back from the temple. As a Judge, it is up to you to decide which of these encounters you will use.

€1. The Tree House

You have come across a large oak tree. Sitting on the branches of the tree is a tree house located some 20 or so feet above the ground.

There is a rope ladder for the tree house, but it is located inside the tree house. Thus, in order for the players to access the tree house they must climb the tree. The players must succeed a DC 10 climb check to reach the tree house. A failed check will result in the player falling from the tree and taking 1d6 points of damage.

The tree house was once the home of a Halfling, but is now the home of a Dire Raccoon, who ate the Halfling. The Dire Raccoon will attack anyone who enters the tree house.

Dire Raccoon: Init +0; Atk claws +0 melee (1d4); HP 7 (HD 1d8); AC 11; MV 30'; Act 2d20; SV Fort +0, Ref +2, Will +0; AL N.

The players will find the following items of value inside the tree house: a short sword, a short bow, a quiver with a dozen arrows, a Halfling sized suit of leather armour, flint and steel and 50' of rope. As well, the players will find chewed up Halfling bones; the remains of the former occupant.

Once inside the tree house, the players could drop the rope ladder to the ground allowing them to travel to and from the tree house without having to make a DC climb check.

€2. The Cave

It will be nightfall soon. You might have an hour left of light if you are lucky. You notice the entrance to a cave. The cave could provide you with shelter during the night.

The cave consists of a single chamber, larger enough to accommodate the entire party.

Inside the cave the players will discover the remains of a camp fire, several weeks old. If the players take the time to search the cave, they will find a long sword and a short sword wrapped in an old blanket in the far corner of the cave.

The cave is a safe place to sleep for the night. If the players choose to sleep inside the cave they will avoid the Kwaigoon night patrol in the area (Kwaigoons are a race of bipedal frog-like creatures).

If the players decide not to sleep inside the cave, then they will encounter a Kwaigoon patrol sometime during the night.



Kwaigoons (5): Init +2; Atk short swords +0 melee (1d6) or javelin +0 ranged (1d6); AC 11; HP 3, 5, 6, 6, 8 (HD 1d8); MV 30'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL C.

Treasure: Each of the Kwaigoons is equipped with a short sword and a javelin.

€3. Pygmies and their Shrine



For the past few hours you have been deep in your thoughts reflecting on the events of the past few days. Suddenly, your thoughts are interrupted by the sounds of chanting. The sounds are coming from the east.

If the players investigate the chanting, they will come across the following sight:

There is a stone idol of an oversized head, standing 6' tall. Dancing around the idol are 6 small Halfling sized figures chanting in a language you have never heard before. Each of the figures wears a brightly coloured wooden mask. The figures are so busy chanting that they do not notice you.

Fifty feet away from the stone idol are 5 prisoners, tied up with rope. They appear to be villagers, likely from one of the neighbouring villages. One of the prisoners notices you, and mouths the words "please help us."

The small figures dancing around the idol are pygmies. The bound prisoners are villagers that the pygmies have captured. The pygmies intend to eat the prisoners after their ceremony.

Pygmies (5): Init +1; Atk half-spear +0 melee (1d6); or blowgun +2 ranged (1d3/1d5*); HP 2, 3, 3, 4, 5 (HD 1d4+1); AC 11; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.

Pygmy Witchdoctor (1): Init +1; Atk half-spear +1 melee (1d6) or blowgun +3 ranged (1d3/1d5*); AC 12; HP 8 (HD 2d4+2); MV 20'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL N.

*the blowgun darts are poisonous, and the characters must succeed a DC 15 Fort Saving Throw, or fall unconscious for the next 1d4 hours.

The pygmies are so engrossed in worship that they do not notice the players. If the players are careful, they could easily free the prisoners and leave without alerting the pygmies.

If the players are careless when rescuing the prisoners or interrupted the pygmies' worship, then the pygmies will attack. The pygmies will try to attack the players at range with their blowguns and poisoned darts.

