

DUNGEON CRAWL CLASSICS

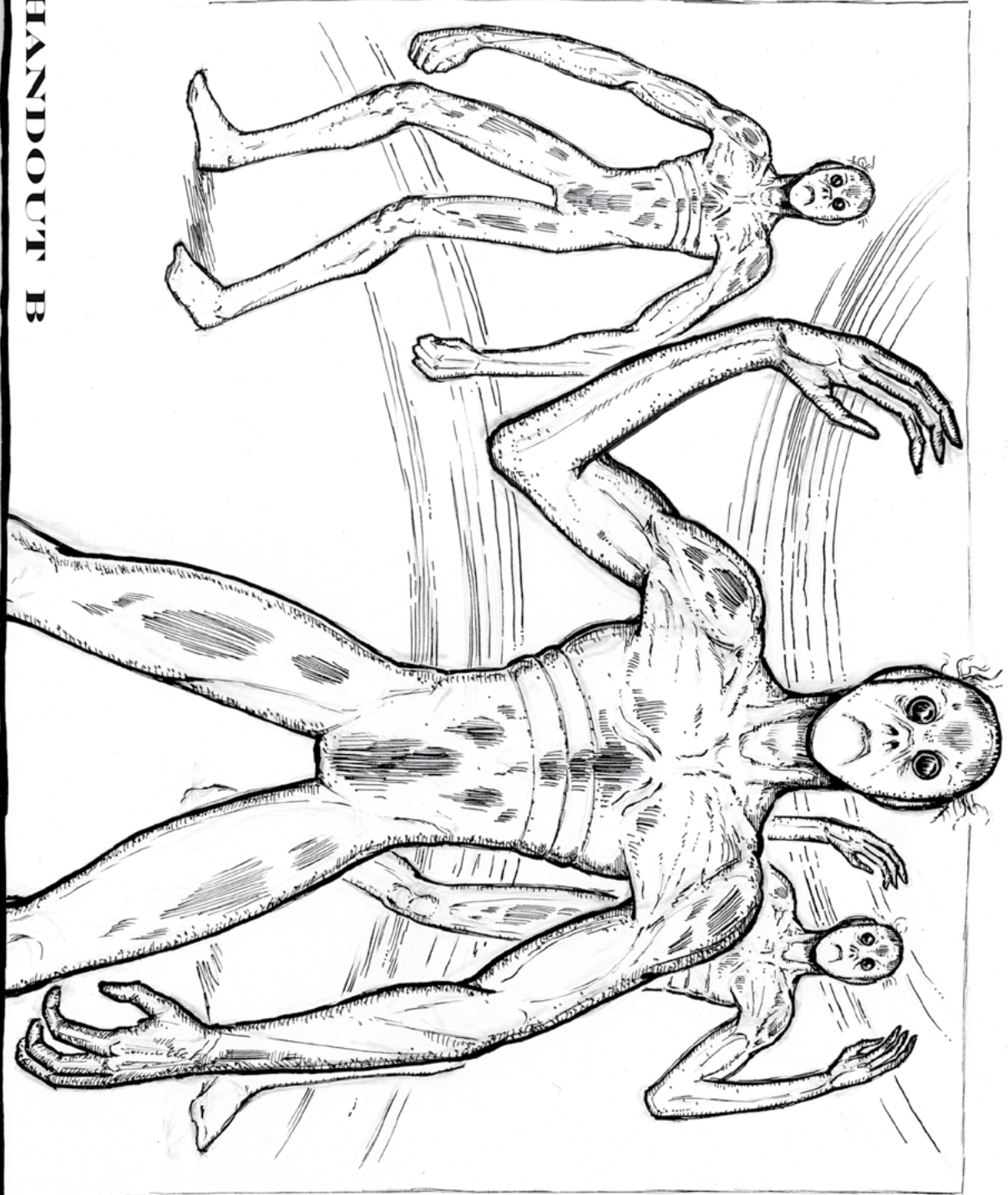
EMIRIKOL — WAS — FRAMED!

#73: A LEVEL 4 ADVENTURE
BY MICHAEL CURTIS



New appendix: Four Scenes
from a Conflict Eternal

HANDOUT B



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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.

Emirikol Was Framed! is designed for six 4th-level characters. It can be set in any city or large town interesting enough to serve as home for one of the most powerful and feared wizards around: Emirikol the Chaotic. Optimally, the PCs should be strangers in town but this is not required.

BACKGROUND



Centuries ago, the wizard Emirikol and the sorceress Leotah were lovers, as close as any two paranoid and power-hungry wizards can be. But when Emirikol pledged his allegiance to Chaos, Leotah was spurned—a slight for which she never forgave him. From that night, the two have been locked in slow, calculated warfare, as each attempts to erode the triumphs of the other. Luckily for the unwitting inhabitants of the world, their skirmishes have largely occurred in remote, inhospitable lands and on alien worlds, with decades in between sorties. Leotah has often been the loser of these battles and has faked her death more than once to earn a respite in which to regain her power.

Leotah has reemerged from one such rest with a new plan to destroy her ex-lover. Assuming his guise, she has run amok in his home city, massacring innocents and destroying property in an attempt to turn the city against Emirikol. Her efforts have won her the unwitting support of another wizard and the captain of the guard. Now she needs pawns to use directly against Emirikol, and the PCs fit the bill nicely. With the heroes acting as a distraction, she intends to lay siege to Emirikol's tower with her otherworldly simian minions and destroy the man who spurned her once and for all. Hell truly has no fury like a sorceress scorned.



ENCOUNTER TABLE

Area	Type	Encounter
Encounter 1	C	Gorhellas (equal to party), Leotah
Emirikol's Grounds	C	2 watch leopards
Area 1-1	T	Chill blast and rust trap
Area 3-1	C	Pterodactyl
Area 4-1	T	Golem trap/poison gas
Area 6-2	T	Diamond prison
	T	Killer blueprints
Area 7-1	T/C	Skull swarm
Area 8-1	C	Bronze scorpion
Area 9-1	C	2 basilisks
Area 10-1	T	Springing blade
Area 11-1	C	Kaj guardians
Area 12-1	C	Emirikol Leotah 12 gorhellas 10 iron sentinels
Area 12-2	C	Black primordial slime
Area B-1	C	The Glass Darkly

THE OPENING GAMBIT

The sound of your footsteps echoes down the narrow cobblestone streets as you walk through this previously unexplored neighborhood. Tall buildings flank the lane like canyon walls, obscuring the sun's rays. The peace of the shady streets is suddenly shattered by screams of pain and the clatter of hooves from a cross street ahead. Excited hoots and bellows erupt from above as a large winged creature swoops down towards you, followed by the sinister "twang" of a crossbow being discharged!

One of Leotah's gorhellas has spotted the party and fires its crossbow (Atk +3; 1d6) at the hero with the lowest Luck score as it flies by. Regardless of the success of this attack, it turns and flies back towards the cross street ahead, hooting excitedly. If the party gives pursuit, they encounter the following:

Pandemonium fills the street before you. The body of a merchant is burning in a gutter and another lies sprawled in a pool of blood in his shop's doorway. Other residents flee as several winged apes dressed in foreign-looking leather armor soar overhead and run amok in the streets, overturning push carts laden with goods and tearing open shop doors.

Overseeing the chaos is a regal-looking human male sitting astride a black stallion with eyes of flame. A hooded cloak partially obscures the man's bearded face as he raises a bare arm towards a cadre of guardsmen charging down the lane towards him. With a word, a crimson ray streaks from one pointed finger, setting a guardsman alight. Seconds later, a shadow falls upon you as a flight of the winged apes comes streaking out of the sky at you, malicious grins on their simian faces.

Gorhellas (# equal to PCs): Init +2; Atk flail +5 melee (1d6+3) or crossbow +3 missile fire (1d6); AC 13; HD 3d8; hp 15 each; MV 20' or fly 30' or climb 30'; Act 1d20; SV Fort +6, Ref +3, Will +1; AL C.

These militaristic creatures resemble gorillas with great leathery bat wings. Hailing from some other world or perhaps another time, gorhellas are as smart as humans, fiercely loyal to their commanding officers, and fight with military precision. They favor red and black leather armor cut to allow their wings to function and typically employ crossbows and bashing weapons in battle. They speak their own apish language.

There are a total number of gorhellas equal to twice the number of PCs, but only half engage the party during this encounter. The rest are busy terrorizing the locals, fighting with guardsmen, and tearing the place apart. Once the party defeats half the gorhellas, the rest take flight and disappear into the distance.

While the party is engaged with the gorhellas, Leotah, in Emirikol's form, rides down the street and continues causing destruction and slaying anyone who gets in her path. If the party confronts her, she fights to incapacitate rather than kill, teleporting away on her mount as a last resort. She wishes to use the heroes as her pawns against Emirikol, and this encounter is intended to test their strength and get them embroiled in her scheme. Her gorhellas have no such orders and attack to slay.

Leotah (in Emirikol's guise): Init +1; Atk dagger +2 melee (1d4); AC 15 (with *magic shield*; immune to *magic missile*); HD 6d4; hp 26; MV 20'; Act 1d20 + d16; SP spellcasting (spell check +8, spells known: (level 1) *charm person*, *choking cloud*, *color spray*, *enlarge*, *magic missile*, *magic shield*, *sleep*, (level 2) *altered visage* (see Appendix A), *scorching ray*, (level 3) *dispel magic*, *lightning bolt*; SV Fort +4, Ref +3, Will +5; AL C.

Hell Horse: Init +1; Atk hooves +2 (1d4) or bite +2 (1d6) or flame snort +4 ranged (2d8, Ref save DC 12 for half damage; 20' range); AC 14; HD 4d8; hp 40; MV 40' or fly 40'; Act 1d20; SP *teleport*; SV Fort +4, Ref +2, Will +2; AL C.

Coal-black with eyes of fire, hell horses are creatures of the Pit called to the mortal plane to serve powerful agents of Chaos. They are capable of flight, leaving a trail of burning hoof-prints as they take to the air, and teleportation, allowing them to instantaneously travel to locations up to twenty miles away. Hell horses cannot teleport into an area protected by magical barriers.

Leotah only stays in the area long enough to ensure her minions cause the maximum amount of carnage. Once satisfied, she rides off down the street, making it obvious that she is headed for Emirikol's tower in the northern part of the city. She uses her hell horse's teleport ability to vanish after a minute or so, returning to her home to prepare for the next phase of her plan.

