

THE WIZARDS' CO-OP

by Gem Room Games



Hex Name: Alcazar Rock

Hex Type: Mesa, 1 Hex

Environment:

Spring: Windy (25%), Clear (25%),
Hot (25%), Sandstorm (20%),
Rain (5%)

Summer: Windy (15%), Hot (35%),
Oppressive (35%), Blistering (15%)

Autumn: Weather Windy (15%), Hot (35%), Oppressive (35%),
Sandstorm (15%)

Winter: Windy (35%), Clear (25%), Hot (15%), Sandstorm (20%),
Rain (5%)

Terrain: Arid

Ecology: Brush Grass, Joshua Trees, Date Palms, Cacti, Coyotes,
Scorpions, Kit Foxes, Jackrabbits

Infrastructure:

Control: Unclaimed (100%)

Signal: 1 bar

Roads: None

Goods: Dates, Date Sugar

Sites:

Landmark: Alcazar Rock, Mesa

Locales: The Wizard's Co-op

Secret: The Palm Grove

Alcazar Rock is a mesa of yellow siltstone, rising above the heatwaves of the desert. Named for King Alcazar, whose empire died with him.

The Palm Grove is a hidden oasis in the desert, a source of water and rows of date palms. The date merchants there will swear you to secrecy. A map to this location could be very valuable to the right buyer.

Encounters: Scorpion Nest (10%), Mournful Coyotes (15%), Lonesome Cowpoke (15%), Magehunter Posse (20%), Wizard School Sellouts (25%), Wandering Date Merchant (15%)

D6 Complaints from the Nearest Settlement:
Ever since those Wizards moved in,

- (1) It hasn't stopped raining and flood waters are rising!
- (2) Corpses from the graveyard have been disappearing!
- (3) The fortune teller won't shut up about the end of reality!
- (4) The sun looks like a giant flaming skull now!
- (5) The winds carry technicolor hallucinogenic spores!
- (6) The Goblin King has called off a politically vital wedding!

Wizard School Sellouts: HD2. Wears cloth armor. Armed with a staff and spells: Firebolt, Poison Cloud, Levitate. Likely expelled for ethics violations. Spellbook worth 100g, components bag worth 4d12g.

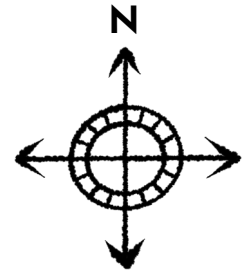
Lonesome Cowpoke: HD3. Wears cloth Armor. Armed with a revolver or spear. Leading 2d10 head of cattle toward the nearest settlement. Carries a guitar, sings a mournful song.

Magehunter: HD3. Wears chain armor. Armed with silver swords. Suspicious, grim. Carries a 1000g bounty for the Wizards Co-Op membership, preferred dead.

Date Merchant: HD2. Wears leather armor. Armed with a club. Enterprising hermit, sells bags of dates for 25g, date sugar for 125g. Carries climbing gear, pollen wand.

THE WIZARDS' CO-OP

Atop the mesa of Alcazar Rock sits a large yellow siltstone pillbox baking in the sun. An enormous glass lens peeks out above its center. Locked wooden doors can be found to the southwest and southeast. Thorough search reveals a secret and very heavy stone door to the north. The exterior walls are high and featureless polished stone, but scalable with climbing gear. The flat, featureless rooftop grants access to an open air observatory (9) at its center.



Door Symbol Key

- | | |
|---|----------------------------|
|  | Secret Door |
|  | Unlocked Door |
|  | Locked Door |
|  | More Broken Hole Than Door |
|  | Portal to Somewhere Else |

Unnumbered: The Halls

Echoey polished siltstone hallways curve throughout the Co-Op, etched with crumbling murals and illuminated by small skylights. You may randomly encounter: a broom pushing itself (15%), Valim the Silver (25%), a slime monster feeding off trash (25%), an irate hippo (20%), an escaped minotaur (10%) a gaggle of imps (5%). At night, replace Valim with a wizard's assistant (see 9: The Observatory).

