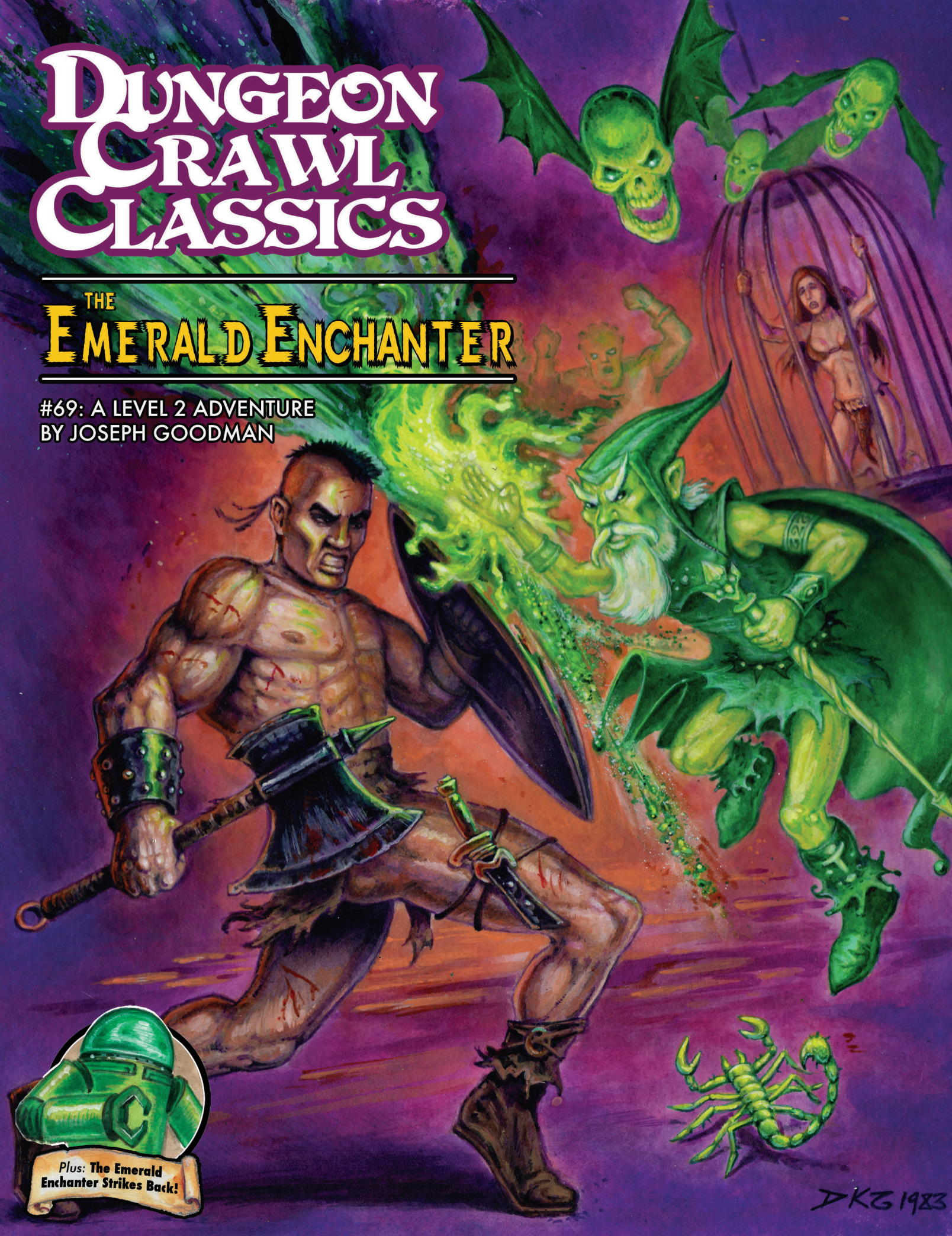


DUNGEON CRAWL CLASSICS

THE EMERALD ENCHANTER

#69: A LEVEL 2 ADVENTURE
BY JOSEPH GOODMAN



DKG 1983



HAND OUT : AREA 3 : 5

THE EMERALD ENCHANTER

A LEVEL 2 ADVENTURE

By Joseph Goodman with additional material by Jobe Bittman • Cover artist and cartographer: Doug Kovacs • Editor: Aeryn "Blackdirge" Rudel • Interior artists: Doug Kovacs, Peter Mullen, Russ Nicholson, Stefan Poag • Art direction & layout: Joseph Goodman • Additional proofreading: Terry Olson

Playtesters: (Anaheim Mini-Con) Joel Arellano, Louis Garcia, Rick Mobly, Gary Plover; (Dicehouse Games / Dead Gamers' Society) John Armstrong, Greg Johnston, Timothy Johnston, Phil McCrum, Robert Reed, Joe Sosta; (Erie Days of Gaming) Rob Conley, Greg Hofmann, Al Krombach, John Larrey, Jason Sholtis, Tim Shorts; (San Diego Playtest Group) Karina Benish, Kevin Cousineau, Becky Jones, Robert Jones, Sam Carter, Steven Thivierge; (DunDraCon 2011) Cedric Alizado, Jon Edwards, Brad Neuberg, Erol Otus, Derek Schubert; and many others we forgot to record!

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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.

The Emerald Enchanter is designed for 8-10 level 2 characters. This adventure has many dangerous opponents, but thorough adventurers who plumb the setting for secrets will find "back-door" techniques to disable their opponents. Playtest games typically went well for cautious parties that rested and recuperated as they advanced; impatient parties often paid a price in blood. The adventure has places where every class can shine, and curious players will enjoy unraveling the mystery of the Emerald Enchanter's magic.

Judges should read the adventure carefully before playing, as many areas tie together. In particular, pay attention to area 1-13, which contains a magic word that can be used by clever players to bypass many future encounters. Area 1-16 holds imprisoned villagers who can be used to replenish a depleted party.

BACKGROUND



The emerald enchanter occupies a cliff-top citadel near several small villages. He is a strange green-skinned wizard who has conducted experiments for many decades. Recently, he has perfected a process for animating living statues made completely from emerald. In the past, he would carve the statues then bring them to life, but now he also has the ability to directly transform into crystal any creature submerged in his transmogrification vats. He has tested the process by capturing villagers and transforming them. It is this disappearance of villagers that has piqued the interest of the characters. Their friends, relatives, and comrades have vanished and may be in the clutches of the emerald enchanter—he must be stopped!

ENCOUNTER TABLE

Area	Type	Encounter
1-1	C	2 emerald eidolons
1-2	C	Tile golem 1+ tile creatures
1-4	C P	2+ flying emerald skulls Teleport table
1-5	C	6 ebon spirits
1-6	C	1 emerald eidolon
1-7	T	Pit trap
1-8	P	Pedestals
1-11	C	7 emerald eidolons
1-14A	C	2 ruby cats
1-14B	C	Topaz serpent
1-14C	C	Intelligent but misunderstood alien creature
1-17	T/C	Giant skull carving 2+ flying emerald skulls
1-18	C	20 reanimated severed hands
1-20	C	Protoplasmic demon
1-22	C	Emerald ogre Mutant plants
2-2	P/C	Moon-devil
3-1	C	Emerald eidolon w/ claws and scorpion tail
3-5	C	8 flying emerald skulls 2 or 4 emerald eidolons The emerald enchanter

MAGICAL ITEMS



This adventure includes several magical items that require spell checks to activate. For example, there is a teleporting tabletop in area 1-4 and disappearing jail cells in area 1-16. There is also a magic word that disables many enemies, as revealed in area 1-13.

Spellcasters should make a normal spell check to activate these items. A failed check can be re-attempted on the following round. A roll of 1 on any such spell check ends the character's ability to use that item for the rest of the day, and also causes a misfire on a roll of 1-2 on 1d6 (modified by the caster's Luck; use the generic spell misfire table from the DCC RPG).

Remember that non-spellcasters can also make spell checks, as described in the DCC RPG. They typically roll 1d10, but thieves may have a higher die roll when reading scrolls.



PLAYER BEGINNING

Villagers have been disappearing—and some of them are your friends! A number of clues, various old superstitions, and a handful of vague omens point to the brooding citadel of the emerald enchanter. This silent monolith has sat undisturbed atop a windy ridge for centuries. Legends say that a green-skinned sorcerer dwells there, where he conducts strange experiments and builds enigmatic machinery. His emerald constructs patrol the grounds of his citadel, and he is seen only rarely when he ventures out on nefarious errands that end in horrid screams and strange lights coming from his citadel. Now you believe he is holding your friends captive. To rescue them—and potentially acquire some loot along the way—you set off to invade his inner sanctum.



LEVEL 1: THE CITADEL

General properties: Except for the dungeon (level 2), the entire citadel is well-lit by torches in wall sconces at 30-foot intervals. Lighting is unspecified unless indicated otherwise. Walls are well-wrought masonry.

Area 1-1 – Gateway Guardians: This adventure assumes the judge places the citadel in his campaign world and elaborates on the journey there as necessary. If you are running this adventure as a stand-alone, read or paraphrase the following:

The citadel sits atop a barren cliff. Jutting from the black rock like some wart on the landscape, it is a short, flat-topped thing, with a wide base and a small, squat second story. The surrounding land is empty and lifeless for miles.

Once the characters get close, read or paraphrase the following:

Approaching from a distance, you observe a large door of some silvery metal. Beside the door are two green statues depicting men clad in emerald armor and holding translucent emerald swords.

Emerald eidolons: The statues are emerald eidolons—semi-translucent, exquisite sculptures of men carved from solid emerald. There are actually two varieties that look the same from a distance. Up close, it can be seen that one statue is a perfect replica of a man, accurate down to tiny details like earlobes and teeth. The other is more rough-hewn and statue-like. The difference in workmanship is apparent once the characters are within 5 feet.

The statues remain perfectly motionless until attacked or until the characters approach within 30 feet, at which point they raise their emerald swords and charge.

The rough-hewn emerald eidolon is a construct built in the sorcerer's golem lab (see areas 3-3 and 3-5). When slain, it shatters into a thousand emerald fragments. Most are worthless slivers and shards, but 1 turn of searching can recover 1d10 small emeralds worth 10 gp each.

The more detailed specimen actually *was* a man prior to being dipped in the sorcerer's transmutation vats (see area 3-5). When slain, it transforms back into flesh and blood. (Its sword, metal once again, can be recovered.) As the eidolon dies, it utters the following sentence: "*Thesdipedes knows the word...*" This is a reference to the consultorium in area 1-13.

Door: The great door is carved from solid pewter, intricately engraved with elaborate designs. It is set with a single large

keyhole and locked (DC 13 check to pick locks, DC 18 to smash).

Emerald eidolons (2: 1 transmuted and 1 carved): Init +2; Atk sword +6 melee (1d8+2); AC 16; HD 2d8; hp 10 each; MV 30'; SP death throes (carved eidolon explodes into 1d10 10-gp emeralds when killed; transmuted eidolon reverts to man when killed); Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.

Area 1-2 – Hall of Mosaics: *This large hallway measures 20 feet by 50 feet and ends at another large door. The walls are completely tiled with mosaics illustrating the deeds of a great, green-robed sorcerer.*

Mosaics: The images show the emerald enchanter battling dragons and demons, reading spellbooks, inscribing scrolls, consulting ancient mummies, gazing into a crystal ball, and so on.

The tile golem: The PCs only have a short time to admire the mosaics. A few rounds after they enter the hall, read the following:

A brisk breeze blows at you from the walls, then you see a strange sight. The wall tiles begin to detach at various points and float through the air, carried on the rising wind. Soon there are eddies of tiles swirling about the room. They converge into a whirling cyclone at the end of the hall, then suddenly form into the shape of a man—a man composed of thousands of shifting, moving tiles!

The tile golem is a magical creature composed of the thousands of colored tiles that adorn the walls. Its polychromatic form shifts and churns as the tiles re-aggregate, constantly forming slightly different shapes. All generally resemble a robed man with open hands. It works as follows:

- It starts with 50 hit points.
- When wounded, it "bleeds" tiles, effectively losing mass as the PCs shatter its component parts.
- Each round, it can draw more tiles to itself from the walls (this is done automatically and does not require an action of any type). They shiver, shake loose from the wall, then fly through the air toward the tile golem. These can be used for any of the following purposes:
 - Healing: the tile golem can use the new tiles to rebuild its damaged form, healing 10 hit points each round.

- **Tile blast:** alternately, the tile golem can wave its hands theatrically to blast the PCs with the sharp edges of the tiles. Treat this as a *magic missile* spell (spell check +5, caster level 5). The tile blasts tend to be all tiles of a certain color—blue, green, or red depending on what mosaic is being dissembled to provide the tiles.

- **Tile summoning:** the last option available allows the tile golem to direct the tiles to several points on the ground in order to create 1d4 small tile creatures, each resembling a four-legged dog-sized construct. They coagulate then attack on the next round. They are intelligent enough to charge the rear ranks and disrupt spellcasters. See stats below.