When the gorhellas are driven off, the party is approached by a guardsman, who, despite his wounds, extends a hand in gratitude for the party's assistance. He introduces him-

self as Captain Rhak and commends the heroes for their actions. He inquires as to their current residence in the city, hinting that if the local magistrate deems a reward is in order, he'll need to know where to find them. If the PCs ask who the wizard was, Captain Rhak provides answers based on what he knows (see *The Job* below). Should they express a desire to see Emirikol punished, he asks that they meet him that very evening at sundown. He might have a task for them. Captain Rhak then thanks the party again and walks off to assist the rest of the guardsmen in restoring order and attending to the injured.

THE JOB

Near sundown, Captain Rhak and two companions arrive at the party's residence regardless of whether or not they told him where they could be found (he has many eyes and ears throughout the city). If the party is in multiple locations, off-duty guardsmen come to each PC and escort him or her to a comfortable but discreet tavern where they find Rhak and his conspirators waiting for them.

Captain Rhak, his wounds bandaged and himself dressed in civilian clothing greets you with a hearty welcome. Beside him are two other individuals. One is a swarthy man dressed in crimson robes with silver trim; a fringe of salt and pepper hair rings his otherwise bald and sweaty pate. His hands wrestle with one another nervously. The second person is a willowy young maiden dressed in a patched dress, her heart-shaped face framed by mousy brown hair, her eyes sullen and sad.

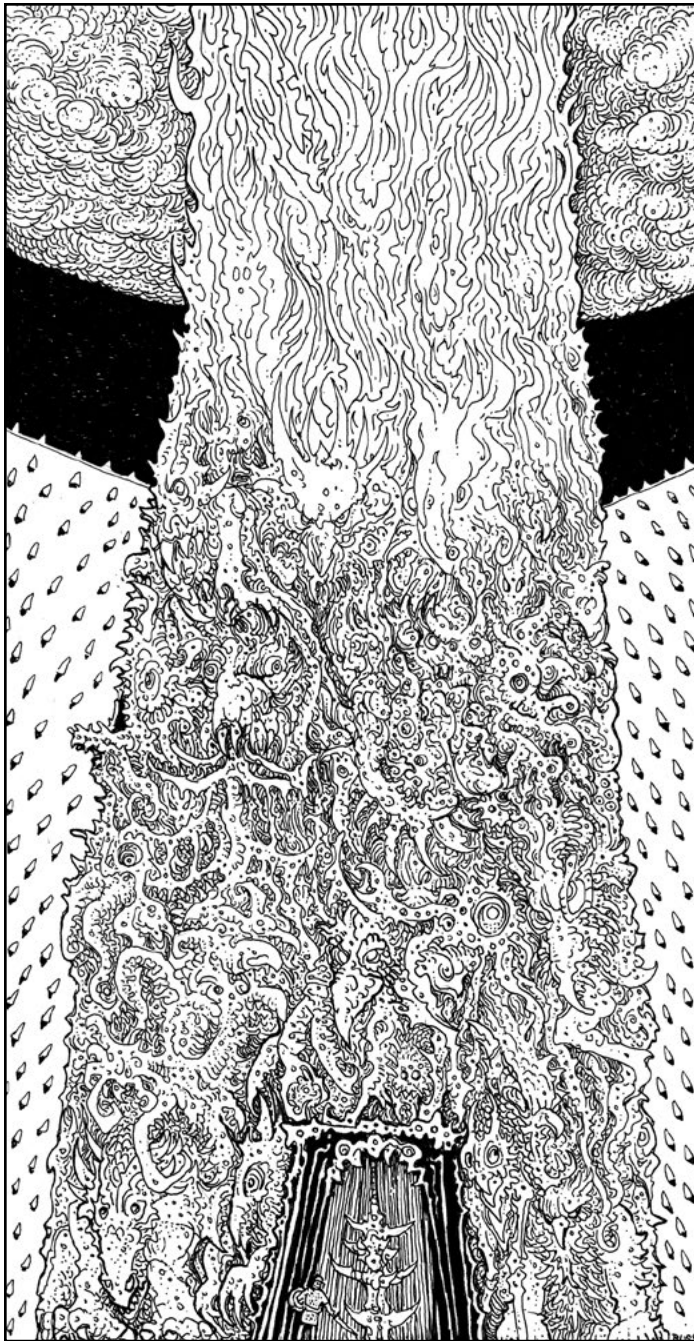
Rhak introduces the two newcomers as Ephardius Wyge, a wizard of "no small water," and Leila Sill, a serving wench. The three have a proposition for the party.

Today's massacre was the work of Emirikol the Chaotic, Rhak explains, a wizard who dwells in the northern quarter in a magic citadel known as the Shifting Tower. Emirikol normally shuns society, but in the last two days he has appeared in the streets of the city with winged ape minions to wantonly slay innocents. He has offered no reason for these actions and the local magistrate is too cowardly to give Rhak orders to arrest the wizard. Nevertheless, something must be done. The captain has gathered two other individuals who would also like to see Emirikol perish.

Ephardius Wyge is the city's other resident wizard and fears that Emirikol's actions could have repercussions on him. He wants to see Emirikol destroyed, if only to remove a rival and possibly acquire some of Emirikol's magic for himself.

Leila is actually Leotah in another disguise, a youthful version of herself. She claims her brother was once Emirikol's apprentice but was slain by his master on a whim. She seeks revenge for her brother's murder and possesses information that would assist whoever undertakes the task.

Rhak explains that between the three of them, they have come up with a plan to strike back at Emirikol but need someone to carry it out. The three explain the situation in turn, with each providing the information listed below.



CAPTAIN RHAK

- The party members are the perfect agents to carry out this mission. They are unknown and have already demonstrated their prowess. Rhak is too much a public figure to conduct this job, and his subordinates are either too fearful or too inept to be trusted.
- Although he can't outwardly assist them, he can ensure that the city watch is kept occupied and away from the northern part of the city, allowing the heroes to reach the Shifting Tower without being observed by city forces.
- He can pay the party 1,000 gp in jewels, stones he's accumulated as bribes over the year. Additionally, should they ever need a favor from the captain or the watch, it will be gladly done.

EPHARDIUS WYGE

- Emirikol has a profound supernatural connection with the Lords of Chaos and has sacrificed much to acquire his power. As a result, on the night of the new moon, the wizard must slumber within a glass sarcophagus, breathing the vapors of the death head lotus to replenish his power. Tonight, he is virtually helpless. The party must strike now before Emirikol awakens.
- Both Emirikol and his tower draw power from an artifact of Chaos known as the Glass Darkly. Should the party be unable to locate Emirikol's resting place within the tower, they should search out this artifact and destroy it. Doing so will certainly mean the demise of the wizard. It stands to reason that access to the Glass Darkly would reside in or near Emirikol's main sanctum.
- The Shifting Tower has numerous external wards and spells to protect it against intruders. However, with Emirikol dreaming in his coffin, Ephardius can work to counteract those defenses, allowing the party to access the wizard's citadel without being slain immediately upon entering Emirikol's property. To do this, he must work from his own tower and will not be able to accompany the party on their mission. They need only deal with the guardians that patrol the grounds: a pair of watch leopards that Emirikol lets loose each evening.

LEILA SILL (LEOTAH)

- According to her dead brother the interior of the Shifting Tower is a maze. Doors and stairs do not always go where they should and many simple objects are in fact terrible traps.
- Emirikol's inner sanctum is located high up in the tower, but her brother never specified where.
- The wizard uses both magical and mundane traps to protect his tower, as well as fearsome guardian beasts.
- As far as her brother knew, there were only two ways into the tower: through its black doors at the base of the citadel and through an opening in the southern wall that leads to the eyrie of Emirikol's flying lizard-bird mount. Her brother once told her that if she ever needed to seek him at the tower, the phrase "*Almuz Ter Baan Trabulu*" would protect her.
- She has nothing of value to offer those who would slay her brother's killer, but she would be eternally grateful and timidly suggests she might find *some* way of rewarding such heroes.

Captain Rhak can equip the party with any reasonable non-magical item they desire but time is of the essence. Requests for items or tools that require time to prepare or acquire will be refused.

THE SHIFTING TOWER

Emirikol's tower is a 200-foot tall and 50-foot diameter cylindrical structure situated behind a trapezoidal-shaped wall in the northern part of the city. The blocks immediately surrounding the tower are vacant, their inhabitants driven away by the chaotic changes of the tower and the evil aura that emanates from the building. The PCs have no trouble reaching the basalt wall ringing the grounds of Emirikol's home.

The tower gets its name from its strange behavior. It never retains the same outward appearance for long, changing several times an hour from one type of construction to another. This change is a gradual one, a slow fade from one form to another that takes a minute to complete. When first glimpsed, the judge should determine the tower's current appearance by rolling a d6 on the table below.

- 1:** Smoky, jagged crystal with a crown-like top (climb DC 10).
- 2:** Smooth, purple-white marble with a crenellated platform at its apex (climb DC 15).
- 3:** Rusted iron adorned with sharp, spear-like spires (climb DC 10).
- 4:** Blue glass topped by silver mirror hung between horn-like spires (climb DC 15).
- 5:** A pillar of roiling flame (climb DC 20 plus 1d6 dmg each round).
- 6:** Glistening limestone covered with relief carvings of hideous monsters (climb DC 10).

In all the tower's forms, there are two means of entrance visible: the black door facing west at ground level (see **Area 1-1** below) and an open balcony on the tower's southern face 60 feet above the ground. The balcony can be reached by magic, by climbing, or by casting a grapnel and line over the lip of its balustrade. Due to the height, only a Mighty Deed of Arms is sufficient to reach the balcony with a thrown grappling hook (AC 16). However, each attempt that fails indicates the grapnel has clanged off the balustrade's lip and has a 25% chance of awakening the sleeping creature roosting in the room beyond (see **Area 3-1** below).

The tower changes form roughly four times an hour, and there is a 25% chance it undergoes such a transformation while the party is outside. If the change occurs while the PCs are climbing it, roll to determine its new form (ignoring a repeated result) and apply the new DC to their climb checks.

The interior of the tower is largely plain white marble, giving the entire structure a cold, sterile appearance. The marble is chill to the touch and bears a network of blood-red striations that seem to pulse within the stone like the veins of some great beast. If chipped or broken, the walls will indeed bleed a stinking crimson ichor. Most rooms and corridors within the tower are illuminated by either magical flames that hover in the air or by thick wax candles set in niches or on candelabras. Ceilings are typically 20 feet high.

Several chambers within the tower hold windows looking out on the city below. These view ports are of unearthly construction and are not visible from outside the tower. Each window is fashioned from the crystalized sweat of demons and is impervious to all but the most potent magical forces, making them indestructible for the purposes of this adventure. Heroes gazing through these windows can estimate the approximate height above the city, and multiple viewings from different levels quickly allows them to realize their progress through the Shifting Tower is not following a linear path.