The 5 prisoners could join the party as 0th level characters, allowing the party to recuperate some of their lost characters. Randomly roll the stats, occupation, etc. for the prisoners when they join the party.

Treasure: Other than the random starting gear for the prisoners, the only other items of value are the half-spears (1d6 damage, due to the small size of the spear) and blowguns. There are 10 poisoned darts for each blowgun. If the players use the poisoned darts and roll a fumble, they have swallowed the poisoned dart by mistake. When this happens, the player takes 1d4 points of damage as the dart ruptures the

lining of their stomach and intestines. As well, the player must succeed a D15 Fort Save or fall unconscious for the next 1d4 hours.

E4. The Monkeys

You have entered a small grove of trees. Suddenly, you hear the screams of monkeys in the trees above. The monkeys start to make rude gestures towards you, and all of sudden you are pelted with overripe fruits and monkey dung. The monkeys laugh at you as they continue to hurdle fruits and dung at you.

The players will not take any damage from the overripe fruits and monkey dung. The monkeys will avoid combat whenever possible. However, the intention behind the monkey's actions is to distract the players.

Monkeys (12): Init +1; Atk bite +0 melee (1d3-1); AC 10; HP 1(x7), 2(x5) (HD 1d3-1); MV 30'; Act 1d16; SV Fort -1, Ref +2, Will -1; AL N.

The monkeys are friends of the pygmies, and their purpose is to distract the players while the pygmies sneak up and launch a surprise attack.

The pygmies will only attack if the players' attention is occupied with capturing or killing the monkeys. If the players ignore the monkeys, then the pygmies will not attack.

Pygmies (6): Init +1; Atk half-spear +0 melee (1d6) or blowgun +2 ranged (1d3/1d5*); AC 11; HP 2, 3, 3, 4, 5, 5, (HD 1d4+1) ; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.

*Please see E3. *Pygmies and their Shrine* for information about the poisoned blowgun darts.

Treasure: Each of the pygmies is equipped with a half spear, a blowgun and 10 poisoned darts.

E5 Demonic Squirrels

You have come across a stone statue of a robed figure. The statue is hold a stone bowl, and within the bowel are several nuts. Suddenly, you see a squirrel climb down from one of the nearby trees. The squirrel climbs up the statue and places a nut in the bowel, and departs.

The squirrel is paying tribute to the demonic squirrels who extort nuts from the local squirrels. The demonic squirrels are twice the size of normal squirrels and have glowing blood red eyes.

Demonic Squirrels (16): Init +2; Atk bite +0 melee (1d3); AC 10; HP 1(x8), 2(x8) (HD 1d3-1); MV 25'; Act 1d16; SV Fort +0, Ref +2, Will +0; AL C.

The demonic squirrels are hiding in the nearby tree watching the players. If the players touch any of the nuts, the demonic squirrels will attack.

Once the players have killed the demonic squirrels, the normal squirrels will climb down from the nearby trees and form a circle around the party, to thank the party for what they did. The leader of the squirrels, a large grey squirrel, will give the players a gold ring with an emerald gemstone, as a reward for slaying the evil squirrels. The ring is worth 75 gold pieces.

Ruined Temple



At last you have arrived at the ruined temple. To your surprise, the temple is much smaller than you imagined.

The temple itself is a single storey stone building. The stone walls have been discoloured with age, and moss and vines cover much of the temple's exterior. You see a large pair of weathered worn wooden doors leading into the temple.

The wooden double doors are the only means of entering the temple. The doors are unlocked, but due to the weight of the doors, they will require the players to succeed a DC 10 strength check to open.

General Features: For the main level of the temple, the players do not require a light source. However, once the players are in the underground level they will require a light source to see (unless they have infravision).

C1. The Foray

You have entered into the foray of the temple. There is another pair of double doors leading into the main hall of the temple. Standing guard outside the doors is a hideous pair of statues. The statues have long clawed fingers and vicious expressions on their twisted faces.

Lying on the floor are the decomposed remains of a man; likely an Adventurer, judging by the equipment he is carrying. There appears to be an expression of horror on the dead man's face.