- Each “draw” of tiles drains one 5-foot section of the golem’s tiles. There is 240 feet of tiled wall, and the tile golem took 25 feet of tiles to form its initial mass, so it effectively has 19 remaining “draws” before all tiles are exhausted.
- In addition to its free tile-based action, the tile golem also attacks each round.

Desperate characters may resort to attacking the wall carvings, hoping to disrupt the tile golem’s reserve of fresh tiles. Treat the walls as AC 5 (they’re “hard” but easy to hit). Every 10 hp of damage destroys a 5-foot section. Each 5-foot section destroyed removes one “draw” from the tile golem’s options.

Doors: The great door at the far end is again carved from solid pewter. It is set with a single large keyhole, and locked (DC 13 check to pick locks, DC 18 to smash).

The secret door is hidden behind tiles, and cannot be opened without breaking them. There are twenty-four 5-foot sections of tile in the room; therefore, a d24 can determine the chance that the secret door was revealed as the tiles were removed from the wall. Recall that the tile golem took five sections of wall tiles to form its initial body, and had some number of “draws” of additional tiles. Roll 1d24 at the end of combat. On a 5 or less, the door was revealed in the first five sections of wall tiles removed. On a result of 5, additive to the number of “draws,” it is also revealed. (For example, if there were 6 “draws” in combat, the door is revealed on a roll of 11 or less.) Otherwise, the door can only be found if someone removes tiles to look behind them (either by specifying as such or making a DC 14 search check).

There are also two 6-inch wide peepholes, allowing visibility from the empty corridors to either side. They also allow emerald skulls to pass (see area 1-4). These are easily detected with a careful search (or a DC 10 search check).

Tile golem: Init -4; Atk slash +5 melee (1d6+1); AC 10; HD 10d10; hp 50; MV 30'; SP draw tiles (as above: heal, blast, or summon, in addition to move and normal action), magical creature (treat as DC 25 to *dispel*); Act 1d20 + free tile draw; SV Fort +8, Ref +3, Will +6; AL N.

Tile creatures (summoned by tile golem): Init (as golem); Atk bite +2 melee (1d4); AC 10; HD 1d6; hp 4 each; MV 40'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N.

Area 1-3 – Empty Secrets: These side hallways are empty. They are dusty, with relatively recent footprints (of a man in a robe) on the floor. The prints lead from the secret entrances to the peepholes at the ends.

Area 1-4 – Foyer: *This 40-foot by 30-foot room is appointed as a living room or reception area. Couches, chairs, and tables are arranged to create several comfortable seating areas. Lush rugs cover the stone floors, and colorful fabrics hang over the walls. On the opposite wall are two doors, and between them a 20-foot-wide table topped with a single massive slab of emerald.*

After a few rounds (or right before the characters leave), the emerald tabletop begins to glow, then two emerald skulls fly out of the tabletop as if it were a portal—they simply emerge from the tabletop into the room. Seconds later, the emerald enchanter himself steps from the tabletop into the room. Read the following when this occurs:

You notice movement in the direction of the table. Two winged green skulls rise from the tabletop, as if it were the surface of a pond, and flap toward the ceiling. Seconds later, a green-robed, green-skinned man steps from the tabletop to the floor, again emerging from what appears to be empty space below the table.

On a DC 20 Luck check, a character happens to be right beside the sorcerer as he appears, and gets a free immediate attack with whatever is held in his hand (no spells; this is an “impulse smack”). Otherwise, roll for initiative, giving the sorcerer a +4 bonus for surprise. The emerald enchanter takes one action: he scowls, points at the characters, mutters a word to the skulls, then steps back into the tabletop and disappears. This instructs the skulls to follow the characters. If you need stats for the wizard, refer to area 3-5.

The tabletop: The magic of the tabletop is keyed to the wizard. A DC 16 spell check allows a wizard or cleric to understand this. A further DC 16 spell check is required to activate the tabletop for any character other than the emerald sorcerer. Spellburn is allowed; success allows the character to teleport himself and up to six passengers to area 3-2. (Note: in playtests, every party but one avoided jumping “blind” into the tabletop. However, doing so is the fastest, easiest way to get to the adventure’s final scene, and the one group that did so had the easiest time in this adventure.)

The emerald skulls: The emerald skulls are human-like skulls carved entirely of emerald. They have green bat-wings attached to their craniums and rubies for eyes. The emerald enchanter can “see” through the skulls’ eyes and uses them to observe the characters as they brave his defenses.

The skulls observe the characters from a distance. They play defense and retreat if attacked—until the characters reach area 1-17, as described in that area. They risk coming close only to duck through doors as characters travel from room to room. They can also fit through the peepholes that connect many rooms, as indicated on the map.

If these skulls are killed, the emerald enchanter “sees” them die. He waits a few rounds, then sends two more through the tabletop, giving these instructions to lurk even further behind the characters.

Peepholes: The peepholes are 6 inches wide, as are all others throughout the dungeon. The skulls can fit through them.

Room contents: This room is filled with valuable curios discovered with a casual search, as follows: four ivory vases worth 40 gp each (but very breakable), a silver paperweight worth 10 gp, a bronze statuette of a knight worth 10 gp, and a crystal ball (non-magical) worth 20 gp. The rugs and wall hangings are worth 50 gp per 100 pounds; there are a total of 1,000 pounds of carpets. The massive emerald slab is not actually pure emerald but a green-tinted crystal. It is worth 100 gp intact, but is 20 feet long and weighs 500 pounds.

Flying emerald skulls (2 or more): Init +4; Atk bite +1 melee (1); AC 16; HD ½d8; hp 3 each; MV fly 60'; SP emerald enchanter can "see" through the skull's eyes; Act 1d20; SV Fort +1, Ref +7, Will +2; AL N.

Area 1-5 – Hall of Anguish: *Unlike previous passages, the walls, floor, and ceiling of this 100-foot by 10-foot hallway are a pebbled, dark gray tone, made of some stone you're not familiar with. A faint sense of motion is evident in the walls, though it's hard to pin down. There is a door at the far end.*

The emerald enchanter transforms his enemies into ebon spirits, then imprisons them in the rare negatively-charged lavalite walls here. Lavalite is a tough rock formed in the intense heat and pressure deep in a planet's core. Lavalite mined from the negative material plane has the property of restraining certain spirits, including ebon spirits, which are negative-energy versions of earth elementals; their zone of control cannot cross beyond areas without negative charges. Hence, they are now imprisoned in the walls, floor, and ceiling of this room. A wizard can identify the walls with a DC 14 Int check.

The ebon spirits can meld the wall into their humanoid form in order to speak or attack, reaching up to 5 feet from any wall, floor, or ceiling. Remember Han Solo frozen in carbonite? That's how they look – distorted human visages forming in the wall, thrashing forth with claws formed of stone. They melt away just as fast.

The ebon spirits swim about in the walls, choosing not to attack until the characters are halfway down the hall. Then they lash out, angry and vengeful. When they attack, read the following:

As you've walked down the hall, faces have formed in the walls, then dissolved just as fast. It seems as if some humanoids are imprisoned in the walls, somehow "swimming" in the stone alongside you. Suddenly, a face morphs in the wall directly beside you, its eyes evil and malignant. A clawed hand stretches out, black like the stone of the very wall, and slashes at you as the face moans a sorrowful dirge.

The ebon spirits cannot step out of the wall, but have a 5-foot reach from the wall's edge. They form, attack, then dissolve again, making them very difficult to hit; not only are they hard as stone, but they also dissipate quickly. Note the potential damage to the characters' weapons from effectively bashing a wall (see stat block below).

There are a total of six ebon spirits, starting three to each side of the corridor. They cannot leave the special stone of this room but are fully capable of forming out of the doors, effectively preventing escape.

The ceilings are 10 feet tall, and the ebon spirits can form overhead. If cornered, an ebon spirit will melt into the wall, floor, or ceiling, move safely away, then re-form and attack. They



can withdraw without triggering a free attack.

Ebon spirit (6): Init +4; Atk claws +4 melee (1d4+1); AC 16/20 (hit vs. AC 20 causes normal damage; hit vs. AC 16 causes damage but attacker's weapon has 25% chance (10% for magic weapons) of breaking as it strikes solid stone); HD 2d8; hp 8 each; MV 30'; SP wall walk (as part of move action can "disappear" into wall; completely impervious to attack in this mode; can re-emerge in a following round at point within range of normal movement; does not trigger free attack when withdrawing this way); Act 1d20; SV Fort +4, Ref +2, Will +4; AL C.

Area 1-6 – Passageway: *A burly emerald soldier stands guard over this hall. He is remarkably lifelike, down to his curly hair and pockmarked skin. He looks in your direction, hefts his emerald axe, and strides toward you.*

This emerald eidolon actually *was* a man prior to being dipped in the sorcerer's transmutation vats (see area 3-5). When slain, it transforms back into flesh and blood before dying. (Its axe can be recovered.) As it dies, it whispers the sentence, "Ask Thesdipedes to save my wife..." This is a reference to the consultorium in area 1-13.

Emerald eidolon: Init +2; Atk battleaxe +6 melee (1d8+2); AC 16; HD 2d8; hp 10; MV 30'; SP death throes (reverts to man when killed); Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.

Area 1-7 – Passageway, Continued: The secret door is a hinged stone panel that swings in both directions (pushing hard on the wall reveals it). It allows the emerald enchanter to pass without triggering the pit trap, which opens when 50 lbs. or more are placed on the pressure plate: DC 18 Ref save to jump aside or fall in for 1d6+1d4 damage (10 feet deep with spikes).

Area 1-8 – Library: *This room appears to be a library. There are eight bookstands, two of them supporting massive metal-bound tomes. Various reading chairs occupy the center of the room.*

The positions of the eight bookstands are noted on the map. Roll 1d8 twice to determine the tomes' starting locations. They are magically enchanted to foil theft. If anyone other than the emerald enchanter approaches within 5 feet of a tome, it teleports to one of the empty bookstands. Characters will eventually figure out a way to be beside a stand when the tome appears, but even then it's impossible to read, as the book continually blinks away, even if only to constantly bounce back and forth between stands. The solution is to realize that the magic lies in the *stands*, not the books (DC 12 Int check for a wizard to realize if the players don't get it after several minutes). When a book is knocked off its stand (such as from a distance with a rope, net, or pole), it stops disappearing.

The two books are huge—each 3 feet across and weighing nearly 60 pounds. A wizard can determine their general contents with a few minutes of perusing, but reading them in detail would take a long time. The books are:

Thesdipedes' Book of Transmogrification: This ancient tome details techniques to transmute one material into another. It contains instructions on the creation of various transmogrification vats, not just of emerald like the ones in area 3-5, but also other varieties. It also contains the autobiography of Thesdipedes, a self-acclaimed master transmogrifier who claimed to know all secrets for changing matter. His corpse currently resides in area 1-13.

The Emerald Enchanter's Blueprints: This book contains the sorcerer's diagrams, notes, and blueprints for the creation of his transmogrification vats. There are many iterations, starting with minor experiments, small tests, and failed efforts, and leading up to the complex machine he has now built at area 3-5. Also, very importantly, there is a many-folded sheet of thick papyrus stuffed into the back. It is a large sheet, measuring 6 feet by 8 feet when completely unfolded, on which are precise instructions to the level 3 cleric spell *Speak with the Dead*. A wizard or cleric recognizes this as a cleric spell rendered in a way that a wizard could cast it with a one-time bonus of +5 to the spell check—as long as homage is paid to The Hidden Lord, god of secrets, in the form of scarification (treat as 2 points of **required** spellburn per casting, which stacks with the +5 associated with the scroll). Note that this act of homage could offend a wizard's existing patron. A wizard can learn the spell as one of his normal spells, provided he has the page to study from over an extended time.

Area 1-9 – Bedroom: *This 15-foot by 20-foot space appears to be a sparsely appointed bedroom. There is a small, untidy bed, a dresser, a chair, a stool, and a shelf.*

The emerald enchanter has many servants, but none of them are devoted to housekeeping duties. This room is uncomfortable and unkempt. The sorcerer usually sleeps close to his lab but occasionally uses this room himself or allows the rare guest to use it.

A cursory examination discloses a few items of value atop the dresser and shelf: a golden bust of a dragon head (worth 40 gp) and a sack of 30 sp.

Two legs of the bed are hollow. If they are shattered, or if the bed is lifted and someone reaches into the legs from below, two items can be extracted: from one leg, a scroll of *ward portal*; and from the other, a razor-sharp, well-oiled dagger.

Area 1-10 – Lounge: *This comfortably appointed lounge area has an upholstered sofa, several chairs, and a table. The walls are decorated with framed drawings of various men and women.*

This room is where the sorcerer entertains visitors. There is nothing of value. The drawings are his friends and relations.