INSIDE THE TOWER



As a bastion of chaos, the Shifting Tower's interior is abnormal. The chambers inside vary in size and shape, with many being far larger than the tower could physically contain. To further complicate matters, the floors are not simply stacked one atop the other. Those navigating their way through the inside of the tower quickly discover that doors lead to levels almost at random. The judge should take special care to note which exit leads where on the tower map provided.

THE GROUNDS



20-foot-high basalt wall surrounds Emirikol's property. The wall's exterior is covered with magical glyphs that normally destroy anyone attempting to climb the barrier. Ephardius' magic has temporarily deactivated these defenses, so all that is required is a DC 10 Strength or climb check to clamber up and over and a DC 10 Reflex save to avoid the shards of broken glass and sharp spikes (1d4 damage) that line the top of the wall.

Alternately, the PCs can attempt to enter via the locked, black iron gates that lead to a gravel-strewn path winding its way up to the tower's front door. The wards on the gates are also inert, but the lock needs to be picked (DC 15) in order to enter this way.

Beyond the wall, the property is a riot of trees, undergrowth, and decorative bushes and flowers long untended. A few stray footpaths wind about the plant life, but they are narrow and end abruptly. The gloom of night and dense undergrowth make it difficult to spot the two watch leopards that prowl the grounds. Each round the party is on the property, there is a 50% chance one or both leopards attacks them (determine number of cats randomly).

Watch Leopards (2): Init +2; Atk bite +3 melee (1d6+3) or claws +1 (1d3+1); AC 13; HD 3d8; hp 15 each; MV 40'; Act 2d20; SP two successful claw attacks allow for free rake attack +1 melee (1d6+2), stealthy (+4 bonus to surprise); SV Fort +1, Ref +2, Will +1; AL N.



INSIDE THE SHIFTING TOWER

Area 1-1 - Ground Entrance: *A door of glossy obsidian bars entrance into the Shifting Tower. The ebon surface of the door seems alive with twisting symbols and half-glimpsed visages seemingly birthed from a madman's dreams. A series of purple-red runes adorns the lintel above the door.*

The ground entrance bears two magical traps. The first is on the door itself. If the door is opened without first saying the phrase, "Almuz Ter Baan Trabulu," a 10-foot-square blast of frost is unleashed in front of the door (DC 12 Fort save or 2d6 damage). The second trap is on the lintel above the door. Anyone dressed in metal armor or carrying steel weapons larger than a dagger passing through the doorway must make a Luck check or have their armor and weapons turned to rust. Magic items may re-roll a failed check once per "plus." The above password does *not* deactivate this trap.

Area 1-2 - Leopard Pen: *A small antechamber beyond the door stinks of animals. A pair of empty golden collars attached to the walls by thin chains lay on the chamber's floor. Animal bones, a water trough, and blood-stained flagstones are the room's only other contents.*

Emirikol keeps his watch leopards here, letting them loose at night. The collars are worth 50 gp each but must be freed from their chains to be taken.

Area 1-3 - Foyer: *Overlapping rugs of myriad hues cover the marble floor of this chamber. Masks of wood, steel, stone, and glass adorn the walls and glare balefully down on you with blank gazes. Standing candelabras bearing thick red candles illuminate the room. A stone spiral staircase lacking a banister rises from the middle of the chamber to an opening in the 20-foot-high ceiling, granting access to the floors above.*

The rugs are good quality and most bear geometric patterns and interlocking knot-work designs. The masks radiate magic and allow Emirikol to glimpse whoever enters his tower. They have no other magical properties and continue to function if removed from the room, allowing Emirikol to observe the party's progress through his tower. The stairs lead to the room outside **Area 4-1**.

Area 2-1 - Larder: *A sickly-sweet odor, like nectar mixed with rotted meat, assails your nostrils as the door opens. A score of iron frames are situated about the room beyond. Strapped to each are wasted human bodies, their features gaunt and their ribs protruding from their paper-thin skin. Growing from each is a purple creeper vine, its stem buried beneath the flesh of its victim. The vines connect to a central stalk which terminates near the door. From this python-thick vine small hollow stems emerge like nightmarish drinking straws, their mouths glistening with crimson nectar.*

Emirikol no longer consumes normal food and drink and instead subsists on a mixture of human bodily fluid filtered through this alien vegetation. Many of the people here are deceased, waiting for the wizard to replace them with fresher vessels, but seven remain potent and alive. If freed

from their frames and the creeper vines cut away from their bodies, these seven rouse from their coma state in 2d10 rounds. Most are too weak to move without healing, but if the party has suffered losses and needs replacement PCs, a few are emphatic about helping the adventurers slay their former captor. The judge should either allow the players to generate new characters of random level or treat them as peasants, using the stats on p. 434 of the *Dungeon Crawl Classics RPG*. In either case, the replacement PCs are unarmed.

Anyone brave (or depraved) enough to sample the nectar by drinking from one of the hollow stems discovers that it is a restorative liquid that heals 6d of damage (using the character's class die). The victims attached to the vine stir and moan, obviously in pain as the individual drinks. Any adventurer who partakes from the vine and serves a Lawful patron loses a point of Luck, and, if a cleric of a Lawful deity, rolls 4d4 on Table 5-7: Disapproval (p. 122, *Dungeon Crawl Classics RPG*).

Area 3-1 - The Pterodactyl Roost: If the PCs have awoken the pterodactyl with their efforts to scale the Shifting Tower using a grappling hook, this room is unoccupied and should be described without mention of the beast. Otherwise, read the following:

A great saurian creature rests atop a T-shaped iron bar in this room. With its long pointed beak nestled under one of its leathery wings, it appears to be asleep. At the far end of the room stands an iron door, a small metal grate adorning its face at eye level.

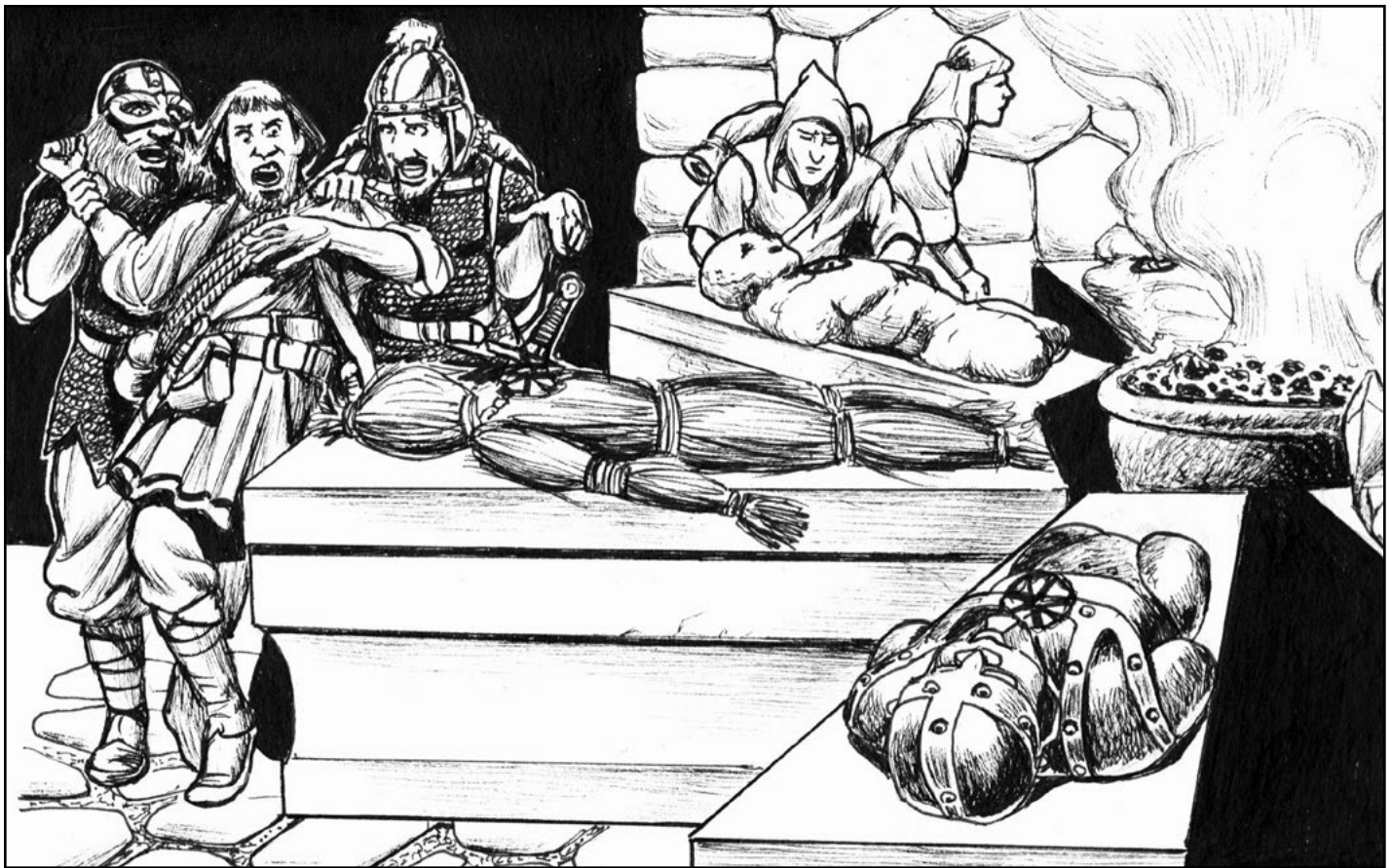
If the pterodactyl is still present, it is indeed asleep, and a cautious party can sneak past it with a DC 12 Agility or sneak silently check. An unsuccessful attempt to force the room's stubborn door (Strength, DC 10) also disturbs the creature. Once awake, it immediately attacks.

Aside from the creature, this room also holds an aerial saddle and bridle for the pterodactyl, a trough of dirty water, and a half-eaten cow.

Pterodactyl: Init +2; Atk bite +8 melee (1d10) or claw +2 melee (1d6); AC 15; HD 6d8; hp 30; MV 10' or fly 50'; Act 1d20 + 1d14; SV Fort +6, Ref +5, Will +2; AL N.