Broom: HD1. Attacks as if it were a club. Minding its own business.

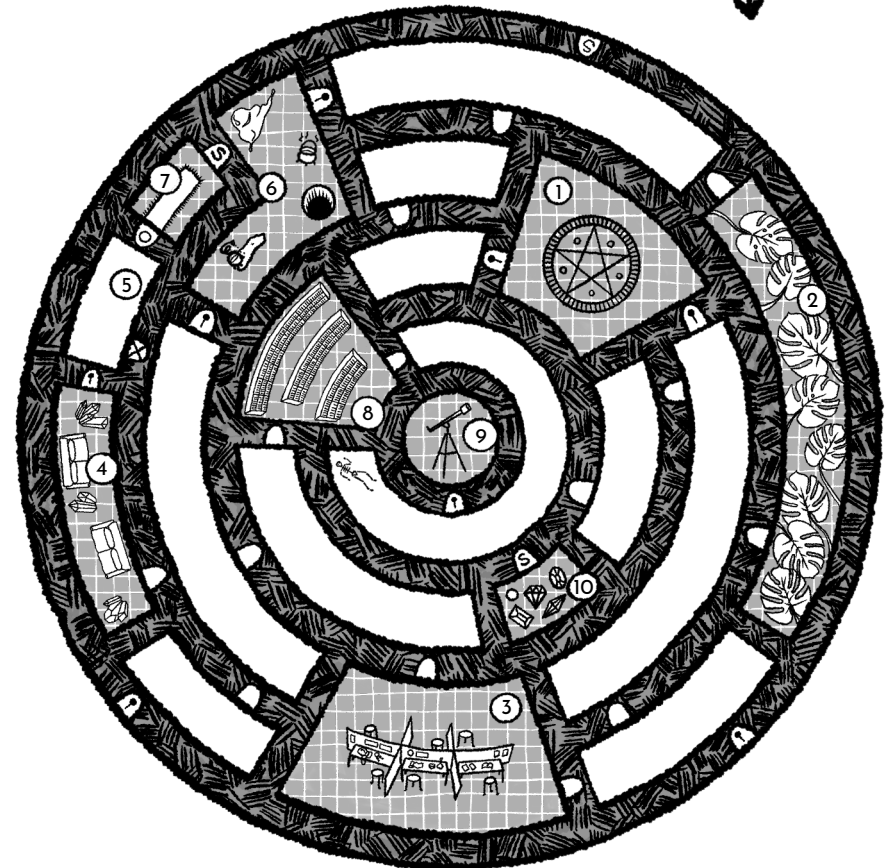
Wizard's Assistant: HD2. Wears cloth armor. Armed with a wand. Knows Prestidigitation. Extremely nervous. Has a key to the minotaur's pen (5).

Slime Monster: See The Experimental Chamber (6).

Hippo: HD4. Its skin is tough as chain, bites as if it were a greatclub. Hungry. Ivory worth 100g.

Minotaur: HD4. Its skin is like leather. Swings chains like a whip. Hates wizards. Naked.

Imp: see The Summoning Circle (1).



1: The Summoning Circle

Locked stone doors guard walls painted black. A huge red pentagram at its center is surrounded by gothic ephemera of dubious origin. After days of ritual, Vrex the Black has opened a tiny tear to hell through which 1d4 imps escape per day. A handful are in the room waiting to see what happens and making fun of him in daemonic.

Vrex the Black: 3HD. Wears cloth armor. Armed with a staff. Can cast Hold Person, Lightning Bolt, Raise Dead. Exhausted. Ritual components worth 150g.

Imp: 2HD. Their skin is tough like chain. Can cast Fire Bolt. Horns worth 50g each.

2: The Terrarium

A long hallway being used as a jungle life terrarium with humid air, tangling vines, and stalking wildlife crowded together. Chopping vines will enrage a jungle animal (GM's Choice) or expose the adventurers to poison. Careful foraging for at least an hour will net the adventurers a poisonous flower (50g), a pet, or the hiding spot of Bingo the Green.