Area 1-11 – Guard Station: *You enter a wide hallway, but before you can take it in you must raise your weapons to defend against a charging emerald man!*

An emerald eidolon guards this hall. As the first line of defense to the emerald enchanter's inner quarters, it immediately attacks when it hears the characters. A few rounds later, hearing the noise, six more emerald eidolons appear from the various barracks labeled 1-12 to join the attack. The transmuted eidolons once again mutter comments about Thesdipedes as they die.

There is nothing else of interest in this hall.

Emerald eidolons (1, then 6 more; 2 transmuted and 5 carved): Init +2; Atk sword +6 melee (1d8+2); AC 16; HD 2d8; hp 10 each; MV 30'; SP death throes (carved eidolon explodes into 1d10 10-gp emeralds when killed, transmuted eidolon reverts to man when killed); Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.

Area 1-12 – Barracks: *This 10-foot by 15-foot room has a table and two chairs. There are various blunted weapons strewn about, as well as rags and buckets of what appears to be polish.*

Again, the sorcerer isn't a big proponent of cleanliness, but he does believe in fighting efficiency. When emerald eidolons are not on duty, they are stationed in these barracks. Much of their time is spent drilling for combat and polishing themselves. The weapons here are blunted for use in practice bouts. There is nothing of value.

Area 1-13 – Consultorium: The secret door is very hard to find. A narrow stretch of mortar under one stone is mounted on a spring. Pressing on the mortar causes it to recess about 2 inches into the wall, allowing a hand to reach under the stone and find a latch. If the latch is depressed, a spring releases and the door can then be pushed open. Allow characters to find this only if they search the stones very thoroughly (describe actions or DC 14 search check). Once the room is entered, read or paraphrase the following:

This 20-foot by 20-foot room is dark and unlit. Thick carpeting covers the floor and heavy velvet curtains hang from the walls. Three grotesque objects are arranged throughout the room. Opposite you, a pale human corpse leans against a sarcophagus propped upright. Nearby is a table supporting a bell jar containing what appears to be a human brain. On the south wall is an ornate brass frame holding a human skull. In the center of the room is a comfortable chair.

There are two secrets to the emerald enchanter's success as a magician: the moon-devil he has chained in his dungeon (see area 2-2), and this consultorium. In this room he consults with three great magic-users of past aeons, from whom he has learned many secrets. The emerald enchanter uses a spell scroll (see area 1-8) and a *ring of consultation* (see area

3-5) to speak with the corpses. If examined in more detail, the three dead magic-users are as follows:

The corpse: *The corpse next to the sarcophagus is the body of a tall, thin man. The skin is dry and cracked, pulled taut over the bones, and it appears this cadaver has been deceased for many decades, if not centuries. The sarcophagus is plain and unadorned except for astrological symbols carved on the inside where the head would go. A plaque on the sarcophagus reads, "Thesdipedes."*

If the characters communicate, Thesdipedes is revealed as a voluble transmogrifier who delights in changing matter from one form to another. He knows the secret of changing man to emerald and back again. If asked, Thesdipedes reveals that the word "yasmilon," if spoken with a successful DC 14 spell check and the caster's blood sacrifice (e.g., at least 1 point of spellburn), will transform all emerald eidolons within 40 feet back into their original human form.

The brain: *This glass jar holds a bluish fluid that contains a human brain. The brain is old and bloated, apparently of great age. A plaque on the jar reads, "Istrobian."*

Istrobian speaks with a gurgling voice from his brain vat. He is an argumentative illusionist with much knowledge of deceiving magic.

The skull: *This skull appears to have been shattered and painstakingly re-assembled. Every part is put back in place, including tiny slivers smaller than a fingernail. The ornate brass frame is inscribed with the word, "Gobur."*

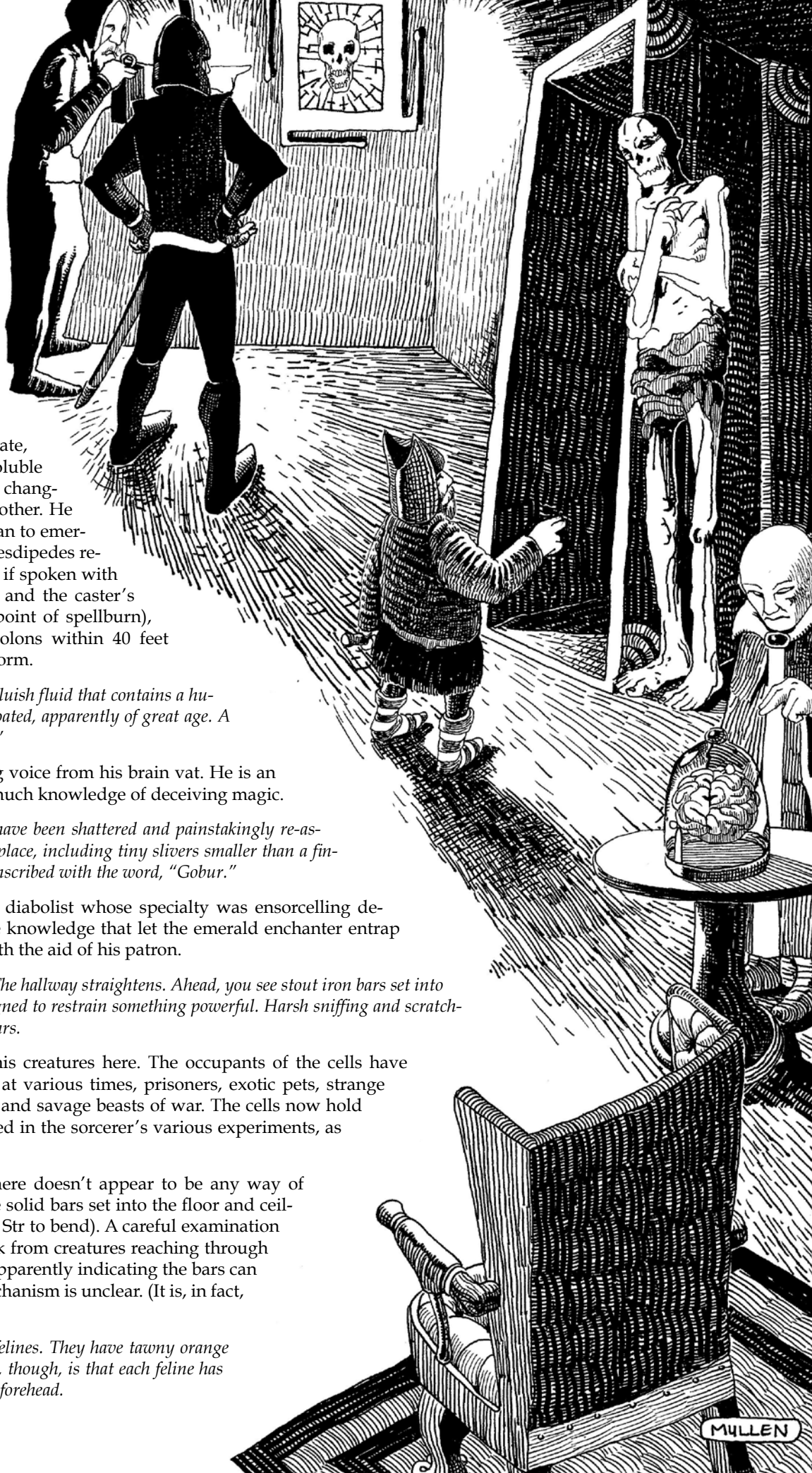
Gobur is a warrior-wizard and diabolist whose specialty was ensorcelling demons. He provided some of the knowledge that let the emerald enchanter entrap the moon-devil (see area 2-2) with the aid of his patron.

Area 1-14 – The Menagerie: *The hallway straightens. Ahead, you see stout iron bars set into the wall on either side, clearly designed to restrain something powerful. Harsh sniffing and scratching sounds come from behind the bars.*

The emerald enchanter keeps his creatures here. The occupants of the cells have changed over the years, being, at various times, prisoners, exotic pets, strange creations, accidental mutations, and savage beasts of war. The cells now hold gemstone monstrosities produced in the sorcerer's various experiments, as explained below.

Note, to casual examination, there doesn't appear to be any way of opening the cell doors. They are solid bars set into the floor and ceiling encased by masonry (DC 18 Str to bend). A careful examination (exposing the examiner to attack from creatures reaching through the bars) shows scrape marks, apparently indicating the bars can recede into the floor, but the mechanism is unclear. (It is, in fact, contained in area 1-15.)

Cell A: *In this cell are two large felines. They have tawny orange skin and furry tails. Most unusual, though, is that each feline has an enormous ruby implanted in its forehead.*





Once mundane tigers, these cats have been bred and implanted with elemental gemstones. In addition to their claw and bite, they emit heat waves from the rubies.

Ruby cats (2): Init +2; Atk bite +5 melee (3d4) or claw +3 melee (1d6) or heat wave +6 missile fire (1d7); AC 15; HD 2d8; hp 9 each; MV 40'; Act 2d20; SV Fort +2, Ref +2, Will -1; AL N.

Cell B: *In this cell is a fat, listless serpent. Its skin is pebbly and yellowish. It does not even lift its head to acknowledge you, choosing instead to simply stare.*

This topaz serpent is slow but deadly. Its skin and blood are acidic, and for every hit against it, a weapon takes a -1 damage modifier as it slowly corrodes. Its bite is also acidic.

Topaz serpent: Init -2; Atk bite +8 melee (2d6 + 1d4 acid); AC 16; HD 3d8; hp 20; MV 20'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.

Cell C: *This cell contains a gelatinous mass. It appears to have a solid central orb of a crystalline nature, from which extrude a tangled net of pseudopods. The central orb pulses as you approach.*

This is a highly intelligent extra-spatial life form, which, unfortunately, lacks the means to communicate with mere three-dimensional creatures. Its pseudopods are each 10 feet long and can reach through the cell bars, but the central orb cannot fit through. It would like to discuss philosophy but will fight if threatened.

Intelligent but misunderstood alien creature (15' x 5'): Init -6; Atk pseudopod +4 melee (1d4 plus paralysis); AC 10; HD 3d8; hp 14; HP 12; MV 5', climb 5'; Act 3d20; SP paralysis (DC 14 Fort save or paralyzed for 1 hour), half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Area 1-15 - Door Opener: Opening this door releases a spring attached to one of its hinges, which releases the latches to cells A, B, and C. The bars in each cell drop into the floor with a loud *clang*, and the creatures therein (if not already slain by the characters) are free to wander around—possibly to fight amongst themselves or to attack the characters. The spring mechanism can be detected by a careful (DC 16) search of the door frame, and disabled by a thief with a DC 16 check.

Area 1-16 - Vat Fodder: *This 20-foot by 20-foot room is filled with four barred cells. Inside the cells are villagers! At the sight of you, they jump to their feet and beg to be saved.*

There are seven villagers here. The emerald enchanter keeps them alive on minimal rations. Eventually they are destined to become emerald eidolons—or worse—in his transmutation vats (see area 3-5).

The cells: The cells have no means of entry or exit. The villagers explain that the sorcerer “says some magic phrase to make them disappear when he needs to get in.” They can be bent (DC 18 Str) or destroyed (AC 16, 8 hp per bar). The magic phrase, if somehow divined, is “groflak.” Speaking this word with a DC 14 spell check causes bars to disappear or reappear at the caster’s discretion.

The villagers: All are eager to escape and promise what little they possess in exchange for freedom. If offered treasure and a chance at revenge, up to three will join the characters’ cause. They can replenish a wounded party or be considered retainers.

Area 1-17 - Skull Trap: The bars leading into this room are *not* visible when the characters first enter. They drop from the ceiling when 50 lbs. of pressure touches any of the noted squares. Characters directly under the bars must make a DC 12



Ref save or take 1d4 damage. Once triggered, the bars cannot be raised; they can only be bent (DC 18 Str) or destroyed (AC 16, 8 hp per bar). Once the characters enter, read or paraphrase the following:

This wide room is dominated by a massive carving of a skull inscribed into the northern wall. Its eyes are painted red and its teeth painted green. Otherwise the room is empty.

A few rounds after the bars drop, the skull attacks. Its red eyes shoot burning laser beams, and its green teeth snap at characters in melee range. Melee attacks against the solid stone skull run the risk of damaging weapons.

Emerald skulls (from area 1-4) gain enhanced abilities in this area. When the large skull attacks, the emerald skulls glow and gain the ability to shoot ruby eye-beams as well (see updated stats below). Since this is the last room before the sorcerer's inner sanctum, he has no more need of the emerald skulls and they fight to the death.

The secret door: One stone in the wall depresses when pushed, and the door clicks open (DC 14 search check).