Area 3-2 - Trophy Room: *Ancient weapons, antique armor, the preserved heads of beasts, and weird stones and potsherds rest on pedestals throughout this room. Strategically-placed candelabras bathe each object in a pool of light.*

These items are all souvenirs of Emirikol's past exploits. The room contains a suit of plate armor crafted to resemble a demon, a suit of dinosaur hide armor, a wavy-edge two-handed sword, an obsidian, blood-stained dagger, a shield with a screaming woman's head etched upon its face, a three-headed spear fashioned from cold iron, two green-glowing meteorites, a smashed clay tablet partially reassembled and covered in unrecognizable script, an alien skull, a small dragon's head, a preserved two-headed serpent, and an empty chest decorated with brass, silver, and gold filigree.



The arms and armor can be used to equip those who lost their own gear to the front door's rust trap or to arm replacement characters liberated from **Area 2-1**. Although ancient and obscure of make, this equipment functions normally. None of the items are enchanted and their value is mostly sentimental. The chest is worth 250 gp and the other odd pieces would fetch 1d10 x 10 gp from collectors. The judge is free to add his own creations to the room's inventory or use the listed items as seeds for further adventures.

Area 4-1 - Golem Storage: A successful DC 15 find trap check on the door to this room detects a trigger that is activated by opening it, but there is no visible trap. This trigger lights the brazier within the room. If it is deactivated, the burner does not light and the gas trap (see below) is defeated.

A brazier bursts to light as the door to this room opens, filling the room with smoky, orange light. Surrounding the brazier are six slab-like tables, radiating outwards from the burner like the points of a star. Atop each is a humanoid form with features ranging from the extremely crude to remarkably lifelike. Each bears a resemblance to the regal visage of Emirikol himself.

The six forms are inert golems, incomplete experiments the wizard crafted in his younger days. Each has a bronze medallion about its neck depicting six crooked arrows radiating outwards from a central point: an ancient symbol of Chaos.

Anyone touching one of these symbols must make a DC 15 Will save or find his essence drawn into the medallion's golem, completing the magic that stirs it to life. For all in-

tents and purposes, the character becomes the golem, losing all class and racial abilities until he is restored to his true form. Give the player the appropriate section of Handout A for his new stats and appearance. Only some of the golems are capable of movement, and an unlucky adventurer may find himself trapped within an inert form. A *protection from evil* spell defends against the medallion's effect.

Straw Golem: Init +0; Atk slam +2 melee (1d4); AC 12; HD 2d8; hp 15; MV 30'; Act 1d20; SP suffers x2 damage from fire; SV Fort +0, Ref +2, Will +1; AL N.

Clay Golem: This golem lacks completed limbs and is an inert, roughly humanoid lump of wet clay. A victim trapped inside it cannot move or act.

Wood Golem: Init -1; Atk slam +3 melee (1d6); AC 14; HD 4d8; hp 24; MV 20'; Act 1d20; SP suffers x2 damage from fire; SV Fort +2, Ref +0, Will +1; AL N.

Glass Golem: Init +0; Atk slam +2 melee (1d8); AC 16; HD 3d8; hp 18; MV 30'; Act 1d20; SP suffers x2 damage from lighting, subject to *shatter* spells; SV Fort +1, Ref +1, Will +1; AL N.

Iron Golem: This golem is missing its arms and its legs below the knees. It is incapable of movement or action and the victim is trapped inside.

Flesh Golem (Minor): Init -1; Atk slam +4 melee (1d10); AC 14; HD 5d8; hp 30; MV 30'; Act 1d20; SP lightning heals 1 point for each 5 points of damage normally inflicted; SV Fort +3, Ref +3, Will +2; AL N.

This golem is flawed and loses 1d4 hit points each hour as it falls apart. This damage can be healed. Due to its resemblance to Emirikol, this golem may accidentally be targeted by Leotah's minions during the final battle (see **Area 12-1**).

The body of one whose soul is captured by the golem collapses to the ground, comatose. If the spirit is not returned to its mortal form within 28 days, the body withers and dies, trapping the victim forever in the golem. Only slaying Emirikol, destroying the Glass Darkly (see **Area B-1**), a *banish* spell (spell check 22+), or a *dispel magic* (spell check 32+) will restore the victim to his body.

The other danger in the room is the brazier. Its coals are laced with a powdered poison equal to asp poison (see *Dungeon Crawl Classics RPG* p. 446). Five minutes after the brazier is lit, this poison becomes gaseous, affecting anyone within 15 feet of the burner. Ten minutes after the brazier ignites, it fills the entire room. Anyone in golem form is immune to the toxin.

Area 5-1 – The Hydrous Tunnel: *The walls of this circular chamber are adorned with ten tanned hides of antediluvian beasts upon which portraits of the Chaos Lords have been painted. Dancing fires float overhead, bathing the room in orange light. In the center of the room is a wondrous sight: a 10-foot-diameter column of water stands upright, stretching from the floor up to and through a hole in the chamber's ceiling.*

The water in the column is ordinary salt water and uninhabited. The column is the only way to reach **Area 9-1** above, and using it requires a Strength check (DC 5 if unarmored; DC 10 if in leather armor) to swim to the ceiling above. Those wearing armor heavier than leather or bearing more than a single large weapon (swords, axes, spears, etc.) must discard the extra weight before swimming the column. This leaves them vulnerable to the basilisks above.

The portraits are worth 200 gp apiece to the right buyer, but are each 10-foot-square and cumbersome. Two people are required to carry a single portrait.

Area 6-1 – Seraglio: *Gauzy curtains and piles of satin, velvet, and silk pillows occupy this chamber. Erotic frescoes depicting carnal mysteries of foreign shores decorate the walls, and guttering candles set in niches provide a dim, sultry illumination. A thick layer of dust obscures the faded finery, indicating that this room is long disused.*

It has been a long time since Emirikol has craved physical pleasures, and this room has not been used in decades. A small sideboard stands against the wall, half-hidden by pillows. It contains four dusty bottles. Two are excellent wines (worth 25 gp each); the third is a powerful aphrodisiac (DC 12 Will save or become smitten by the first creature seen; treat as *charm person* with a +10 to the spell check). The fourth is a rejuvenation tonic with three draughts (restores 3d health (per character's class die) or 1d6 temporary ability loss or removes a single debilitating condition, such as paralysis, poison, or disease).

Area 6-2 – False Workshop: *Long narrow tables are placed about this room and a trio of glowing orbs floats overhead illuminating their surfaces. Each contains several enigmatic*

tools: probes, forceps, spiral rods, prisms, mirrors, and stranger implements, all arranged with fussy precision. A half-finished circlet rests atop a velvet cloth, a shimmering diamond the size of a hen's egg lying beside it. The walls bear baffling blueprints of eldritch devices etched on the flayed hides of unrecognizable beasts.

This "workshop" is actually a trap for thieves and overcurious wizards. The diamond is a magical prison. Anyone touching it with hand or implement is sucked inside, leaving his clothes and other personal items behind. The PC appears to disintegrate to anyone observing the effect. Inside the diamond, he finds himself trapped in an endless labyrinth that stretches as far as the eye can see. It is possible to escape by making a DC 15 Will save each hour, with a success indicating the trapped PC finds one of the labyrinth's few escape routes. On a successful escape, the hero reappears at the diamond's location. A roll of "1" means the PC is lost forever, devoured by the other inhabitants of the maze.

The blueprints are animated traps that spring to life when touched. They wrap around the head of whoever touched them and begin smothering the unfortunate victim. The victim must make a DC 13 Fortitude save each round with a cumulative -1 penalty after the first attempt. A failed save means the character takes 1d6 damage each round afterwards as he asphyxiates. The fiendish plans can be pried off with a DC 15 Strength check, hacked apart (each is AC 14 and has 10 hit points, but any damage inflicted is divided equally between the blueprints and the victim), or rendered inert by a *dispel magic* or *sleep* spell (blueprints have Will +0).

The judge might wish to use the adventure map to represent the blueprints, coaxing a player to investigate by holding the map at a distance to obscure its contents. If a PC approaches the blueprints, the judge should allow him a brief look at the map before abruptly thrusting it into the player's face (caution must be taken to avoid harming the player, and both the author and Goodman Games assume no responsibility for any injuries incurred if this method is employed!) to simulate the trapped writing's attack. If the PC survives the attack, the player is allowed to use any information he gleaned from his brief view of the map to the party's benefit. This out-of-game knowledge represents a mystical insight gained from exposure to the magical blueprints, each of which bears a vestige of Emirikol's power.

The rest of the tools are harmless and are worth 200 gp to a wizard or curio seller.

Area 7-1 – The Cranium Library: *The interior of this chamber is filled with countless skulls displayed on shelves, tables, pedestals, and even on wheel-shaped chandeliers above. The white bones are of all varieties of beasts, both two- and four-legged, and include human, horse, lion, elephant, dragon, dwarf, ape, elk, serpent, and less easily identifiable species. In the eye sockets of each skull burns a small spark of light, like the last traces of an extinguished candle, and a single glyph is painted upon each cranium's forehead.*

Emirikol keeps his acquired lore magically encased in these skulls and can access the stored knowledge simply by touching the skull. Skulls containing nearly every type of subject



matter a chaotic wizard could need are mixed amongst the nearly five hundred bone containers within this chamber.

If a character touches a skull at random, he gains access to the information it contains. The first skull touched holds a series of journal entries detailing Emirikol and Leotah's relationship and ultimate quarrel. The judge should paraphrase the information provided in the adventure background (page 2). The entries are biased in Emirikol's favor, as is only natural for an egocentric arch mage. If other skulls are examined, roll on the table below to see what lore they contain or create your own. A DC 12 Intelligence check is required to access the knowledge in a skull.

D10 Subject in Skull

- 1 History of human sacrifice
- 2 Poisons
- 3 Demonic dictionary
- 4 History of warfare
- 5 Properties of gemstones
- 6 History of torture
- 7 Inhuman anatomy
- 8 A guide to blasphemy
- 9 Care and feeding of pterodactyls
- 10 A wizard's spell (choose or select randomly)

Some skulls are not repositories of knowledge but guardians. If the party starts touching skulls randomly, there is a 1 in 3 chance they touch one of these animated guardians. Touching a guard skull activates them all, and they take to the air in a swarm to attack intruders within the room. The skulls do not pursue intruders outside of this chamber, returning to an inanimate state again 2d6 rounds after the room is empty of living threats.

Skull Swarm (1): Init +1; Atk bite +4 melee (1d6+2); AC 15; HD 3d8; hp 20; MV fly 20'; Act 3d20; SV Fort +4, Ref +3, Will +1; AL N.

Area 7-2 - Sorcerous Forge: The door to this chamber is magically sealed and requires a *knock* or *dispel magic* spell to breach (spell check 21+ for either spell). Once opened, the following is discovered:

A fire pit ringed by black stone bricks and holding white-hot embers occupies the center of this room. Surrounding it on three sides are great stone tables, their tops bare and clean. Hovering in the air 3 feet above the burning embers is an oval cloud of incandescent silver mist. A sword-like shape hangs in the center of this vapor, green sparks dancing along its length.