If the players take the time to investigate the body, they will discover that the man has been dead for a while. They will also discover that the leather armour the man is wearing is heavily damaged with a series of slashes.

While the armour is too damaged to be salvaged, the players will find the following items of value on the corpse: a long sword, a shield, a crossbow, a quiver with 10 crossbow bolts, a lantern, 3 flasks of lantern oil, and flint and steel.

The statues themselves are constructs created by dark and sinister magic. The statues, known as dark servants, will remain stationary and will only attack the players when they have retrieved the onyx cat and are leaving the temple.

Dark Servants (2): Init +0; Atk claws +0 melee (1d4); AC 11; HP 7, 12 (HD 2d8); MV 30'; Act 2d20; SV Fort +1, Ref +0, Will +2; AL C.

T2. The Dark Sanctuary

You have entered the sanctuary. The room itself is 25 feet wide and 50 feet long. At the far end of the sanctuary is an altar dedicated to some foul god. Behind the altar is a door.

Evenly spaced out, along the length of the sanctuary are a total of 10 stone statues; five statues on each side of the wall. The statues depict robed figures, likely clerics of this evil god. Each of the statues has its hands held together, with the palms open towards the ceiling. Resting on top of each set of palms is a human skull.

The skulls resting on top of the palms are the guardians of the Sanctuary. However, the skulls will not 'activate' until the party is within 15' of the altar. When the skulls activate read the following:

The hollow eye sockets of the skulls begin to glow. The skulls levitate, and suddenly they fly towards you.

Floating Skulls (10): Init +0; Atk bite -1 melee (1d4-1); AC 10; HP 1 (x2), 2 (x3), 3 (x4), 4 (x2) (HD 1d4); MV 30'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL C.

If the players search inside the altar they will find a brass key with the symbol of a star with seven points on it and a small pouch containing 5 gold and 15 silver pieces. The key will open the locked chest in room T3 'The Office' (and other chests with the seven pointed star symbol on it).

T3. The Office

You have entered a 25 feet by 20 feet room. There are two sets of spiral staircases leading into the darkness below. One of the

staircases is located to your left, and the other to your right.

Against the far wall you see a large wooden chest with the symbol of a star with seven points on it.

At the centre of the room is a table, and sitting on the table are a dozen torches and flint and steel. The torches will be valuable if you intend to descend down the staircases into the darkness below.

For those characters without infravision, the torches will be a necessity if they wish to explore the underground level of the temple.

The chest is locked and trapped. If the chest is opened by force, which will require a DC 15 strength check to open, the trap will be triggered. The trap will release a small 5' radius of green poisonous mist. All those characters within the radius of the mist must succeed a DC 10 Fort Save, or die from the poisonous mist.

The key from room T2 'Dark Sanctuary' will open the chest and bypass the trap. The chest contains the following items: 3 suits of chain mail, 2 suits of scale mail, 5 shields, 2 slings, 3 maces and 2 flails. The suits of armour are made to fit a human-sized figure.

Regardless of which set of staircases the character descends, once the characters have reached the bottom of the staircase, the top part of the staircase will collapse. The purpose of this is that it will force the players to travel up the second spiral staircase when they have obtained the onyx cat.

When all of the characters have reached the bottom of the spiral staircase read the following:

You have reached the bottom of the staircase, some 30 or so feet below the earth. Suddenly, you hear the sounds of the top part of the staircase collapsing. Thick dust from the collapsing structure travels down the staircase towards you.

Now, it appears that the only way to return to the surface is through the second spiral staircase.

Temple – Level 2



T4. The Workshop

You have entered into what appears to be a workshop. There are three large wooden benches in the centre of the room. On top of the benches are several wooden dolls.

Once all of the party members have entered the room, read the following:

All of a sudden the eyes of the dolls start to glow a bright red, and then in unison, the

dolls turn their heads towards you. Sadistic smiles form on the dolls' faces, and they attack.