Giant skull carving: Init +6; Atk bite +4 melee (1d4+2) or eye-beams +8 missile fire (1d10); AC 16/20 (hit vs. AC 20 causes normal damage; hit vs. AC 16 causes damage but attacker's weapon has 25% chance (10% for magic weapons) of breaking as it strikes solid stone); HD 7d10; hp 30; MV N/A; Act 2d20 (eye-beams or eye-beams + bite); SV Fort +6, Ref -4, Will -2; AL N.

Flying emerald skulls (2 or more): Init +4; Atk bite +1 melee (1) or eye-beams +2 missile fire (1d3); AC 16; HD ½d8; hp 3 each; MV fly 60'; SP eye-beams activated in area 1-17, emerald enchanter can "see" through the skull's eyes; Act 1d20; SV Fort +1, Ref +7, Will +2; AL N.

Area 1-18 – Hand Hive: The characters have now passed the sorcerer's gauntlet of defenses and entered his inner sanctum. By way of his emerald skulls he is aware of this fact, but with the emerald skulls' destruction he no longer has visibility to the party's actions. Read or paraphrase the following when the characters reach the open hallway:

This open hallway is clean and spare – except for the dirty brown webbing on the far walls.

After a few rounds, or as the characters explore, read or paraphrase the following:

There is a creaking noise, and the southwest door opens. A spidery thing scurries through. It stops and faces you, its legs twitching, and you realize this is no spider but a severed hand, walking like an insect on its fingertips! The hand seems to stand and observe you, then another severed hand walks out from behind it...then a third appears...

While the sorcerer's warriors are the emerald eidolons, his servants are reanimated severed hands. These un-dead creations scurry back and forth like freakish spiders, walking on two or three fingers while handling tasks with the other fingers. They can leap several feet in the air (to open doors or alight on shelves), and some are the hands of giants. The severed hands "live" in brown nests made of a web-like material (actually fibers that they "weave") against the northeastern walls of this area.

The hands communicate amongst each other telepathically with simple thoughts. Normally these thoughts are associated to preparing dinner and maintaining the household, but now they are focused on defense.

There are a total of twenty severed hands in areas 1-18, 1-19,

1-20, and 1-21. They emerge in clumps of three to five and begin attacking! Most are human-sized and some are giant-sized, but treat them all the same to keep record-keeping easy (the stats below are an average across all the twenty hands).

The hands have no treasure, but are holding various things of potential interest—dinner trays, cleaning supplies, tools, and so on.

Grate: The iron grate in the corner is heavy (DC 14 Str check to lift) and chained shut (DC 16 Str check to burst chain, or 8 points of damage vs. AC 18). If breached, it opens onto a 40-foot vertical drop to area 2-1A.

Reanimated severed hands (total of 20): Init +3; Atk scratch +2 melee (1d2); AC 11; HD 1/4d8; hp 2 each; MV 30'; SP undead traits (can be turned by cleric); Act 1d20; SV Fort -2, Ref +1, Will -2; AL N.

Area 1-19 – Kitchen: *This area is clearly a kitchen. There are two wood-fired stoves, many pots and kettles, a large cauldron, and shelving with food and supplies.*

The sorcerer's meals are prepared here. All of the kitchen supplies are normally manipulated by the un-dead hands, so there are various stools and shelf-holds fit for their use. There is enough food here to feed an adventuring party for several days. This room is a good place to recover and heal. Note that several small chimneys rise from the stoves through the ceiling.

Area 1-20 – Laboratory: *This room is a jumbled mess of tables, vials, beakers, powders, hoses, shelves, and mechanical contraptions. Despite the mess, your eyes are drawn to something you cannot look away from. In the center of the room, a charcoal pentagram is drawn upon the floor, and within it, a horrid hissing protoplasmic creature is strapped to the floor. Barbs, spines, scorpion tails, and weird tentacles emerge from the corpulent mass. Brass tubes rise from its veins up to the ceiling, where they arc off to empty into several vials.*

The emerald enchanter engages in many experiments alchemical and magical. The protoplasmic demon here is from the lowest pits of the underworld, where creatures like it form the base matter from which Chaos Lords craft new varieties of devilry. Its primal composition provides many building blocks for experimentations of all kinds. Since summoning and imprisoning it, the emerald enchanter has sustained its life just enough to siphon off valuable elements—a fact the protoplasmic demon greatly resents.

The protoplasmic demon: The demon can be freed by spells of the appropriate kind or by simply rubbing a gap in the charcoal pentagram (any cleric, elf, or wizard will know this). If the characters have not aggrieved the demon prior to freeing it, it ignores them completely and ambulates off to revenge itself against the wizard (although elemental in appearance, it is highly intelligent and can navigate doors and stairs; characters will find it later in area 3-1). But it will fight if forced to defend itself.

Valuables: A search of the premises yields the following: four scrolls stuffed in the shelving (*sleep*, *spider web*, *magic shield*, and *ray of enfeeblement*), five 1-inch cubes of iron, one 1-inch cube of silver (worth 30 sp), one 1-inch cube of gold (worth 30 gp), a *potion of strength* (CL 5), a *potion of levitate* (CL 5), a *potion of spider climb* (CL 5). The potions are labeled. There are many

other mundane potions as well (e.g., to cure warts or induce hair growth).

A wizard searching for any unusual spell components has a 20% chance of finding them here. A wizard with the spell *make potion* may be able to craft several interesting brews from the extant chemicals, at the judge's discretion.

The laboratory: Careful examination reveals that the complex system of pipes and valves in this room rises through several apertures in the ceiling, evidently going off to feed something above. In fact, the plasmas being milked from the protoplasmic demon are essential ingredients to the sorcerer's experiments in area 3-5. Freeing the demon, or destroying the laboratory or piping, renders the transmogrification vats ineffectual after 24 hours.

Smashing the laboratory, carelessly mixing chemicals, or throwing beakers produces unpredictable magical effects. If any of these activities occurs, roll 1d6 to determine the effect:

Roll	Effect
1	Cloud of smoke completely obscures all sight in the room. There is a 25% chance the smoke is acidic, causing 1 point of damage per round to all in the room.
2	Rubification effect. Everything within 5 feet of the splash zone is permanently turned red. This is a fundamental chemical change not simply a "layer of paint."
3	Density change. Everything within 5 feet of the splash zone has its weight reduced by half, with no other changes. There is a 25% chance of a weight gain instead. The judge may add other impacts (such as changes to hit points or Strength) at his discretion.
4	Feline transformation. The target takes on feline characteristics: pointed ears, pert nose, fur, etc.
5	Mood change. Living creatures become (roll 1d4): (1) depressed, (2) angry, (3) happy, or (4) friendly for 1d6 hours.
6	Duplication. The target is suddenly duplicated. If a person, it now has an identical twin. If an object, a second version is created.

Protoplasmic demon: Init +6; Atk lash +4 melee (1d6 + poison (DC 14 Fort or additional 1d8 stinging damage)); AC 13; HD 10d10; hp 65; MV 20', climb 20'; SP demon traits (can be turned by cleric, immune to weapons of less than +2 enchantment); Act 4d20; SV Fort +8, Ref +4, Will +8; AL C.

Area 1-21 – Storage: *This cluttered room is piled high with sacks, crates, and tools.*

Most of the tools here are used for gardening and building or equipping the sorcerer's servants. Adventurers desperate for replacement weapons can find an assortment of picks, shovels, axes, and longswords. There are also basic supplies: cooking oil, flour, seeds, trowels, tapers, and so on.

Area 1-22 – Unholy Gardens: *You open this door and catch a glimpse of a lush garden—but are immediately distracted by an enormous emerald ogre-thing rushing to attack you!*

LEVEL 2: THE DUNGEONS

The emerald eidolon was stationed here as a permanent guard after several unfortunate escapes by the carnivorous plants. This eidolon was created by dropping an ogre into the transmogrification vats, then giving it weapons for use in controlling the plants. As such, it is much larger than usual, and has a short, singled-edged sword set into each hand, like a machete.

If the characters speak the word learned from Thesdipedes in area 1-13, the eidolon transforms to its natural form of an ogre—and still attacks.

Note: If the characters advance past the threshold of this room, the mutant plants attack as well (see below).

Ogre, emerald eidolon form: Init +2; Atk blade +7 melee (2d8+4); AC 16; HD 4d8+4; hp 25; MV 20'; SP death throes (reverts to ogre when killed); Act 2d20; SV Fort +5, Ref +5, Will +5; AL N.

Ogre, natural form: Init +2; Atk blade +5 melee (2d8+6); AC 16; HD 4d8+4; hp 25; MV 20'; Act 1d20; SP bear hug (see DCC RPG, page 422); SV Fort +4, Ref +2, Will +1; AL C.

When the emerald eidolon is killed, read or paraphrase the following:

This large room is a garden, but not like any garden you have ever seen. In the center of the room is a shimmering globe hanging in mid-air. Heat and light radiate from the globe. Cultivated plants line walkways throughout the area, but these plants do not look friendly. They are covered in barbs, whips, tentacles, beaks, and, in some cases, what appear to human-like hands and heads.

The emerald enchanter's many hobbies include anthropohorticulture—more commonly referred to as the crossbreeding of man and plant. The plants themselves are deadly, and many have human-level intelligence (channeled through plant sensory organs) as a result of his horrid manipulations. They do not talk, and the eyes of their "heads" are filled with greenish sightless orbs, but they do respond to stimuli and eagerly attack.

The entire room is filled with deadly plants. Advancing more than 5 feet into the room triggers an attack, and the attacks continue constantly. The statistics below are for a 5-foot square; assume every 5-foot square has similar capability for offense. Creative characters may burn or freeze the entire room, depending on their inspiration.

Mutant plants (5-foot square): Init +0; Atk lash/bite/sting +3 melee (1d4 plus 25% chance of poison); AC 11; HD 5d8; hp 25; MV 5'; SP double damage from fire or cold, poison (DC 12 Fort save or effect (roll 1d4): (1) sleep for 1d6 rounds, (2) stinging acid for 1d6 damage, (3) caustic substance for 1d3 Stamina loss, (4) blindness for 1d4 hours); Act 4d20; SV Fort +1, Ref -4, Will -4; AL N.

Grate: The iron grate in the corner is hidden by plants. It is heavy (DC 14 Str check to lift) and chained shut (DC 16 Str check to burst chain, or 8 points of damage vs. AC 16). If breached, it opens onto a 40-foot vertical drop to area 2-1B.

The globe: The magic globe provides sunlight for the entire room. It levitates in mid-air and is burning hot to the touch (1d4 damage per round of contact; ignites flammable objects in 1d2 rounds). A spellcaster can control it with a DC 18 spell check; with concentration, he can move it 5 feet per round in any direction.

Area 2-1A and 2-1B – Tunnels: *These dark tunnels are carved from solid rock. The floor and walls are uneven and pitch black beyond the reach of your sight.*

The grates from areas 1-18 and 1-22 lead here, but without any kind of ladder; characters must provide their own rope. These dark, dank tunnels sit 40 feet below ground level. They are unremarkable except for the fact they lead to the moon-devil.

Area 2-2 – The Moon-Devil's Dungeon: *This irregular cavern has a shadowed ceiling hidden behind stalactites. The pock-marked walls hold deep pools of darkness, making the exact dimensions of the room hard to identify. In the exact center of the room is a pentagram inscribed in some white powder. Inside the pentagram is an enormous bestial creature with moon-white skin, mighty tusks, and thick limbs. Delicate gold chains hang from the ceiling to encircle its wrists, which are pierced with brass tubing. The tubing vanishes into the ground under the edge of the pentagram.*

This dungeon is where the sorcerer imprisons his most valuable servant, the mysterious moon-devil. This otherworldly thing knows many eldritch secrets, and its life-sap is the crucial ingredient in the sorcerer's transmogrification vats.

Pentagram: The pentagram is made of salt, carefully laid in the correct lines of power. It is easily disrupted. If broken, the moon-devil is free to move *except* that it is still enervated by the golden chains.

The gold chains: Gold is like kryptonite to a moon-devil, embodying the power of earth and draining its strength. These gold chains are so thin that a normal man can snap them with ease (DC 6 Str check) but the moon-devil is powerless against them. As long as it remains ensnared by these chains, it can barely lift its own weight.

If the pentagram *and* the gold chains are broken, the moon-devil is freed (see below).

Brass tubing: The brass tubes are embedded in the moon-devil's veins. They slowly drain its life-sap, which is used to power the transmogrification vats in area 3-5. By burying the brass tubes under the pentagram, the sorcerer prevented them from breaking his containment pentagram. They run about 6 inches below ground level all the way through to area 2-3, where they emerge from the dirt and rise to the vats at area 3-5. If the tubes are severed, the vats slowly lose power (but it takes at least 24 hours for the effect to become noticeable).

The moon-devil: Only the gods know what this creature is or where it came from. The emerald enchanter's patron provided it to him, and it has served him well. Aside from the powers of its life-sap, the moon-devil can summon alien objects, and has provided the emerald enchanter with the massive slabs of emerald from which he sculpts his creations (see area 3-4).