Closer inspection of the vaporous cloud reveals the sword-like shape seems to be a half-finished blade. From its point until where the guard would be, the blade is complete and bears a fuller surrounded by runes. Past this point, the blade is a shapeless mass of unworked metal resembling mercury. Reaching into the silver mist or touching the blade produces a harmless, tingling sensation.

The sword is magic and named *Ruin*. It is a blade steeped in Chaos and ready to be wielded. Although seemingly unfinished, it is actually fashioned from a liquid metal. When grasped, the sword runs like water, covering the wielder's

arm from elbow to hand in gleaming steel. The sword's blade extends outwards from the wielder's fingertips, effectively turning the holder's entire arm into an edged weapon. The wielder can obviously not grasp any other item while wielding the blade. The sword can be released at will, and when removed, *Ruin* turns into a shapeless pool of shiny liquid until grasped once again. The liquid metal has an enchanted cohesiveness that prevents it from running through cracks or flowing away.

Ruin is chaotic in alignment and has a +1 enchantment. Its Intelligence is 6 and it is bane against men. Its purpose is to reward ambition, no matter what the cost. The first time the sword is handled, it siphons 1d10 hit points away from the wielder. These points may be recovered through healing. The blade retains these hit points and restores them to its wielder the first time he is reduced to zero or less health. It does this only once.

As a weapon with a bane against men, *Ruin* increases the critical range of the wielder. Thus, a 1st-level fighter scores a critical hit on a roll of 18-20 against human targets and a 1st-level wizard scores a critical hit on a 19-20 against the same. Humans wielding the blade against other humans need take care: fumbles with *Ruin* are resolved using the next highest die on the dice chain. A fighter wearing leather armor who fumbles rolls a d12; a plate-armored warrior would roll a d20!

Area 8-1 - Observatory: *A 10-foot-diameter window is set high up on the northern wall of this circular room, allowing dim illumination into the gloomy chamber. Four massive bronze models of planets and moons fill the space, making it difficult to see past the hoops and spheres that diagram the orbits of demonic, alien worlds. Other, more perplexing devices of metal, coils, crystals, and tubes line the walls.*

The dim light, complex orreries, and other strange mechanical devices here make it difficult to spot the bronze scorpion guardian that defends this chamber. It attacks all who enter the room.

Bronze Scorpion: Init +0; Atk claw +6 melee (1d6+4) or tail slash +6 melee (1d6+4) or ray (special); AC 18; HD 8d8; hp 45; MV 30'; Act 2d20; SP searing heat beam (+4 ranged, dmg 2d6, DC 14 Ref save for half dmg), paralysis ray (+4 ranged, paralysis for 2d4 turns, DC 12 Fort save negates), or strength drain (lose 1d4 STR for 1 hour, DC 14 Ref save negates); SV Fort +8, Ref +2, Will +0; AL N.

The bronze scorpion is a 10-foot-long mechanical beast forged from brazen metal and magically animated. A hump-like protrusion with three equidistant colored lenses sits atop its head and its whip-like tail ends in a serrated blade. It can fire an energy beam from any one of its three lenses as 1 action, but is limited to a single beam per round. These beams can be directed back at the scorpion with a reflective object like a mirror or shiny shield by making a Reflex save; if the save result is higher than the scorpion's attack roll, the beam bounces back, striking the construct instead. It is immune to cold attacks and paralysis, and regains health from electrical attacks equal to half the attack's damage total.



The other mechanical devices in this room are both harmless and useless, mere curiosities created by Emirikol in his studies. Amongst them is a fireman's-type pole that extends from the ceiling through a hole in the floor covered by two semi-circular hatch doors. Sliding down it leads to **Area 6-1**.

Area 9-1 - Petrified Columns: *A forest of gray stone columns fills this chamber, making it impossible to determine the room's size or shape. Light from the chamber below provides only watery, dim illumination, cloaking this otherwise unlit room in deep shadows.*

The characters must provide their own illumination, which may be sodden due to their aquatic entrance. The columns rise 20 feet to the ceiling and are spaced thick enough to prohibit vision more than 15 feet in any direction.

A mated pair of eight-legged basilisks dwells here, climbing overhead from column to column as they stalk the PCs. They attack once half the party enters the chamber or after four rounds, whichever comes first. Due to their gray coloration, cover from the columns, and the dim light, each gains a +4 AC bonus against missile attacks.

A nest of bones, torn clothes, and rusted weapons lies in the southeast corner. Amongst this detritus are 337 sp, 187 gp, and four gems worth 50 gp each.

Basilisks (2): Init -1; Atk bite +5 melee (1d10) or claw +3 melee (1d4) or gaze (paralysis); AC 16; HD 6d8; hp 40, 35; MV

40' climb 40'; Act 2d20; SP gaze (DC 14 Will save or be paralyzed for 1d6 rounds); SV Fort +6, Ref +1, Will +1; AL C.

Area 10-1 - The False Sanctum: The door to this chamber is trapped (springing blade trap; DC 12 to find and disable; dmg 2d6; DC 12 Ref save for half damage) and bears a magical field that attacks the psyche of anyone trying to pass through the portal. Any living creature attempting to enter the room must make a DC 13 Will save to walk through the door; failure means they cannot enter. PCs in golem bodies are unaffected by the field.

The chamber beyond the door is illuminated by a mottled light of blue, green, red, and purple hues that swirl in a nauseating color scheme. A rhythmic pulse, like the beating of a demonic heart, echoes in the air, produced by no discernible source. In the center of the room, atop a low platform of crimson marble, is an opaque sarcophagus crafted from ultramarine crystal and gleaming obsidian.

The lights are merely ugly not hazardous. The heartbeat grows louder and faster as the party approaches the sarcophagus but has no other effect. The crystal coffin's lid is heavy (DC 13 Strength check to lift) but not trapped. Opening the sarcophagus uncovers the slumbering form of Emirikol, his body wrapped in wisps of green-black mist. This Emirikol is a preternaturally convincing illusion (DC 20 Will save disbelieves) and the coffin is actually empty. Any attack on "Emirikol" results in him appearing to perish in a spectacular fashion: writhing, spitting blood, lighting flashing from his eyes, and hellish light pouring from his

mouth before he collapses into ashes. If the PCs investigate the ashes, they uncover a tiny, hinged metal disk. Inside this locket is a delicate painting, greatly faded, showing Emirikol and a dark-haired woman. If the PCs ask, a DC 12 Intelligence check allows them to notice a resemblance between the woman and Leila Sill. This keepsake was placed here by Emirikol to taunt Leotah, as he suspects she or her agents will eventually enter this chamber seeking his death.

If the PCs are gullible enough to accept this as victory, they can depart the tower and report their success to Captain Rhak and the conspirators. Leotah remains unconvinced, however, and attacks the characters at a later date in the guise of Emirikol, hoping to either spur them to return to the tower and complete their task or to destroy her incompetent pawns.

Area 11-1 - The Guardians Three: *An antiseptic odor hangs heavy in the air. The room contains a pair of raised daises holding a trio of heavy wooden beds of abnormal length, several overlarge chairs, and tables whose tops are uncomfortably high. Gauzy sheets of colored fabric hang from the walls and rough-hewn wooden pillars stand about the room. At the far end of the chamber is a staircase rising upwards. Before you stand three odd, identical human-like creatures over 7 feet tall, with motley pallid gray and chalky white flesh. Black glass lenses cover the eyes of these lanky limbed and grotesque men. They wait patiently for you to advance.*

These are the Kaj (see Player Handout B), a result of Emirikol's experiments with creating life and his most loyal guardians. They cannot speak or be reasoned with and must be defeated before the party can ascend to the wizard's inner sanctuary.

Kaj: Init +4; Atk punch +6 melee (2d4) or choke +4 melee (1d6 each round, DC 14 Strength check to break free); AC 18; HD 15d8; hp 65; MV 30'; Act 4d20; SP extreme reach; SV Fort +4, Ref +6, Will +2; AL C.

The Kaj are three separate individuals, but share a single health pool and action dice total due to their artificial creation. Their shared actions allows one of the three Kaj to make two attacks each round, and the individual Kaj making multiple attacks can change from round to round. All damage suffered by the Kaj is subtracted from their shared hit point total, and the three continue to fight until this pool is depleted. Wounds inflicted on one of the Kaj are echoed on its brothers, albeit as mere cosmetic damage. Spells that incapacitate or afflict one creature only affect the targeted Kaj. The Kaj have abnormally long arms and legs, allowing them to strike foes up to 10 feet away, and they use this ability to engage opponents taking cover in the rear ranks of the party. The Kaj are photosensitive, and if bright lights are cast upon them or their protective lenses are shattered, their initiative, attack, and saving throw modifiers are halved.

Other than the Kaj and its oversized furnishings, the chamber is empty.

Area 12-1 - Emirikol's Inner Sanctum: *The walls of this chamber are mirrored, producing a maddening display of*





multiple reflections, endless images, and eye-watering repetitions. Even the gleaming marble floor and 30-foot-high ceiling, streaked with the ubiquitous crimson veins, reflect the room and those within it. In the center of the room is a bizarre chair floating 10 feet above the floor. Shaped like a hollow metal sphere sliced in half, the gleaming throne is lined in black velvet and padded with satin cushions. A quintet of glowing, ruby-red crystals adorns this empty throne.

Once the party has entered this room, Emirikol makes his presence known by appearing suddenly (see Player Hand-out C). Using a *mirror image* spell, five duplicates of the wizard step out of the mirrored walls, while another abruptly occupies his throne. Each of the wizards' faces stares menacingly at the party.

"It is seldom that I entertain assassins in my home. I've watched your progress with some interest, for it is rare that imbeciles and whoresons deign to provide me with such entertainment. Alas, I fear all performances must end, and we have reached this play's climax.

"You've come seeking my doom, believing I sleep defenseless on the night of the dead moon. Your intelligence is false: I've not needed such slumber since before you curs were whelped. I've gained other talents as well in those years. Allow me to demonstrate."

Emirikol attacks with a *scorching ray*, targeting either those he deems the most challenging or those who would produce the most dramatic result (a PC trapped in straw golem shape, for example). He is under the protection of a *magic shield* that automatically blocks *magic missiles* and increases his AC. Additionally, the five ruby crystals on the throne contain counter-magic spells and Emirikol can call upon their power at will to negate or lessen the effects of magic cast upon him. Each crystal can only be used once and doing so immediately causes the opposing spellcaster to reroll his spell check with a -10 penalty. The new result is then applied. Emirikol uses the crystals to neutralize spells that offer no saving throw (such as powerful *sleep* spells) or pierce his defenses. These crystals can be targeted and destroyed with a successful Mighty Deed of Arms (treat as AC 18).