Evil Wooden Dolls (16): Init +0; Atk knife +0 melee (1d4-1); AC 10; HP 1 (x7), 2 (x5), 3 (x4) (HD 1d3); MV 20'; Act 1d16; SV Fort +0, Ref +0, Will +0; AL C.

If the players take time to search this room they will find a wooden chest with the symbol of the star with seven points on it. The chest is a smaller version of the chest in room T3.

This chest is locked and trapped in the same manner as the chest in room T3 (green poisonous mist). The key with the seven pointed star will open the chest and by-pass the trap.

Inside the chest, the players will find the following items: a chain mail suit made for a dwarf-sized figure, a war hammer, a short sword, and a crossbow and a quiver containing 18 bolts.

As well, the workshop contains the following tools that could be used as weapons: 6 hammers (as clubs) and 8 chisels (as daggers).

T5. The Study

You have entered what appears to be a study. There is a desk at the centre of the room, and on the desk sits a single book. The cover of the book is black, and there are red ruins in an unfamiliar language writing throughout the cover.

Against the wall is a bookshelf containing nearly a hundred black covered books. There are similar ruins written on the spines of

these books, but the ruins on these books are either silver or gold in colour.

Suddenly you could see the red ruins on the book sitting on the desk start to glow.

The ruins on the books represent the written language of the dark god of this temple; a language only the worshipers of this evil god know.

If any of the characters opens the book with the glowing ruins, and attempts to read what is inside the book, they must make a DC 15 Will Save. On a failed save, the character will become possessed by the dark powers contained in the pages of the book and will attack the party (they will continue to attack the party until they are dead).

The other books located in the bookshelf are not possessed by the dark powers. However, these books are still written in the foul language of an evil god, and should best be left untouched (or burned).

T6. The Gallery

You are entered a small room. Hanging on the walls of this room are 6 large mirrors. One of the mirrors has been smashed and pieces of glass are lying on the floor nearby.

When the players take time to investigate the mirrors read the following:

When you look into the mirror, to your surprise, instead of seeing your reflection in the mirror, you see another person looking back at you. The person looking back at you looks very familiar; then you realise this is one of the villagers from your village who went to explore the temple years earlier and never returned.

In four of the unbroken mirrors the players will see familiar faces of villagers who disappeared years earlier. In the fifth mirror they will see the following:

While the other mirrors contain familiar faces of villagers, this mirror contains a biped frog-like creature.

Each of the mirrors contains a single prisoner, frozen in time. Four of the mirrors contain villagers, while the fifth contains a Kwaigoon.

If the players break a mirror, the prisoner held inside the mirror will be set free.

The trapped villagers could join the party as 0th level characters (roll stats, occupation, etc.). The last memory the villagers have is of departing their village for the temple.

If the players free the Kwaigoon trapped inside the mirror, the Kwaigoon will attack the party.

Kwaigoon Veteran (1): Init +2; Atk short swords +1 melee (1d6) or javelin +1 ranged (1d6); AC 11; HP 14 (HD 2d8); MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +1; AL C.

T7. The Black Ooze

In the centre of the room is a small circular pool of black ooze. The pool has a diameter of 10 feet.

After the players have spent some time in this room read the following:

All of a sudden the black ooze in the pool starts to move and take shape. The ooze forms into 3 humanoid figures. The figures attack.

Ooze Men (3): Init -2; Atk punch +0 melee (1d4); AC 9; HP 13, 15, 16 (HD 3d8); MV 30'; Act 2d20; SV Fort +1, Ref +0, Will +0; AL N.

Once the Ooze Men are defeated, the players could investigate the pool. They will discover that the pool is 3 feet deep, and the bottom of the pool contains a foot of black ooze. If they search in the black ooze, they will find the following weapons preserved in the ooze: a two-handed sword, a long sword and a spear.

TS. The Sleeping Quarters

The room appears to be a sleeping quarters of some sort. There are 6 beds in this room, and at the foot of each bed is a simply wooden chest.

After the characters have spent some time in this the room, read the following:

The blankets on top of the beds begin to rise, taking on humanoid forms. You hear a malicious laughter coming from the blankets. The blankets turn to you and attack.