Communicating with the moon-devil: The moon-devil can speak telepathically with any creature it can see. It asks the characters about their objectives. It reveals it is a prisoner of the emerald enchanter and describes how its life-sap powers the vats. It is in constant pain and physically weak from the golden chains. It offers the characters great success if they aid it.

If the moon-devil is freed, it rises to its full 15-foot height, bellows powerfully, and stares intensely at the characters who freed it. They are bathed in a white glow, and feel the air charged with strange energy. Everyone who aided the moon-devil receives a permanent +1 bonus to Luck, then the moon-devil vanishes into the air, gone forever to its native plane.

Battling the moon-devil: The moon-devil escapes, if given the chance, by returning to its native plane of existence. If combat erupts, it is far beyond the powers of the PCs to wound — aside from immunity to mortal weapons, it is massive, with iron-hard skin. As such, game stats are not presented; punish the PCs with an Atk +15 hit doing 1d20+10 damage if you need to drive home the point.

Area 2-3 – The Tunnel Up: This corridor ends in another vertical chimney leading straight up. A hint of light can be seen through what appears to be a distant grate. A series of brass tubes emerge from the dirt under the chimney and rise up its walls, all the way to the top.

The brass tubing comes from the moon-devil in area 2-2. This tunnel leads 60 feet up to area 3-5. It is difficult to climb (DC 20 climb check) and the grate at the top must be broken open (DC 22 Str check to burst chain, or 10 points of damage vs. AC 18; then DC 14 Str check to lift).

LEVEL 3: THE CREATION VATS

Area 3-1 – Guard Station: Rounding the corner, you see a small chamber with a door on the far wall. Another emerald statue confronts you, this one more horrible than the last. It is a hulking 8-foot-tall humanoid with enormous hooked claws at the end of each arm and a barbed scorpion tail!

If the characters freed the protoplasmic demon in area 1-20, continue reading the paragraph below. The demon came here and fought the emerald eidolon, losing the battle but providing the characters with an easier time:

This emerald statue looks like it has been in a fight. It is chipped and damaged. At its feet lies a bloody, pulpy mass that resembles the creature you saw in the laboratory.

This emerald statue is the last and most powerful guardian before the emerald enchanter's creation quarters. It immediately attacks.

Door: The door is engraved with a complex geometric design. A spellcaster recognizes this as a magical rune. If the door is disturbed, the following runes trigger simultaneously. The spell check to create the runes was 19 (and this is the DC for opposing Will saves and *dispel magic* checks; increases to 21 for Lawful characters).

Alarm. The rune silently alerts the emerald enchanter when the door has been breached (no save).

Block. A character must make a Will save to walk through the door; otherwise, he finds himself unable to summon the courage to do so. Characters who successfully pass may be able to drag an immobilized comrade through the door.

If the entire party fails their



saves and cannot pass, there are still two options for advancement. They can use the emerald tabletop at area 1-4 to pass into area 3-2. They can also climb the chimney at area 2-3 into area 3-5. Allow a Luck check to help the characters' recollections, as needed.

Emerald eidolon with claws and scorpion tail (carved): Init +3; Atk claw +8 melee (1d8+1) or scorpion tail +6 melee (1d6 plus magical poison (DC 14 Fort save or 1d4 Stamina loss)); AC 18; HD 8d8+8; hp 45 (25 if it fought protoplasmic demon); MV 30'; SP death throes (explodes into 2d10 10-gp emeralds when killed); Act 3d20 (2 claws + tail); SV Fort +6, Ref +6, Will +4; AL N.

Area 3-2 – Observatory: *This large room is dominated by an enormous crystal ball set into the ceiling in the far corner. In the opposite corner, closest to you, is a flat emerald tabletop, much like the one you saw earlier in your explorations. A few chairs and tables complete the room.*

This tabletop is the counterpart to the one in area 1-4; it can be activated through identical means. Like the other emerald slab, it is not actually pure emerald but a green-tinted crystal. It is worth 100 gp intact but is 20 feet long and weighs 500 pounds.

The crystal ball is magical but enormous and not easily moved. It is 4 feet across and weighs 900 pounds. Set into the ceiling, it can be gazed upon by multiple parties seated in the chairs here. A DC 14 spell check activates it; it is otherwise like a normal crystal ball but with double the usual range.

Area 3-3 – Carving Station: *This room looks like a sculptor's workshop. There are several large slabs of emerald, all with half-formed shapes carved from them. Most are humanoid torsos, though some resemble other shapes – one is like a miniature horse, and there are several small cubes half-carved into realistic-looking human skulls. Stone-working tools rest on tables throughout the room.*

In this place, the sorcerer carves some of his emerald eidolons, which are granted life by a dip in the transmogrification vats at area 3-5. At this moment none of the statues here are animated, so there is no threat to PCs.

The emerald blocks in this room are clearly not natural – emeralds do not normally form in one-ton slabs. The sorcerer acquires them from other planes, through the chained moon-devil (see area 2-2). The emerald stones in this room are unfinished, not faceted, and veined with other less valuable gems; thus, they are not as valuable as finished gemstones. But they are still valuable. The sum total of all the emeralds is worth 10,000 gold pieces and weighs 5,000 pounds. Industrious characters may devise a way to move the entire treasure, but a more likely result is that they transport small chunks; in general, assume every pound is worth 2 gp. If properly finished (such as by a gem-worker) every pound produces a single gem worth 10 gp, but finishing takes much work.

Area 3-4 – Resting Station: *This room is a comfortable-looking bedroom. There is a bed with a thick straw mattress, a bookshelf with several dusty volumes, a chair, and a wardrobe.*

The emerald enchanter spends much of this time working on this floor and sleeps here many nights each week. The only item of value is the bookshelf. The volumes are his spellbooks and contain the following spells:

Level 1: *cantrip, find familiar, invoke patron, magic missile, magic shield, patron bond, runic alphabet (mortal), spider climb*

Level 2: *wizard staff*

Level 3: *make potion*

Area 3-5 – Transmogrification Vats: This is the climactic final encounter. Knowing the adventurers have penetrated his inner sanctum, the emerald enchanter is rushing to complete another few emerald eidolons to aid in his defense. The characters enter in the nick of time. If they act fast, they may save the lives of two beautiful maidens. Read or paraphrase the following:

You have entered an enormous room filled with magical machinery. Four huge vats of boiling green liquid sit in the four corners of the room. On the ceiling above each vat is a series of chains and pulleys that trace a course to the center of the room, where each track of chain ends in a steel cage hanging from the ceiling. In two of the cages are beautiful women who begin screaming for help when they see you.

On the far side of the room is a large mass of machinery with a bank of levers upon it. A green-robed, green-skinned man sits there. Upon seeing you, he throws two levers up. A grinding sound fills the room as the two cages holding maidens begin screeching along their chain tracks toward the boiling vats. Simultaneously, a swarm of bat-winged emerald skulls lifts off the ground behind the sorcerer, while two emerald statues rise dripping from the other vats and advance toward you.

Roll for initiative!

And the final battle begins. Review the room setup below, then read the combat tactics and start the encounter.

Vats: The vats are 10 feet deep, with the bottom 7 feet below floor level and the top 3 feet rising above floor level. Each vat is filled with a rare transmogrifying compound that crystallizes solid matter into emerald, then brings life to any emerald material within it.

Any living creature placed within a vat dies from drowning and boiling, then, one round later, emerges as a living emerald statue (no save). A carved emerald object placed in the vats is brought to life after one round.

The northern vats contain recently-transformed villagers that now emerge to attack (note that they are subject to the word learned from Thesdipedes).

The chain-and-pulley apparatus: The ceiling is 20 feet tall, with the series of chains running right at ceiling level. They are operated by the machinery and bank of levers where the emerald enchanter sits. There are four levers, one for each chain line, and each lever has three positions: *up* (moves cage along the chain toward the corresponding vat), *down* (moves cage away from the vat), and *neutral* (stops movement of cage).

The caged maidens: The maidens scream for help. They are in the cages leading to the southern vats. Like the captives from area 1-16, they are local peasants selected for this horrible fate.

The cages lurch along jerkily on the chain apparatus, moving 5 feet per round. The tracks are 20 feet from start to vat. On the fourth round, the maiden-cages are above the vats; on the fifth round the cages descend; on the sixth round, the maidens are submerged and die, emerging on the seventh round as emerald eidolons.

Each cage is 5 feet high and hangs on 5 feet of chain, meaning its base is 10 feet above the ground. A cage can be stopped

with a DC 16 Str check, assuming a character grapples the cage somehow. A new Str check is required each round to hold back the pulley apparatus.

A cage door can be opened with a DC 16 Str check or a DC 12 pick locks check. Once the cage door is opened, the maiden can be taken to safety.

And, of course, the cages' motion can also be stopped by returning the control levers to their neutral positions.

The emerald skulls: Activated by the presence of the emerald enchanter, the eight emerald skulls can launch ruby eye-beams in this room, much like in area 1-17.

The machinery and grate: The eldritch machine controls the chemistry of the vats. An uneducated user requires several days of study to understand how to operate it. Moreover, it is magical in nature and even after study requires a DC 16 spell check and a minimum of 1 point of spellburn per creature transformed (this being the limiting factor on the emerald enchanter's ability to churn out an army of emerald eidolons).

A heavy metal grate is integrated into the machinery; it opens onto a 60-foot vertical drop to area 2-3. Brass tubes emerging from the grate carry the moon-devil's life-sap through the machinery to the vats.

Combat tactics: The emerald enchanter and his minions behave as follows:

Prior to combat: In preparation, the emerald enchanter has already cast *spider climb* and *magic shield* (make spell checks as normal). Remember that he had the chance to observe the characters from area 1-4 to 1-17, so he is familiar with their abilities. The wizard should formulate other defenses as you deem appropriate.

Round 1: The emerald eidolons engage warriors to block for the sorcerer. The emerald skulls focus their eye-beams on spellcasters. Having started the cages in motion, the emerald enchanter begins launching *magic missiles*.

Round 2: The emerald enchanter casts *invoke patron* to summon help.

Round 3: The emerald enchanter continues to cast *magic missiles*. If threatened, he uses *spider climb* to move to safety. (Note that the emerald enchanter can cast *magic missile* while hang-

ing from a wall or ceiling with *spider climb* due to his mentalism ability.)

Round 4: The cages with the maidens are now positioned above the southern vats.

Round 5: The cages descend into the vats.

Round 6: The cages dip below the vat water level. The maidens are killed.

Round 7: The cage doors open, and the maidens crawl forth as new emerald eidolons to attack the characters.

Flying emerald skulls (8): Init +4; Atk bite +1 melee (1) or eye-beams +2 missile fire (1d3); AC 16; HD ½d8; hp 3 each; MV fly 60'; Act 1d20; SV Fort +1, Ref +7, Will +2; AL N.

Emerald eidolons (2 or 4, transmuted): Init +2; Atk sword +6 melee (1d8+2); AC 16; HD 2d8; hp 10 each; MV 30'; SP death throes (reverts to man when killed); Act 1d20; SV Fort +4, Ref +4, Will +4; AL N.

Emerald enchanter (high-level wizard): Init +2; Atk wizard staff +3 melee (1d4+6) or dagger +3 melee (1d4+2) or dagger +2 missile fire (1d4+2); AC 13; HD 6d4+4; hp 24; MV 30'; SP spellcasting (see below), familiar (see below), patron (Azi Dahaka), wizard staff (+2 to saves, +2 to spell checks on *magic missile*), above-average ability scores (Str 14, Stm 14, Int 16); Act 1d20+1d14; SV Fort +5 (+7 vs. poison), Ref +4, Will +5; AL C.

Equipment: wizard staff, padded armor, 3 daggers, *ring of protection* (+2 AC), *ring of consultation* (cast *speak with the dead* 1/day).

Spells: Spell check +8 in general; +9 on *invoke patron*, +10 on *magic missile*. Spells known: (level 1) *cantrip*, *find familiar*, *invoke patron* (+9 spell check), *magic missile* (green arrows; +10 spell check due to wizard staff; cast without motion due to mentalism aspect of mercurial magic), *magic shield*, *patron bond* (2/day), *runic alphabet* (mortal), *spider climb*, (level 2) *wizard staff*, (level 3) *make potion*.

Familiar: Emerald scorpion. Atk +2 melee (1d3), AC 14, HP 1.

CONCLUSION

With a final blow, you defeat the emerald enchanter and his minions once and for all. You have done a great deed for your village on this day, which will be remembered by your friends and comrades for many generations to come.