Once Emirikol engages the party, conduct combat normally for two rounds. On round three, the southern wall blows apart, sending stone and glass shrapnel into the room. Anyone within 20 feet of the southern wall must make a DC 10 Reflex save or take 1d6 damage.

As the dust clears, you look up to see another Emirikol entering the field of battle. Astride a coal-black horse with a dozen winged apes behind him, the twin wizard and his troops pour through the gaping hole in the south wall to alight on the rubble-strewn floor. "Hello, lover," the new Emirikol purrs, his voice disturbingly feminine as he gazes intently at one of the room's reflected mages. "You've met my pawns, I see. Now meet my army."

The mounted Emirikol smiles, his facial features roiling like a wind-blown fog. The wizard's regal visage vanishes, replaced by the heart-shaped face and ebony locks of Leila Sill, the maiden whose brother you've come to avenge! Pointing a now-lithesome arm forward like a general of legend, she snarls a command, "Kill him!"

EMIRIKOL & LEOTAH'S SPELL DUEL

Roll 1d6 to determine each result's "attacker": 1-3 Emirikol; 4-6 Leotah.

- 1-2 Attacker's spell fails by defender's counterspelling.
- 3 Attack blasts opponent with gout of blue flames, singing his or her clothes and burning skin.
- 4-5 Attacker magically whips shards of broken glass at defender. Defender conjures *magic shield* to deflect them. Bystanders must make a DC 12 Ref save or suffer 1d6 damage.
- 6-8 Purple lightning streaks between both casters, forming a ball of crackling energy. The defender's stroke collapses, and the wizards are engulfed by a field of static electricity. All within 30' take 2d6 damage (DC 12 Ref save for half damage).
- 9-11 Attackers hurls a barrage of stinging ice at the opponent. The defender groans in pain.
- 12-13 Attacker blasts the ceiling, raining debris down on opponent. *Magic shield* counters, but any within 20' take 1d8 damage (DC 12 Fortitude for half damage)
- 14-15 Attacker conjures a *color spray*; defender creates a shield of broken mirrors to reflect the spray. Nearby creatures must make a Luck check or be struck by a beam (spell check DC 15).
- 16-17 Attack blasts opponent with a ball of black fire that scorches the floor and incinerates a nearby minion. The defender grimaces in pain and counterattacks.
- 18-19 Defender and those nearby engulfed by a *choking cloud*. Victims suffer a -2 penalty to rolls and lose 1 hp each round.
- 20 Blast sends both casters reeling, knocking them prone. They stand and continue to fight the following round.

See Player Handout D for a depiction of Leotah in her natural guise.

The gorphellas move to slay Emirikol, but as they do, the mirrored walls collapse in shards, revealing ten iron sentinels, 8-foot-tall animated guardians forged in demonic shapes. These guardians move to intercept and all hell breaks loose in the chamber.

Emirikol the Chaotic: Init +2; Atk dagger +2 melee (1d4) or spell (+10 spell check); AC 12 (16 with *magic shield*, plus 5 *mirror image* duplicates); HD 7d4; HP 32; MV 30'; Act 2d20; SP spellcasting (spell check +10, spells known: (level 1) *choking cloud*, *color spray*, *detect magic*, *magic missile*, *magic shield*, *patron bond/invoke patron* (Sezrekan; 2 times per day, +1 to invoke patron spell checks), *sleep* (level 2) *mirror image*, *scorching ray*, (level 3) *dispel magic*, *fireball*, *Emirikol's entropic maelstrom*; SV Fort +4, Ref +4, Will +5; AL C.

Leotah: Init +1; Atk dagger +2 melee (1d4); AC 15 (with *magic shield*; immune to *magic missile*); HD 6d4; hp 26; MV 20'; Act 1d20 + d16; SP spellcasting (spell check +8, spells known: (level 1) *charm person*, *choking cloud*, *color spray*, *enlarge*, *magic missile*, *magic shield*, *sleep*, (level 2) *altered visage* (see Appendix A), *scorching ray*, (level 3) *dispel magic*, *lightning bolt*; SV Fort +4, Ref +3, Will +5; AL C.

Gorphellas (12): Init +2; Atk flail +5 melee (1d6+3) or cross-bow +3 missile fire (1d6); AC 13; HD 3d8; hp 15 each; MV 20' or fly 30' or climb 30'; Act 1d20; SV Fort +6, Ref +3, Will +1; AL C.

Iron Sentinels (10): Init -1; Atk slam +4 melee (2d6); AC

22; HD 3d8+2; hp 18 each; MV 15'; Act 1d20; SP immune to critical hits; SV Fort +6, Ref +2, Will +0; AL N.

From this point on, the PCs are free to pursue their own goals. They may wish to keep their bargain and slay Emirikol, or they might seek to join forces with the wizard in hopes of earning his favor and/or avenging their manipulation by Leotah. They may even decide to destroy the tower by seeking the Glass Darkly and breaking Chaos' power.

If the PCs remain in the battle, they are attacked by both the iron sentinels and gorphellas unless they make their allegiances clear immediately (typically by striking down the enemies of one side or the other). The judge should resolve these combats as normal, but to determine the overall tide of battle, a simpler system is used.

Each round, a d20 is rolled for both Leotah's and Emirikol's forces. The number of troops on each side is added to the result and the two totals are compared. The side with the highest total wins the current round of battle and the opposing side loses one soldier. Ties indicate neither side gains an advantage that round. This process continues until one side is decimated or its leader is slain. Any troops killed by the PCs in combat are deducted from the opposing side's total when adjusting this roll.

Leotah and Emirikol concentrate their attacks upon one another, hurling spells and vitriolic oaths. Although the judge may resolve this spell duel using the rules provided in the *Dungeon Crawl Classics RPG*, it is suggested that the wizard's battle be strictly background color until the PCs either choose to directly attack one of the wizards, decide

to sit things out, or make a move towards the door leading to **Area B-1**. Once this occurs, conduct combat as normal. To simulate the magical battle, roll on the table above each round.

There are two doors at the chamber's far end. One leads to Emirikol's chambers (**Area 12-2**). The other grants entrance to the Shifting Tower's lowest level (**Area B-1**). If the PCs approach the door to **Area B-1**, both Emirikol and Leotah attempt to stop them, sending either spells and troops in their direction. Each knows that the Glass Darkly must be preserved to safeguard the tower and to gift its owner with additional powers. However, if the tide of battle turns against Leotah and she has no other choice, she seeks to destroy the Glass to strike against her hated enemy.

Area 12-2 - Emirikol's Chambers: *Lavish furnishings of decadent opulence fill this chamber. Draperies of gauzy silk surround a circular bed large enough for three. A mammoth-hide rug covers the floor, atop which rests wardrobes of extinct wood, banded chests, a dressing table of marble, and a desk large enough for an ogre to stretch out on. In the air overhead are drifting flames of purple and pink that bathe the room in exotic color.*

This room houses Emirikol's personal treasures. One of the chests holds five coffers. These contain 800 cp, 400 sp, 250 gp, a pair of gold and silver bracers (500 gp value), and a trio of platinum circlets (2,000 gp value). In the wardrobe is a scarlet cape with gold sigils embroidered upon it. This item grants the wearer a +2 bonus to any saving throw vs. magic. A box containing 10 gems worth 25 gp, 5 gems worth 75 gp, and 3 gems worth 100 gp rests inside one of the desk's drawers. There is also a book inside the desk which seems to be a magical tome. This is actually a primordial slime magically altered to resemble a grimoire. Touching it reveals its true form as it automatically gains surprise and attacks.

Black primordial slime: Init always last; Atk pseudopod +4 melee (1d4 + 1d6 acid); AC 10; HD 1d8; hp 8; MV 5' or climb 5'; Act 1d20; SP acidic touch, rapid reproduction (see DCC RPG, page 424), half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -1; AL N.

Area B-1 - The Glass Darkly: *A pedestal of green marble stands in the center of the room. The pulsing veins of crimson seen throughout the tower meet at the base of this stand, climbing its sides to terminate in a glittering prism some 3 feet*

tall. Formed by black glass, like obsidian shot through with a spider's web of crimson threads, this angled glass reflects your visages endlessly in a corridor of red without end or beginning. You feel as if the glass is watching you, judging your intentions.

This is the dark heart of Emirikol's tower, and its destruction would cause the citadel to crumble. Destroying it is not easy, however, as it protects itself well.

The Glass has a 50% chance of absorbing any spell thrown at it and then reflecting the spell back at the caster. It makes a new spell check to determine the reflected spell's potency using a +6 modifier with a caster level of 5. Unabsorbed spells affect the Glass normally. The prism can also throw a *magic missile* each round, a *scorching ray* every two rounds, and a *lightning bolt* every three rounds (one spell per round maximum). A spell check result of "lost" means the Glass can no longer produce that spell until the following night. It is immune to corruption but not miscast spell results.

The prism is vulnerable to physical attacks, but its angled glass and the weird reflections it produces hamper the attacks of those who look upon it. An attack that misses by a roll of 5 or more means the attacker is temporarily confused by the Glass and must make a DC 12 Will save or accidentally strike at an ally within reach. This inadvertent attack is resolved with a new die roll. The Glass is AC 20 and has 30 hit points.

If the Glass is destroyed, the crimson striations that pervade the tower turn black and the sound of thunder roars through the tower. After 1d3 rounds, cracks begin to appear in the tower's walls, floors, and ceiling, and its slow but inevitable destruction begins.

The tower collapses in 20 rounds, killing anyone remaining inside. Each round the party attempts to navigate the tower's shaking, crumbling corridors, everyone must make a Luck check. A failure indicates a possible hazard has occurred (a gaping crack to be leapt, a slab of marble topples down, or a flaming candelabra falls). A DC 12 Reflex save is needed to escape damage; otherwise, 1d6 points of damage is inflicted. A roll of a "1" means the PC has become trapped (fallen partially into a crack, pinned by rubble, etc.) and a DC 13 Strength check and 1d3 rounds of work is needed to free him.





THE AFTERMATH

Depending on the results of the battle in Emirikol's sanctum and whether the PCs brought about the destruction of his home, the party may or may not find themselves on the winning side.

If Leotah is defeated in her duel with Emirikol, it is likely she has merely faked her own demise yet again and gone into hiding for several years to recoup. Her gorphella minions, now leaderless, run wild in the city for several nights, intent on looting and killing before returning to their distant home.