Killer Blankets (6): Init +1; Atk engulf* +0 melee (1d3); AC 8; HP 3, 4, 5, 6, 6, 8 (HD 1d8+1); MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

*When a Killer Blanket makes a successful hit, the victim must make a DC 15 Ref Save. A failed save will result in the victim being engulfed by the blanket. The only actions the character could take is to make a saving throw to free themselves from the blanket. For each round the victim is engulfed by the blanket, they will automatically take 1d3 points of damage. A killer blanket could only engulf one victim at a time.

Each of the chests at the foot of the beds is unlocked. Within each chest the players will find a clerical robe and an extra set of cloths.

If the players search under the beds they will find the following items: 2 clubs, a longbow and a quiver with 12 arrows, a mace, a flail and a hand axe.

T9. The Alchemist's Shop

You have entered what appears to be an alchemist's lab. There is a table in the middle of the room, and on the table rests a trio of books and 2 bottles of fluid: one bottle contains a greenish fluid, while the other contains a bright pink fluid.

Along the walls of the room are shelves containing more bottles of coloured liquids and larger bottles containing the preserved heads of a variety of humanoid creatures.

Resting on one of the bottom shelves you see a small chest with the familiar symbol of the seven pointed star on it.

The books are written in the foul language only understood by the dark clerics of this temple. Thus, the players will not be able to understand what is written in the books.

The bottle of green liquid contains the poison used to make the 'green mist poison' for the seven pointed star chest trap. Upon opening the bottle, the players will smell unpleasant fumes. If they attempt to drink this liquid they must make a D15 Fort save or die as a result of the poison.

If the players open the pink bottle of liquid, they will smell the delightful scent of strawberries. If the players drink the liquid,

they must succeed a D15 Fort save or become permanently disfigured from the liquid. For instance, the character could develop a pig-like noise, have their skin turn a greenish tone, develop warts all over their body, etc. As a Judge, it is up to you to decide what happens.

The shelves contain 6 more bottles of the greenish liquid and 5 more bottles of the bright pink liquid. As well, there are 5 bottles of a dark brown liquid. The dark brown liquid is lantern oil.

The chest with the seven pointed star symbol on it is locked and trapped in the same manner as the chest in room T3 (green poisonous mist). The key with the seven pointed star will open the chest and by-pass the trap.

The chest contains a Halfling-sized suit of leather armour, a short bow, a quiver with a dozen arrows and a short sword.

T10. The Mirror and the Statue

You have entered a small room that contains a large mirror hanging on the wall. Beside the mirror stands a statue of a fearsome looking demon-like creature holding a spear.

The statue itself is harmless. If the players investigate the statue, they will discover that they could remove the spear and use it as a weapon (it is a normal spear).

If a player investigates the mirror, read the following:

As you gaze into the mirror, you feel a powerful force pulling you towards the mirror.

Have the player make a DC 15 Will save. On a failed save they are sucked into the mirror. The mirror could only contain one prisoner, and therefore after one character is trapped in the mirror, the mirror loses this power. When the other players look into the mirror they will see their trapped companion in the mirror.

In order to free the trapped character from the mirror, the other characters will have to break the mirror.

T11. The Tin Man

In the corner of the room you see a humanoid figure made out of sheets of metal, gears and wires. The figure has two perfectly round glass eyes. A thick layer of dust covers the figure. Suddenly, you notice that the eyes of the figure have started to glow, and the figure begins to speak.

“Intruders, intruders,” the figure says in a monotone voice, “must stop the intruders.”

The figure raises a large hammer and attacks.

Tin Man (1): Init -2; Atk war hammer +0 melee (1d8); AC 15; HP 18 (HD 3d8); MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N.

The only item of value in this room is the large hammer the tin man is armed with (which counts as a war hammer).

T12. The Onyx Cat

At last you have arrived at your destination! You see your objective before your eyes. At the opposite end of the room, placed on the top of a small pedestal is the figurine of the

onyx cat. Just as the merchant described it, the onyx cat is resting on the shell of an onyx turtle. The two figures are one.