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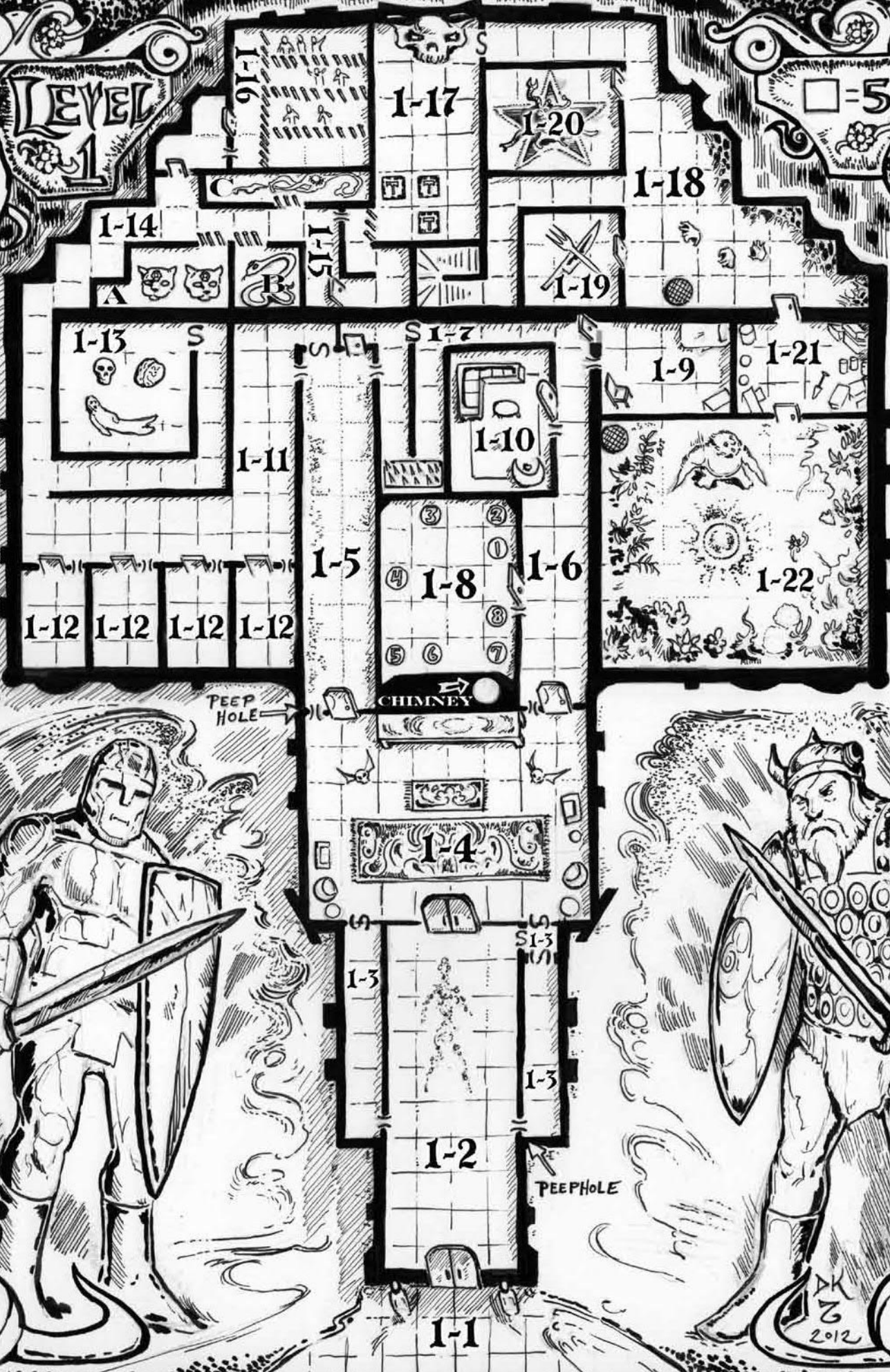
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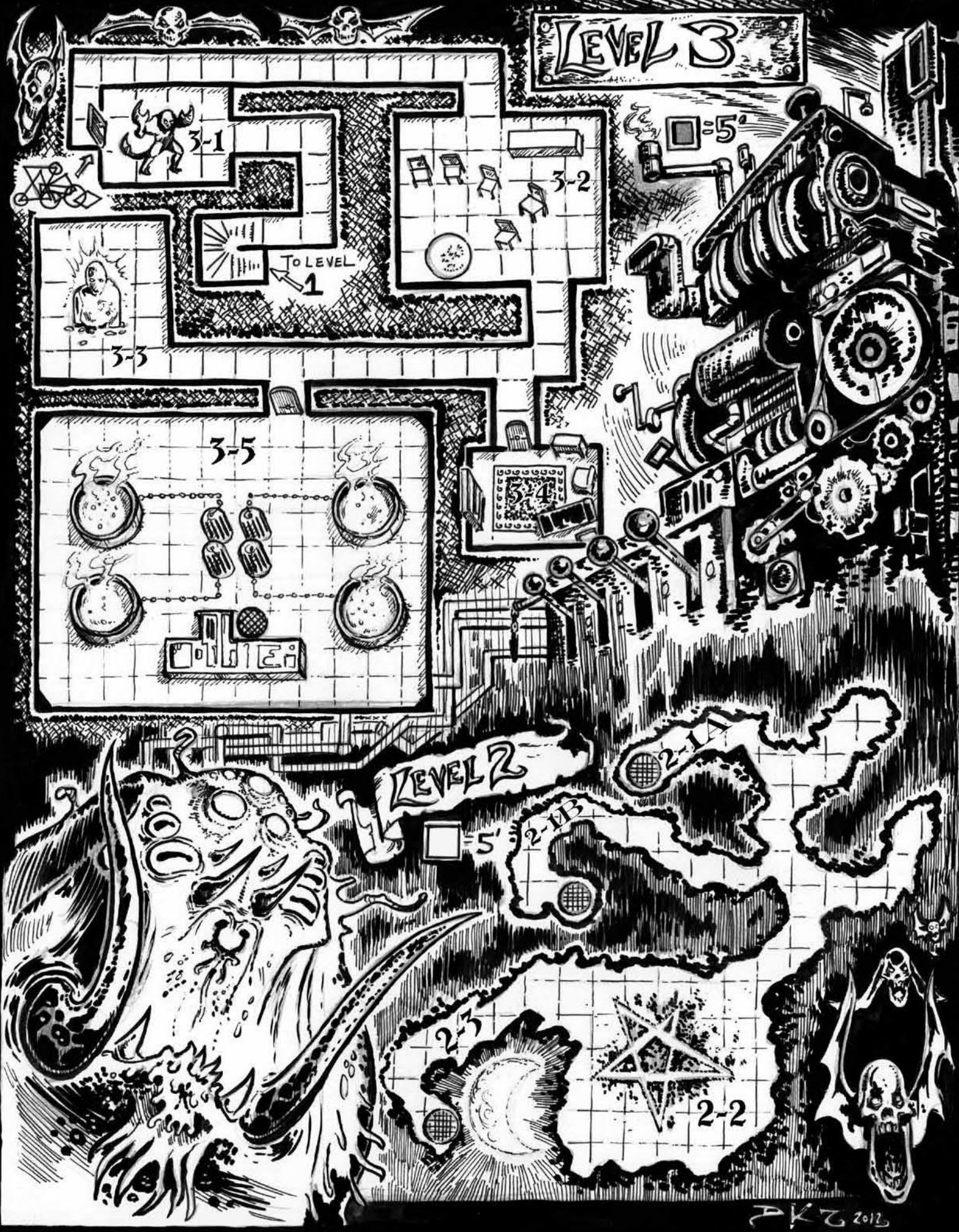
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LEVEL 3

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LEVEL 2

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THE EMERALD ENCHANTER STRIKES BACK

Writer: Jobe Bittman
Editor: Rev. Dak J. Ultimak
Cartography: Doug Kovacs
Interior Art: Doug Kovacs, Stefan Poag
Art direction/layout: Joseph Goodman

Playtesters: Bennett Hansen, Kurt Schnüt,
Bart Staker, Dave Wesley

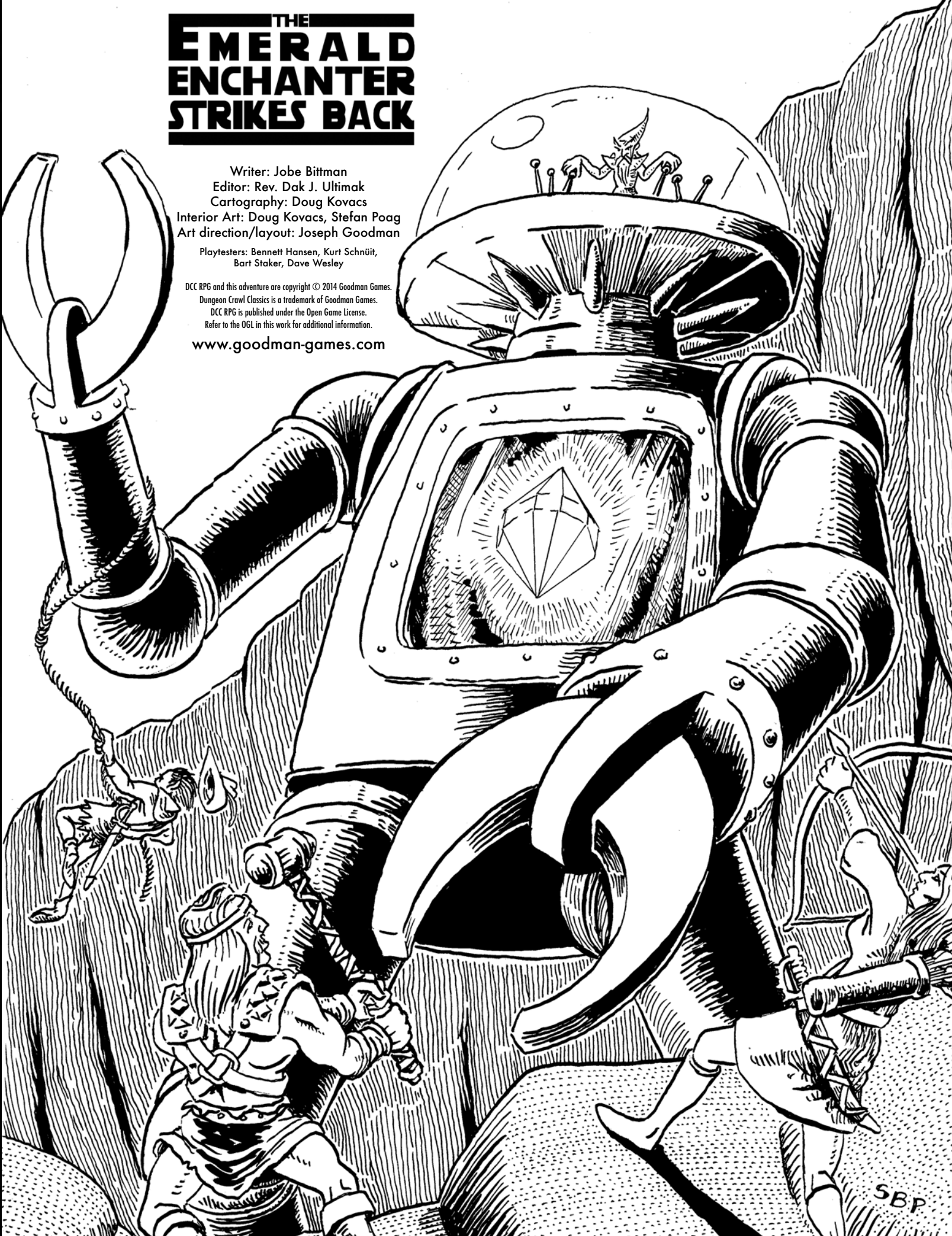
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INTRODUCTION

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.

The Emerald Enchanter Strikes Back is designed for 8-10 2nd-level characters as a follow up to *DCC #69: The Emerald Enchanter*. While the action picks up after the events of the previous adventure, the judge is not required to have run or even read the previous adventure.

ADVENTURE SUMMARY

The adventurers must hunt down the villain over a large hex map. Judges should read the entire text beforehand to solidify the broad strokes of the adventure in their minds. Also, make sure to understand the section "Enter the Emerald Titan," which details the encounter where the characters infiltrate the Emerald Enchanter's animated armor.

A central theme of this adventure is improvisation. The open-ended nature of a hex map begs the judge to make snap decisions about the unfolding story based on logic and the player characters' previous actions. I challenge all judges to incorporate new adventure elements on the fly. In fact, the gemstone nightmare encounter requires the invention of new monsters on the spot. The prelude to the final encounter, "Enter the Emerald Titan," necessitates situational adjudication. There are too many ways for the player characters to take on the titan to outline them all.