If the party decided to throw in with Emirikol against Leotah during their fight, he is willing to let them depart in peace, even allowing them to keep some of the baubles they stole from his home. He willingly gives them the sword *Ruin*, anticipating that with it in their possession the cause of Chaos will be advanced.

Should Leotah be the victor and the tower remains standing, she too rewards the party with whatever they laid claim to within the tower and grants them *Ruin* as a gift with the same ulterior motive. She will also reveal her motives in taking Emirikol's form, but offers no apologies for

misleading the party. Leotah and her gorphellas take up residence in her rival's former home and eventually become a threat to the forces of Law and the city itself. When this occurs, the party may be called upon to again storm the Shifting Tower.

If the evening ends with the destruction of the tower (and the party escapes with their lives), both Leotah and Emirikol seemingly perish in the collapse, still hurling spells at one another. The gorphellas flee into the night to cause carnage as indicated above. Despite their apparent deaths, it is likely both escape their demises and will once more interject themselves in the party's path.

No matter what outcome, when the PCs exit the tower they find Captain Rhak and a company of guardsmen cordoning off the area. He arranges for their wounds to be healed and then surreptitiously makes good on the promised reward after revealing that Ephardius Wyge was found dead, burned to death by magic backlash in combating Emirikol's defenses. He is surprised to learn of Leila's true identity, and should she survive to take possession of Emirikol's former home, he vows to keep an eye on the tower in the future.

APPENDIX A: NEW SPELLS

ALTERED VISAGE

Leotah has mastered *altered visage*, a rare spell that clouds the identity of its caster. Details are provided below for judges wishing to add it to their own campaign.

Level: 2 Range: Self or more Duration: Varies Casting time: 1 action Save: Will vs. spell check DC (sometimes)

General The caster changes the way he appears to others. This spell can also alter the look of allies.

Manifestation Roll 1d4: (1) caster's skin sloughs off, revealing the new identity underneath; (2) harmless fire erupts from the caster's body and then extinguishes, leaving him in his new guise; (3) caster's flesh bubbles and churns before assuming the new identity; (4) caster steps through a glowing mirror, changing appearance as he steps out.

Corruption Roll 1d8: (1) caster's face twists into a rictus, causing him to permanently lose 1 point of Personality; (2) caster's aura becomes exceptionally bright, resulting in a permanent -2 penalty to spellchecks on spells that obscure or disguise the caster's identity (*altered visage*, *invisibility*, etc.); (3) a random body part permanently vanishes (roll 1d5: (1) nose; (2) left ear; (3) right eye; (4) left index finger; (5) right thumb); (4-5) minor; (6-7) major; (8) greater.

Misfire Roll 1d4: (1) caster swaps physical appearance with a random creature within 20' (swap lasts 1d6 turns); (2) caster surrounded by a pink nimbus of light making him easily identifiable (-2 penalty to AC and checks to avoid being noticed) for 2d6 turns; (3) a random body part vanishes temporarily (roll 1d6: (1) mouth; (2) left hand; (3) right foot; (4) nose; (5) both knees; (6) ears) for 1d6 turns; (4) caster's physical appearance inverts, making him resemble a photo negative for 1d6 hours.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 The caster appears to be a mix of identities that constantly change. It is obvious his identity is cloaked and onlookers can make a Will save to discern his true appearance. Spell lasts for 1 turn or until dispelled.

16-19 The caster's appearance becomes unremarkable and others are unlikely to pay attention to him as long as he does nothing to stand out. This effect lasts up to 1 turn. Those actively searching for the caster may make a Will save to notice him.

20-21 The caster assumes the guise of another person for 1d6 turns *or* can disguise one other man-sized creature touched. The person's guise assumed must be that of someone the caster has seen in person. Acting out of character in the presence of those who know the chosen person allows others to make a Will save to pierce the disguise.

22-25 The caster changes his appearance as well as the appearance of all allies within 10'. The area of effect emanates in a 10' radius around the caster as he moves. Allies that leave this zone assume their normal appearances. The zone lasts 2d6 turns.

26-29 The caster changes his appearance as well as the appearance of all allies within 20'. The area of effect emanates in a 20' radius around the caster as he moves. Allies that leave this zone assume their normal appearances. The zone lasts 2d6 turns. Alternately, the caster can transform his own appearance for up to 2 hours.

30-31 The caster changes his appearance as well as the appearance of all allies within 20'. The area of effect emanates in a 20' radius around the caster as he moves. Allies that leave this zone assume their normal appearances. The zone lasts 3d6 turns. Alternately, the caster can transform his own appearance for up to 3 hours.

32-33 The caster changes his appearance as well as the appearance of all allies within 20'. The area of effect emanates in a 20' radius around the caster as he moves. Allies that leave this zone assume their normal appearances. The zone lasts 4d6 turns. Alternately, the caster can transform his own appearance for up to 6 hours.

34+ The caster changes his appearance as well as the appearance of all allies within 30'. The area of effect emanates in a 30' radius around the caster as he moves. Allies that leave this zone assume their normal appearances. The zone lasts 6d6 turns. Alternately, the caster can transform his own appearance for up to 12 hours. Furthermore, the caster can effectively disguise himself from divination attempts to locate him. Such efforts must exceed his spell check; otherwise, they are unable to determine the caster's location.

FOUR SCENES FROM A CONFLICT ETERNAL

By Daniel J. Bishop • Edited by: Rev. Dak J. Ultimak • Illustrations by Cliff Kurowski and Stefan Poag



According to Kahar-tiss, the Scrivener of Strange Worlds, Emirikol and Leotah were once lovers, until Emirikol pledged his allegiance to Chaos, and Leotah was spurned. Much of their ongoing conflict has since been hidden from the knowledge of the wise, taking place in remote, inhospitable lands and on alien worlds. Yet some fragments of this lore, gained through peril and blood, may now be revealed. Let the sagacious judge use these remnants as she would, and let her players beware!

FIRST BETRAYAL



Far to the south, hidden by steaming jungles and forbidding mountains, the Blue Monks once kept a great Library of esoteric lore. It is said that Emirikol and Leotah became lovers in their youth, while studying there. The Temple and Library were hidden beneath the waters of Lake Zandria, within a fertile valley formed by an ancient volcanic caldera. The valley is still there, as are the Temple ruins, but the Blue Monks and the villages that sustained them are long gone.

The Order of the Blue Monks was a bastion of Law. In ancient times, the Monks had a system of tests designed to prevent the forces of Chaos from even finding, let alone breaching, their sanctity. It is almost certain that both Emirikol and Leotah were at least nominally dedicated to Law when they came to the Temple, but the Lords of Chaos had located the place, and they sent their own agent to seduce the brightest of students learning there. Whether Emirikol spurned Leotah after being seduced by the Chaos changeling or whether the Chaos changeling spurned Leotah because Emirikol was a more promising target, the resulting fireworks destroyed the hidden Temple and Library. Emirikol swore allegiance to Chaos. Leotah was left for dead.

Blue Monk: Init +0; Atk open hand +2 melee (1d3+1) or by weapon +2 melee or ranged (by weapon); AC 10; HD 2d8; MV 30'; Act 1d20; SP arcane knowledge, counterspell; SV Fort +2, Ref +3, Will +3; AL L.

Servants of Law, the Blue Monks shave their heads and dye their skin a cerulean hue upon investiture. They are knowledgeable about the occult secrets of the universe, so that they might be sought in their hidden retreats by wizards in search of spell knowledge. 1 in 7 Blue Monks knows a single random 1st-level wizard spell, 1 in 10 Blue Monks knows a second 1st-level spell, and 1 in 14 Blue Monks knows a single 2nd-level wizard spell (+3 bonus to spell checks in all cases).

All Blue Monks know powerful words and precepts of Law which allow them to disrupt spells cast within their sight, effectively reducing those spell check results by 1d5. Multiple Blue Monks may attempt to counter the same spell. If

their counterspell efforts reduce a spell check result to "1", determine patron taint, corruption, or misfire as normal.

Although the great Library and Temple at Lake Zandria are gone, other hidden enclaves of Blue Monks may be created by the judge.

Chaos changeling: Init +3; Atk slam +3 melee (1d4+3); AC 15; HD 2d12; MV 30' or climb 30'; Act 1d20; SP change form, charm, spells; SV Fort +4, Ref +6, Will +6; AL C.

Chaos changelings are beings sent forth from the Courts of Chaos to seduce mortal beings to the side of Disorder. In their native form, they are humanoids whose flesh coruscates with colors both known and unknown upon mortal planes, but they are able to change their form to that of any type of humanoid creature – including specific individuals – at will. Regardless of their form, they are able to cling spiderlike to any surface, often allowing them access to places where only the most daring of thieves would venture to ascend.

Chaos changelings are seductive and charming no matter what their appearance. Those who encounter them must succeed in a DC 10 Will save not to become infatuated, and if the result is a natural "1", the victim is charmed as per the charm person spell, result 18-19 (p. 131 of the core rules).

Finally, every Chaos changeling knows 1d5 of the following spells, cast with a +5 bonus to the spell check (roll 1d10): (1) *charm person*; (2) *color spray*; (3) *ESP*; (4) *forget*; (5) *invisibility*; (6) *knock*; (7) *magic shield*; (8) *ray of enfeeblement*; (9) *sleep*; (10) *ward portal*.

THE END OF THE WORLD



Leotah did not die. Sacrificing the mystic potency of a powerful artifact once kept by the Blue Monks, Leotah survived the cataclysm at the Temple. She was propelled into the far future, arriving in a blasted landscape of fused silica, towering hothouse forests, and the twisted remains of ancient buildings. Despite the alien landscape, Leotah thrived amid a world of mutants, sentient plants, and humanoid animals. There her story might have ended were it not for a chance encounter with a time traveller.

The notorious time-thief, Zepes Null-Eleven, had come seeking parts to actualize a classical robot prop he had stolen. Although Leotah knew nothing of robotics, she was more than willing to aid him in capturing a security drone in exchange for transportation back to her own time.

This may well be the closest Leotah ever came to killing Emirikol. Years had passed, and Emirikol had no reason to believe Leotah had survived. She waited until he was weakened from spellburn before revealing herself. And she had not come alone – she had brought with her a living metal assassin from the distant future, and a relic, ancient



even in that time, whose power cells she expended in an attempt to slay her former lover.

This adventure may have spurred Emirikol's interest in golems and automatons.