Once the characters have made their way closer to the onyx cat read the following:

A Blue mist rises in front of the figurine, and a beast-like humanoid creature materializes before your eyes. The creature stands close to 6 feet tall, and its body is covered with matted grey fur. Instead of feet, the creature has hooves. The creature has two sets of powerful horns protruding from its beast-like head. The creature wields a pair of fearsome looking cleavers in each hand.

The creature looks at you with glowing red eyes, and says, "I am thy guardian of thy onyx cat. Prepare to meet your end."

The creature attacks.

Guardians of the Onyx Cat (1): Init +2; Atk cleavers +0 melee (1d6); AC 11; HP 25 (HD 6d8); MV 30'; Act 2d20; SV Fort +1, Ref +0, Will +1; AL C.

When the players reduce the Guardian of the Onyx to zero hit points read the following:

You have inflicted a series of wounds on the creature. The creature looks up at you with its glowing red eyes and says, "You may have defeated me today. But, mark my words; I shall have my revenge... I shall have my revenge..."

Then, a blue mist forms around the creature and it disappears.

The figurine of the onyx cat is small enough for a single character to carry. It is the only item of value in this room.

It's not over for the players. They still have to find their way to the second spiral staircase, and that journey is plagued with even more monsters. Also, let's not forget about the two Dark Servants, who are waiting for the party in the Foray (T1. the Foray). As well, it is a 3 day journey back to village and a lot could happen during the journey home.

The Conclusion

When the players have returned to the village with the Onyx Cat, read the following:

Alas, you have completed your first adventure, and have returned to your home village with the Onyx Cat! You did not receive the hero's welcome that you hoped you for. In fact, most of your fellow villagers, your so-called friends, ignore you.

But, who cares about them! You have become a first level character, and are able to break free from your mundane life as a villager. A world of adventure and treasure awaits you.

Now, you need to find the Merchant in order to collect your reward.

Once the players have found the merchant, read the following:

The Merchant greets you with a warm smile, "I knew you would succeed! You have proven yourself worthy of being called Adventurers!

"Now that you have fulfilled your end of the bargain, I shall fulfill mine", the Merchant says as he opens the small chest containing the 250 gold coins.

"As Adventurers, you will need the proper weapons, armour and gear for the adventures that lie ahead. I could provide these to you

at a price”, the Merchant says with a wide grin on his face as he points to his wagon full of supplies for sales.

The Merchant sells most of the equipment, weapons and armour listed in the DCC Rulebook; however, his prices are typically higher than those listed in the Rulebook. After all, no one else in the village sells the weapons, armour and adventuring gear that the characters will need to start their lives off as Adventurers.

The Merchant will sell commonly available pieces of equipment for the same price as found in the DCC Rulebook; however, with weapons, armour and specialty items (items typically not found in a small village) he will sell these for 2 to 3 times more than the prices listed in the rulebook.

Temple of the Onyx Cat Level 1



DCC Compatible Map. Designed by Mark Tasaka, 2015

Temple of the Onyx Cat Level 2



DCC Compatible Map. Designed by Mark Tasaka, 2015

The Temple of the Onyx Cat

You are no Adventurer. But, the life of adventure has always appealed to you; a life on the road, seeking treasure and fortune. There has always been a deep yearning in your heart to break free from your mundane existence as a villager.

“How can I break free from this boring life that I am destined to live?” You have asked yourself a number of times.

Then, one day, the answer to your question arrives in the form of a travelling merchant to your village.

“There is a ruined temple three days travel from here,” the Merchant say, “within the temple is an artefact that I am very interested in obtaining. The object that I seek is a figurine of black onyx cat sitting on top of a turtle. Whoever shall bring me the figurine shall receive a reward of 250 gold pieces.”

The Temple of the Onyx Cat is a Dungeon Crawl Classics Compatible Character Funnel designed for a party of 15 to 20 Level 0 Characters... A world of adventure awaits those willing to take up the Merchant’s challenge.