Bingo the Green: 3HD. Wears cloth armor. Armed with a staff. Can cast Speak With Animals, Wall of Thorns, Charm Monster. Furtive. Has a bag of magic seeds worth 50g.

3: The Cubes

A large, ornate antichamber, since divided into 6 cubicles crowded with arcane paraphernalia. Krambo the Ochre and Jeremy the Orange are gossiping about Vrex's gothic tendencies. Searching the cubes reveals keys to the Experimental Chamber (6), pungent tea, loose change totalling 25g.

Krambo the Ochre: 2HD. Wears cloth armor. Armed with a staff. Can cast Fly, Confusion, Dispel Magic. Flatterer.

Jeremy the Orange: 2HD. Wears cloth armor. Armed with a staff. Can cast Sleep, Stone-Flesh, Wall of Iron. Judgemental.

4: The Crystal Lounge

Crystals, beanbags, broken down couches, a communal bong, an out of tune acoustic guitar. A thorough search will reveal two crystals of real value (2d12 g), the rest are just colored glass. A locked door at the back wall prominently features a chore wheel, last changed to Jeremy 2 weeks ago.

5: The Minotaur's Former Pen

Dung, hay, empty bags of feed, more dung, destroyed enrichment toys, and a minotaur-shaped hole in the wall. Searching the room reveals an extremely passive aggressive note from Bingo to Jeremy about the responsibilities of pet ownership.

6: Experimental Chamber

Behind locked stone doors, easily picked. Devoid of furniture, notebooks in random piles near unobserved experiments. A beaker leaks fluid, a statue of a cockroach in the puddle. Turns living flesh to stone when touched. A perfect circular pit to the planet's core. An empty cauldron, red hot and smoking from being left on the fire. A possibly sentient slime sucks against a secret door, revealed by defeating it.

Slime: HD3. Attack as if it were a club. Poisonous. Grumbly.

7: The Portal Room

Behind a secret door, a lavish carpet leads to a portal rising up from the stone of the mesa. It is carved with strange runes in geometric patterns and intricate mechanisms with no clear purpose. A competent wizard can activate the portal given an hour of tinkering, revealing a shimmering field of stars. If you walk through it, it makes a sound like an airhorn in a cathedral as it transports you to a matching portal somewhere else in the world.

8: The Library

Snaking shelves lined with magical tomes organized by color. A card catalog and ledger indicates that very few of the books checked out are returned. Argent the Bibliomancer will attempt to ambush anyone exploring the shelves. The books will refuse to leave the library if not stamped first. There is a 50% chance to find a particular arcane text in the library, with the odds getting worse by 5% for each subsequent search.

Argent the Bibliomancer: HD2. Wears cloth armor. Armed with a bone folder as sharp as a dagger. Can cast Find Object, Invisibility, Wall of Stone. Pedantic. Carries a rubber stamp with the current date in arcane glyphs.

9: The Observatory

A single locked door leads to the Observatory. Warm in the open air, an intricate telescope looks to the sky. By night, Valim the Silver will be peering through it and taking notes, oblivious to the world around him. By day, Valim will wander the halls irritably. A competent astrologer looking through the telescope by night will realize what Valim is observing is a comet on a collision course with this planet.

Valim the Silver: 3HD. Wears cloth armor. Armed with a planar compass as heavy as a club. Can cast Hallucinatory Terrain, Fly, Move Earth. Paranoid. Carries mapmaking tools (85g) and a commission of 1000g from Pontiff Croakulon IV to map a constellation of The Frog Prince.

10: The Lost Treasure of King Alcazar

A small room behind a secret door requiring thorough search to discover, apparently undisturbed by the current residents. Contains the lost treasure of King Alcazar whose empire died with him. Inside you can find 500g in gems and golden finery. A kite shield, emblazoned with a tortoise between two axes, is of uniquely excellent craftsmanship. It affords magical protection against ice. Priceless.