BACKGROUND

Recently, the adventurers ran afoul of the schemes of a green-skinned sorcerer who was attempting to build an army by transmogrifying kidnapped villagers into mind-controlled emerald eidolons (for more information, see *DCC #69: The Emerald Enchanter*). The party ended the mad mage's reign of terror and quested onward, but reports of the wily enchanter's demise appear to have been premature. The green-skinned corpse in the enchanter's citadel was an emerald-infused clone created with the evil mage's latest experimental techniques. While the battle raged in his transmogrification lab, the real Emerald Enchanter sipped sherry and cursed his fortunes protected in a subterranean bunker.

The Emerald Enchanter brooded for days. His stronghold was in ruins and his army shattered. He counted his options and they totaled one: Activate doomsday protocol alpha and take revenge on those who brought him so low. The mage depressed a brass plunger. Then, the citadel shuddered. The walls crumbled to reveal massive armor plates concealed within the masonry. The metal plates rose into the air amidst a thundering crescendo of imploding walls and billowing dust. When the cloud settled, the enchanter's secret weapon stood at the locus of the devastation: a titan metallic-green suit of armor twice as tall as a storm giant. Atop its shoulders, a giant glass dome was affixed in place of a head. Within, the ruddy-faced enchanter sat upon a gleaming throne working a mass of levers and switches. The green giant shook its fists at the night sky in rage to the sound of grinding metal on metal.

JUDGE'S NOTES

The majority of the adventure plays out over a large area map. The party will need to use sight to get the lay of the land. The average human can see nearly 3 miles under ideal conditions (e.g. clear day, flat land). Since each hex on the map covers 2 miles, the characters should be able to easily see one hex in all directions most times. A spyglass multiplies the range of eyesight twelve times. With a sufficiently elevated vantage point and line of sight, most characters with a spyglass can distinguish human-sized figures up to 36 miles away (or 18 hexes).

Travel is an integral part of this adventure. Pedestrians can travel up to 24 miles per day on flat terrain (12 hexes); horses or ponies increase the range to 32 miles (16 hexes); and warhorses further increase it to 40 miles (20 hexes). Difficult terrain reduces the range by 50% or more. Other modes of transportation are detailed in the "Overland Speed" section (*DCC RPG rulebook*, p. 308). Completist judges may also want to review the mounted combat rules (*DCC RPG rulebook*, p. 91).

The evil enchanter has designs on all the local towns. One week after the adventure starts, the titan attacks Hirot at night leaving the same device as in Riverdown (Area 1-5). Philbin will fall another week later.

PLAYER START

The adventure begins days to weeks after the last encounter with the Emerald Enchanter. It assumes the mage was killed at the conclusion, and the characters have moved onto another region.

It can't be true. You saw him die. The peasant hunches over, panting to regain his breath. After several long wheezes, he gazes up at you with the same pleading expression. "Didya hear me? I come a long way to bear this message. You brought a terrible curse 'pon the land. He's exacting vengeance on us all for what you done. The Emerald Enchanter yet lives."

The peasant begs the adventurers to return and finish the job they started. He first appeals to the adventurers' sense of duty, then their honor, then finally threatens to inform the nearest authorities if they received any monetary rewards regarding the evil mage's extermination. The peasant recounts wild tales of a green monster stalking the woods near the citadel. People are disappearing without a trace. It can only be the work of the Emerald Enchanter. The peasant assures the adventurers that if they investigate, they will learn his tales are true. Once the party agrees, the peasant draws a map with a shortcut leading to the player start area near area 1-1.

WILDERNESS ENCOUNTERS

Locating the Emerald Enchanter is a bit like looking for a needle in a haystack while blindfolded. The wily mage only attacks under the cover of darkness and conceals his titan armor in the dense forests during the day. Meanwhile, the mage continues to release his "experiments" into the wild to harry his detractors.

In addition to the keyed locations on the map, there is a chance of a random encounter with the unknown. Staring with a base chance of 0%, each hex traversed cumulatively increases the likelihood by 5%. For example, after moving one hex the chance of a random encounter occurring is 5%, after two hexes it increases to 10%, and so on. If the roll determines that a random encounter occurs, roll once on Table W: Wilderness Encounters. Afterward, the base chance of a random wilderness encounter resets to 0% and increases by 5% cumulatively for each hex traversed. Also note, there are two zones on the map: A and B. Refer to the proper column on Table W for the zone of the current hex if applicable. The Emerald Titan is only found in Zone B unless the party lays a clever trap.

THE OVERLAND MAP

Area 1-1 – Inn: Smoke rises from the chimney of a rustic, three-gabled building to the north. A wooden shingle that reads "The Winsome Wench" creaks in the wind. The odor of tobacco and hearty stew wafts from the open front door.

The innkeeper, Curtis Ekim, puffs a meerschaum pipe behind the bar. He is a tall, gregarious man with a deep voice and infectious laugh, but starved for company. He interjects whenever there is a lull in the adventurers' conversa-

tion. Business has slowed to a trickle recently. No one has been visited for over a week. Nita, a scraggly waif with two missing front teeth, takes food orders – ostensibly the innkeeper's daughter and ironically the inn's namesake. Rooms are 5 sp/night. Stew is 1 sp with a choice of fish or chicken. For any characters that eat the fish stew, the judge should make a secret DC 15 Fort save twenty-four hours later to determine if food poisoning sets in. The condition causes a severe case of "the runs" and inflicts -2 penalty to all rolls until the character gets a full night's rest.

Area 1-2 – Riding corpse: A cloaked rider trots down the road toward you, crouching low in the saddle.

The rider is slumped forward, hidden beneath a cloak. The horse will not resist any attempts to grab its reins. Under the cloak is a grisly sight: a dead human male in nightclothes. Pale blue crystals pierce his skull, jut from his eye sockets, and impale his upper torso. The rider succumbed to his injuries shortly after escaping the destruction at Riverdown (see area 1-5).

Area 1-2A – Beaten path: A lightly used trail breaks off the main road here and leads north towards the tree line.

Area 1-3 – Crossroads: A skeletal corpse with missing hands hangs from a dead oak marking the crossroads of Pilgrim's Pass and the King's Way. Nearby, a weather-beaten signpost indicates the towns of Riverdown, Philbin, and Hirot lie to the north. A tremendous granite mesa towers above the evergreens to the northwest.

Anyone with ties to the region knows the plateau as Flat Rock. The site is unused except during solstice festivals. Craggy handholds make it easy to climb from all sides, but a gentle brae on the northwestern face is the safest entry point. Riverdown, Ferryton, and the Emerald Enchanter's citadel can be seen from the apex. The skulls in area 1-4 may attack here or on the roads north and west.

Area 1-4 – Flat Rock: Flying emerald skulls from the Emerald Enchanter's ruined citadel now roost at Flat Rock feeding off the sporadic road travelers. The skulls swoop down on the party as they travel along roads adjacent to Flat Rock. They prefer to attack with the sun at their backs to surprise opponents.

Flying emerald skulls (10): Init +4; Atk bite +1 melee (1) or eye-beams +2 missile fire (1d3); AC 16; HD 1/2d8; hp 3 each; MV fly 60'; Act 1d20; SV Fort +1, Ref +7, Will +2; AL N.

Area 1-5 – Riverdown: Columns of brown smoke stream from several smoldering huts in the river port. The streets are silent and empty. A plaque reading "Riverdown" hangs askew from a bent signpost.

Riverdown is the most recent victim of the Emerald Titan's fury. A 12-inch thick, invisible force field creates a perfect circle around the town. The barrier is impenetrable, but only extends 20' into the air and 2' below the ground (or water on the riverside). Traveling to the town square reveals a staff set with a glowing pale blue gem driven into the ground at the center of the barrier's circle.

TABLE W: WILDERNESS ENCOUNTERS

D24	ZONE A	ZONE B
1	Web-footed tracks lead west.	Large footsteps lead north.
2	Aquamarine skeletons attack simultaneously from east and west.	
3	Crystal thralls shamble toward the party.	
4	A lone grizzly bear howls and attacks.	
5	Dried mud preserves hoofed tracks.	A path of felled trees is visible to the north.
6	Emerald eidolons (1d4) attack.	
7	Gemstone horrors (1d4) incoming.	
8	A gemstone nightmare attacks.	
9	A dead body propped against a tree. A small coin purse holds 1d6 gp.	
10	Something heavy was dragged from here to the north recently.	A metal green giant thunders the ground as it walks east. Go to Area 2.
11	A flock of flying emerald skulls (2d4) descends from the forest canopy.	
12	Two groups of gemstone minions attack at once (1d6 each).	
13	A soiled backpack is stuffed in a nook. Roll 3 times on Table F.	
14	Barking sounds become stronger then fade away.	
15	Light glints off a large figure to the northwest.	A giant suit of green armor runs east a mile north of the party. Go to Area 2.
16	Two grizzly bears rush the party.	
17	You find an item. Roll once on Table F.	
18	A gemstone nightmare howls one hex north. It hasn't seen the party.	
19	Gemstone minions (2d6) surprise the party.	
20	Four-toed footprints lead west.	Toppled trees form an alley heading northwest.
21	Grunts and howls erupt from the treetops. A shrewdness of monkey-pigs (2d3) shower the group with pinecones, rocks, and other foul substances.	
22	Nymphs and satyrs beckoning the party with giggles and waves. The hedonistic fey are the illusory creations of a hiding succubeast which attacks the first party member to approach.	
23	A cool stream runs through the woods here, but its contaminated. Drinking this water causes giardiasis resulting in diarrhea and temporary loss of 1d3 Stamina (1 week).	
24	A thatch hut has been trampled by a giant footstep. Tracks lead northwest. The emerald enchanter ambushes the party (with surprise). Go to Area 2.	

* Statblocks in Appendix A.

Villagers trapped within the barrier are slowly turning into aquamarine thralls of the Emerald Enchanter. Crystalline shards of aquamarine grow through their bodies, pulsing with light in time with the staff in the square. The villagers hide in buildings during the day and wander like automatons through the dark alleys at night. The villagers are nimble-footed, and wait for outsiders to stroll into town before ambushing in a small group with whatever makeshift weapons they have on hand (e.g. farmer with pitchfork, butcher with cleaver, or candle maker with candelabra). Each time a building is entered, there is a 30% chance of encountering more thralls, and some salvageable items; roll 1d3 times on Table F: Found Items. A group of 1d3+1 thralls is always milling around the town square.

Crystal thralls (2d4): Init +3; Atk improvised weapon +6 melee (1d6); AC 15; HD 2d8; hp 9 each; MV 30'; Act 1d20; SV Fort +4, Ref +3, Will +2; AL N.

Smashing the staff gem in the town square drops the force field and releases the villagers from its spell. The shards stop glowing and the villagers fall to the ground. Depending on the extent of crystalline growth, the villagers have a

25-50% chance of dying after 1d3 days. Cleaning and bandaging wounds reduces the chance by 10%. Use of healing magic and potions completely negates the effects. Survivors' memories are foggy, but a few can recall brief flashes of the attack; roll on Table S: Survivor Stories.

If the staff is left undisturbed, the transformation completes in one week; the transmogrified monsters look like aquamarine golems with a skeleton encased within.

Area 1-6 – Ferryton: *You spot a small fishing village nestled among the reeds of the riverbank. There are no signs of activity.*

Ferryton was the site of the Emerald Enchanter's first bloody reprisal. The thralls have long since wandered off in service of their new master. A staff with a dull gemstone is staked in the center of the village, its magic long since exhausted. There are 12 ratty wooden shacks arranged in a semi-circle facing the water and several rowboats and canoes dragged to shore. Each shack holds common household items and one salvageable item; roll once on Table F.

Area 1-7 – Philbin: *A series of switchbacks lead up a rocky escarpment. At the top of the mountainous formation, you spot a*

TABLE F: FOUND ITEMS

D30	Found Items				
1	Cooking pan	11	Claw hammer	21	Jar, moonshine
2	1d6 copper pieces	12	Heavy wrench	22	Pry bar, 5-foot
3	Heavy rope, 100'	13	Baling wire	23	1 gold piece
4	Candle	14	Spyglass	24	Smoked mackerel
5	Wineskin	15	15' pole	25	Canoe
6	Kitten	16	Pipe and tobacco	26	Tanned animal hide
7	Chamber pot	17	Waterskin	27	Spade
8	Crowbar	18	Clean clothes	28	Fishing pole
9	Spoiled meat	19	Shiny rock	29	Herb pouch
10	Random weapon (DCC RPG: Table 3-1)	20	Random equipment (DCC RPG: Table 3-4)	30	Random mount (DCC RPG: Table 3-5)

TABLE S: SURVIVOR STORIES

3D6	Survivor Stories
3	A giant golem attacked then left by walking northwest through the river.
4	Doom! Doom! Ground go boom!
5	A huge green dragon razed the town.
6	It was YOU! Guards! Help! Someone stop them!
7-14	No recollection whatsoever, or utter nonsense (e.g. unicorn stampede).
15	The ire of Justicia is upon us. We are all sinners. Repent!
16	Storm giants raided our village.
17	It was too dark. Something came from the north that shook the earth.
18	A wizard and a green giant attacked. It must be the Emerald Enchanter!



lookout tower beyond a rough-cut palisade. A muted horn blast from above heralds your approach.

A fundamentalist sect of Daentharr, the Mountain Lord, established the town of Philbin. Most of the town's income comes from logging. Philbinians prefer a life of isolation and prize rugged individualism. They are suspicious of outsiders, but willing to engage in trade – they have a well-stocked general store – and share knowledge of recent events.

The townsfolk refer the adventurers to Treesha Mangrave if questioned about recent events. Treesha retired from adventuring many years ago and is seen as the best person to puzzle out ill portents. As a matter of fact, strange happenings do seem to be afoot. Lookouts have spotted trees swaying west of the river when the wind was calm. Also, fires were spotted near Riverdown, but no one has requested assistance. Treesha gets permission for the adventurers to use the lookout tower and telescope if requested. Treesha guides the viewer through points of interest: **Ferryton**, a fishing village across the river, looks deserted; **Riverdown**, the local port of call, cannot be directly viewed due to a cluster of tall spruce, but thick brown smoke rises from the general vicinity; the **citadel** of the recently deceased Emerald Enchanter is barely discernible on a clear day as a speck on a cliff far to the northwest; **Hirot**, a small town to the north, is obscured, but the wispy smoke of cook-fires hang in the air.

When the party departs, Treesha's sons, Sage and Guder, eager to embark on adventures of their own, offer their services as hirelings (4 cp per week each). The brothers come equipped with leather jerkins and hatchets. Neither can fail a morale check when the other is present.

The Brothers Mangrave (2): Atk hatchet +1 melee (1d6); AC 12; hp 3 each.

Area 1-8 – Hirot: Earth mound fortifications encircle a grubby town topped by a vicious wall of sharpened logs. Desperate wattle-and-daub buildings and ramshackle hovels cower shoulder to shoulder within, held together by a rat's nest of clotheslines and human filth.

The town of Hirot was first explored in *Dungeon Crawl Classics* #66.5: *Doom of the Savage Kings*. Characters who previously played through the adventure will discover not much has changed; all their previous contacts are still there. For detailed information about the town and its inhabitants, reference DCC #66.5.

The gates of Hirot open at dawn and are barred at dusk. Unless the characters are known to the night watch, the gates will not be opened after curfew. The entire town is on edge. Loud crashes awoke the townsfolk last night. A guard swears that a green-skinned giant was staring at him from above the tree line, but disappeared into the woods.

Area 1-9 – Ruined Citadel: Piles of cracked masonry and the skeletal frame of the outer walls are all that remain of this once-proud citadel.

The site of the Emerald Enchanter's former cliff-top stronghold commands a sweeping view of the river valley below. The source of the citadel's destruction is not apparent. The utter devastation and strewn rubble indicate a large explosion. However, there are no scorch marks or charred remains. The site has been abandoned for some time.

ENTER THE EMERALD TITAN



Locating the titan is only half the battle. The adventurers must breach the armor to end the Emerald Enchanter's bloody career once and for all. The armor has several weak points if the characters take the time to uncover them.

Once the titan is found, the judge should allow the players ample time to formulate a plan of attack. Observant characters may spot the chinks in the titan's armor with a DC 10 Intelligence check. Sneaking in, luring the titan into a trap, or rushing headlong into battle heedless of danger are but a few of the possibilities. Evaluate the players' plan and assign a difficult class to a few key points. After the first adventurer breaches the armor, hand wave or simplify other party member's skill checks.

The titan armor is a marvel of arcane engineering. From the inside, localized gravity allows one to walk on the walls as if under the effects of centrifugal force. Hatches separate the lower limbs, upper limbs, torso, and head.

Emerald titan: Init +6; Atk punch or stomp +10 melee (1d20); AC 24; HD 20d12; hp 130; MV 55'; Act 1d24; SP immune to mind effects and critical hits, crit on 20-24; SV Fort +18, Ref +17, Will Immune; AL N.

Area 2-1 – Lower Limb: The right ankle and the left forearm of the titan's armor have loose plates; DC 15 Strength check to open. Soon after the party regroups, the room begins to flood with brackish water as the titan submerges the limb in a lake or river and proceeds to thrash it about. There is a risk of drowning, and the characters must make a DC 10 Strength check to avoid getting knocked off their feet.

Area 2-2 – Upper Limb: Each upper limb contains 1 **green-skin warrior** (stats below). Every other round the titan pokes a splintered tree through a crack in the armor. A random creature must succeed in a DC 20 Reflex save or take 1d10 damage from impaling.

Area 2-3 – Torso: An enormous glowing emerald spins on its axis at the center of the large chamber. Destroying the gem (AC 22; hp 20) causes the titan to shutdown, but doesn't prevent a dome launch (area 2-4). A loose plate on the back can be popped off from outside with a DC 20 Strengthcheck. The room contains 2 **green-skin warriors**. In round 2, a hive of angry bees is pushed in via a crack in the armor (-1 to all rolls as bees harass PCs).

Area 2-4 – Glass Dome Head: The Emerald Enchanter holds one last trick up his sleeve. After combat starts, the mage launches the glass dome to an unknown destination.

You enter the glass dome and spot the Emerald Enchanter sitting on a throne covered in buttons and levers. He is larger than you remember, and his flesh is a healthy pink. Verdant silken robes flow over his shoulders to the floor. "Fools!" the mage cries. "You are too late." Glowing red letters float in the air above his chair counting down: 10... 9... 8...

Combat tactics: The Emerald Enchanter casts *magic shield* prior to the party's arrival.

Round 2: The countdown reaches zero. The glass dome detaches from the titan armor and rockets into the air, propelled by eldritch thruster engines.

Round 3: The dome is 10' above the titan's shoulders.

Round 4: The dome is an additional 20' higher.

Round 5: The dome gains another 40' of height.

Round 6: G-forces halve all movement. The dome gains 80'.

Round 7: G-forces pin everyone down. All occupants of the dome are prone and immobile until the dome reaches its final location.

Green-skin warriors (10): Init +4; Atk crystal claw +8 melee (1d10+1); AC 16; HD 3d8; hp 17 each; MV 30'; Act 1d20; SV Fort +5, Ref +4, Will +2; AL N.

Emerald enchanter (high-level wizard): Init +2; Atk wizard staff +3 melee (1d4+6) or dagger +3 melee (1d4+2) or dagger +2 missile fire (1d4+2); AC 11; HD 6d4+4; hp 24; MV 30'; SP spellcasting (see below), familiar (see below), patron (Azi Dahaka), wizard staff (+2 to saves, +2 to spell checks on *magic missile*), above-average ability scores (Str 14, Sta 14, Int 16, Luck 7); Act 1d20+1d14; SV Fort +5 (+7 vs. poison), Ref +4, Will +5; AL C.

Equipment: wizard staff, padded armor, 6 daggers, *potion of slow falling* (no damage from a single fall), *green rabbit's foot* (+2 Luck checks), iron skeleton key.

Spells: Spell check +8 in general; +9 on *invoke patron*, +10 on *magic missile*. Spells known: (level 1) *cantrip*, *find familiar*, *invoke patron* (+9 spell check), *magic missile* (green arrows; +10 spell check due to wizard staff; cast without motion due to mentalism aspect of mercurial magic), *magic shield*, *patron bond* (2/day), *runic alphabet (mortal)*, *spider climb*, (level 2) *wizard staff*, (level 3) *make potion*.

Familiar: Scorpion. Atk sting +2 melee (1d4 + poison, DC 15 Fort save or death), AC 14, HP 1.

Treasure: 1 small **locked chest** containing 2d30 gp, 1d100 sp, and 3 flawless rubies (30 gp each). A **bulky backpack** with extra strength straps and a pull cord contains several books of fiction and dirty laundry. Swiftly pulling the cord, releases the contents to the floor.

CONCLUSION



The end of the adventure is open-ended. Will the adventurers jump from the glass dome before slaying the enchanter, or attempt a crash landing using the strange control panel? Maybe they buckle in for a ride on the dome's pre-programmed course. The destination is up to you: Moon Base Zeta, the Lost Isle of the Old Dragons, another published adventure, or parts unknown. Use your best judgment and go with the flow.

THE EMERALD ENCHANTER STRIKES BACK



ZONE A

ZONE B

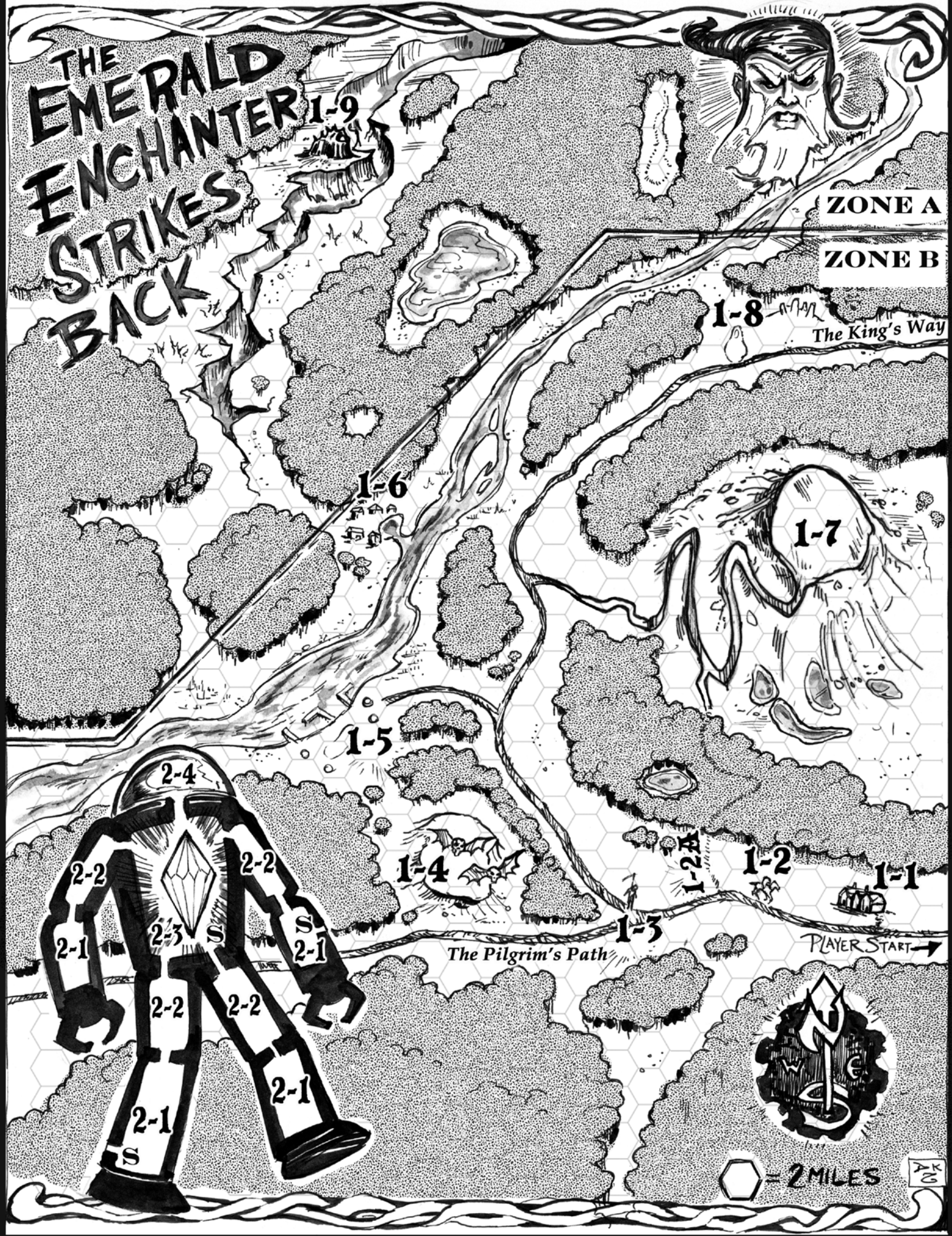
The King's Way

The Pilgrim's Path

PLAYER START →

⬡ = 2 MILES

AK 8



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DUNGEON CRAWL CLASSICS

THE EMERALD ENCHANTER

#69: A LEVEL 2 ADVENTURE
BY JOSEPH GOODMAN

Villagers have gone missing! A mix of clues, superstitions, and omens point to the brooding citadel of the emerald sorcerer. This silent monolith has sat undisturbed atop a windy ridge for centuries. Legends say that a green-skinned sorcerer dwells there, where he conducts strange experiments and builds enigmatic machinery. His green-skinned constructs patrol the grounds of his citadel, and he is seen only rarely when he ventures out on nefarious errands that end in horrid screams and strange lights coming from his citadel. Now the time has come to explore his inner sanctum...



3rd printing sketch variant cover