Living metal assassin: Init +5; Atk bite +3 melee (1d4 plus poison); AC 16; HD 3d8; MV 40'; Act 1d20; SP construct, poison, track, half damage from all weapons, immune to heat and cold, regenerate 1d3 hp per round, acid vulnerability; SV Fort +5, Ref +5, Will +0; AL N.

The living metal assassin looks like a thin, 6'-long cobra made of quicksilver. As a construct, it is immune to attacks specifically targeting a metabolism (such as poison) and mind-affecting attacks. In addition, its liquid metal body is immune to heat and cold, takes only half damage from weapons, and regenerates even after reaching 0 hp. It cannot regenerate damage from acid, and if strong acid is used after it is re-

duced to 0 hp, the construct will be permanently destroyed.

The living metal assassin can hone in on its primary target by sensing psychic patterns within a 5-mile range, tracking it flawlessly. Its bite contains potent venom (2d6 damage, DC 15 Fort save or die).

Leotah's Artifact: Leotah's relic was a fazer pistol from the Terra A.D. of *Mutant Crawl Classics*, which as powered by an F-Cell. For judges without access to the MCC RPG rules, the relic requires a DC 10 Intelligence check from a character with a minimum of 12 Intelligence to use. If power is somehow restored, it has a range of 80' and three functions:

- Stun (DC 18 Fort save resists), 1 charge.
- 3d6 heat damage, 2 charges.
- Disintegrate (DC 15 Fort save reduces to 3d6 damage), 3 charges.

THE ALIEN ROSE



fter foiling several attempts on his life, Emirikol sought help from his patron. He learned of a flowering plant, similar to a rose but as black as pitch, growing on the surface of a world whose sun was long dead. This flower fed upon the faint occult energies of its dying planet. So aggressive was the plant's consumption of magic that, without the aid of his patron, Emirikol would never have returned to Aereth. Encapsuled in an alloy of the red metal of Saturn and lead, Emirikol was able to handle the alien rose safely. Attempting to use it, however, was nearly disastrous.

Alien rose: This plant consumes magic and spell energy. Casters within 100' of it suffer a -1d shift to all spell checks. Magic items and ongoing spell effects brought within this range of the plant are treated as targets of a *dispel magic* spell with a +7 bonus on the spell check. On a magic-rich world (such as that of the typical *Dungeon Crawl Classics* milieu), the alien rose spreads 1d3' in all directions every week. The rose does not need to be planted for this to occur. While the plant can be killed by any method that affects normal plants (including magic), it is enormously resilient, and there is a 1 in 7 chance that it will begin to regrow after a period of 1d3 months.

Any patch of alien rose which spreads to a 10' radius grows an alien rose creature to protect itself (see below). Larger patches can grow multiple creatures.

Alien rose creature: Init +0; Atk spit poison +0 ranged (poison); AC 8; HD 2d12; MV 0'; Act 1d20; SP plant, poison; SV Fort +3, Ref -5, Will +0; AL N.

These creatures appear as jet black faces, each about twice the size of a human head, growing from amid the alien roses. They can spit poison up to 40' away (1d4 temporary Stamina damage; DC 10 Fort save or 1 point is permanent).

Alien rose powder: Dried petals and pollen of the alien rose can be ground into a black powder that inhibits magic use when ingested. The affected creature cannot cast spells for 1d3 days unless a DC 20 Fort save is successful. Even then, the victim takes a -1d shift to all spellcasting during this period. One dose of this powder (about 1 ounce) can be harvested from a 3' radius patch of alien roses each week. If properly stored, it remains viable for 3d5 months.

MIND OF THE SERPENT MEN



phlogiston disturbance during a spell duel flung Emirikol and Leotah into a parallel Aereth where the serpent-man empire of E'shernulus never fell. In that reality, humankind never arose to dominance.

It was all too easy for even the plebian serpent men to capture the ex-lovers. They would have died there in the fattening pens of the reptilians, had the scientists and priests among them not taken an interest. At first, their stories of other worlds were thought to be mere fantasies. For over a year, the serpent-men argued about the pair's origin. It was clear that they had a better understanding of magic than



any other mammal in E'shernulus. From her time in the far future, Leotah could also demonstrate at least a primitive knowledge of technology. At last, the pair was brought before the Emperor herself.

From the time Emirikol and Leotah arrived in the parallel reality to the time they escaped, they saw no other human being. Under the circumstances, their differences were set aside. In time, they even became lovers again. Fate, however, had other plans.

The Emperor had a sometimes-lover and counselor revered for his wisdom and cruelty. Called only the Mind, this counselor had developed the psychic powers of his kind to a degree that the serpent-men of our Aereth have never achieved. The Mind wished to ascend the throne. He offered Leotah and Emirikol the help of the Empire's priests and scientists to return to their home, for the Emperor doted on the pair, and the expressions of mammals is difficult for those of E'shernulus to read.

At the same time, the Emperor offered the pair a home at her court, with luxuries and freedoms pleasing to Leotah... but not to Emirikol, who favored the Mind. The Emperor also sought a means to find the wizards' home plane, considering this as a means to expand the reach of her empire. Assassinations and battles followed. Each betrayed the other, and, in the resulting chaos of a splintering empire, found their way home alone. That was the last time that Emirikol and Leotah were ever to work together at any task. Each thought they had gotten the better of the other until, years later, their paths crossed again. It was a final betrayal that could never be forgiven.

Serpent-man plebian: Init +0; Atk bite +3 melee (1d4 plus poison) or as weapon +3 melee; AC 12 + armor; HD 1d10+2 or more; MV 30'; Act 1d20; SP poison, continual growth; SV Fort +3, Ref +1, Will +1; AL L.

The plebian serpent men of E'shernulus never stop growing throughout their lives, and those lives can easily span more than two centuries. A plebian serpent man with only 1 Hit Die is roughly as large as a man, and is no more than 10 years old. For every additional decade, these serpent men grow 1d6 inches. Every full foot gained grants an additional 1d10+2 HD. The eldest of these serpent men is twice as tall as a human, and can extend its jaws wide enough to swallow the body of a man once slain.

When a victim is bitten by a plebian serpent man, a successful DC 14 Fort save is required to avoid blindness lasting 1d4 hours.

Serpent-man techno-priest: Init +1; Atk bite +1 melee (1d3) or as weapon +0 melee; AC 12; HD 3d10+3; MV 30'; Act 1d20; SP spells, technology; SV Fort +3, Ref +1, Will +5; AL L.

Serpent man techno-priests combine spells and technology, allowing them to cast spells as both a 3rd-level cleric and a 2nd-level wizard (spell check modifier +3 in both cases). Cleric spells are granted by Horrishha, the Egg-Mother of E'shernulus. The wizard spells are actually the products



of technological devices created by the techno-priesthood. Because the effects of these "spells" are not magical, the judge has the final determination as to how they interact with magical effects (including spell duels).

The techno-priests act as leaders and advisors. They have somewhat atrophied physically - and no longer produce venom - but their minds are powerful.

The Mind, Emperor of E'shernulus: Init +6; Atk psionic blast +6 ranged (1d6 plus stun) or bite +2 melee (1d2) or as weapon +0 melee or ranged; AC 11; HD 8d10-8; hp 34; MV 20'; Act 3d20; SP psionic blast, illusion 3/day, hypnosis, psychic spells; SV Fort +0, Ref +0, Will +12; AL L.

Spells (+6 spell check): *charm person, comprehend languages, ESP, force manipulation, locate object, magic shield, phantasm, shatter, sleep, and ventriloquism.*

The Mind is perhaps the most powerful intellect and psionic power ever hatched in E'shernulus. With the help of Emirikol, he assassinated the previous Emperor and ascended to her throne. Although he is wizened to look at, with an overlarge cranium, he is more than able to defend himself.

The Mind is capable of projecting a psionic blast, affecting one individual within 60'. In addition to causing 1d6 damage, this attack stuns foes who fail a DC 15 Will save. Stunned individuals lose their next turn.

Three times per day, the Mind can cast an illusion that causes its head to appear like that of a specific person. The illusion is complete - visual, tactile, auditory, olfactory - and is considered to have a spell check result of 30 for purposes of dispelling or disbelieving.

The Mind can hypnotize any intelligent creature that looks into his eyes unless a Will save (DC 6+1d20) is successful. Hypnotized creatures appear as in a daze and will perform tasks as commanded. Any suicidal or dangerous task allows a new Will save to resist. The hypnosis fades after 1d4 hours.

Finally, the Mind is capable of casting spells as a wizard. The Mind does not suffer misfire or corruption, and all of his spells are cast by thought only.

It took decades for the Mind to gain control of the splintered Empire, but passing time is of little account to the serpent men. If the judge desires, Emirikol, Leotah, or both left traces that E'shernulus' techno-priests could follow when they fled back to their home plane. Now, the seemingly-forgotten serpent men stir on their parallel reality, seeking to conquer with military force what their brethren from our plane seek to rule by stealth.

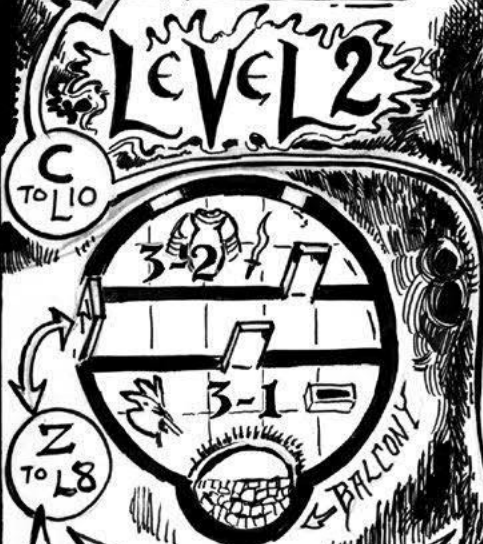
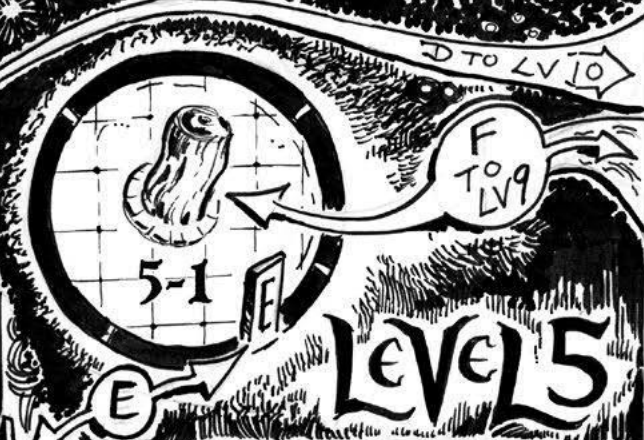
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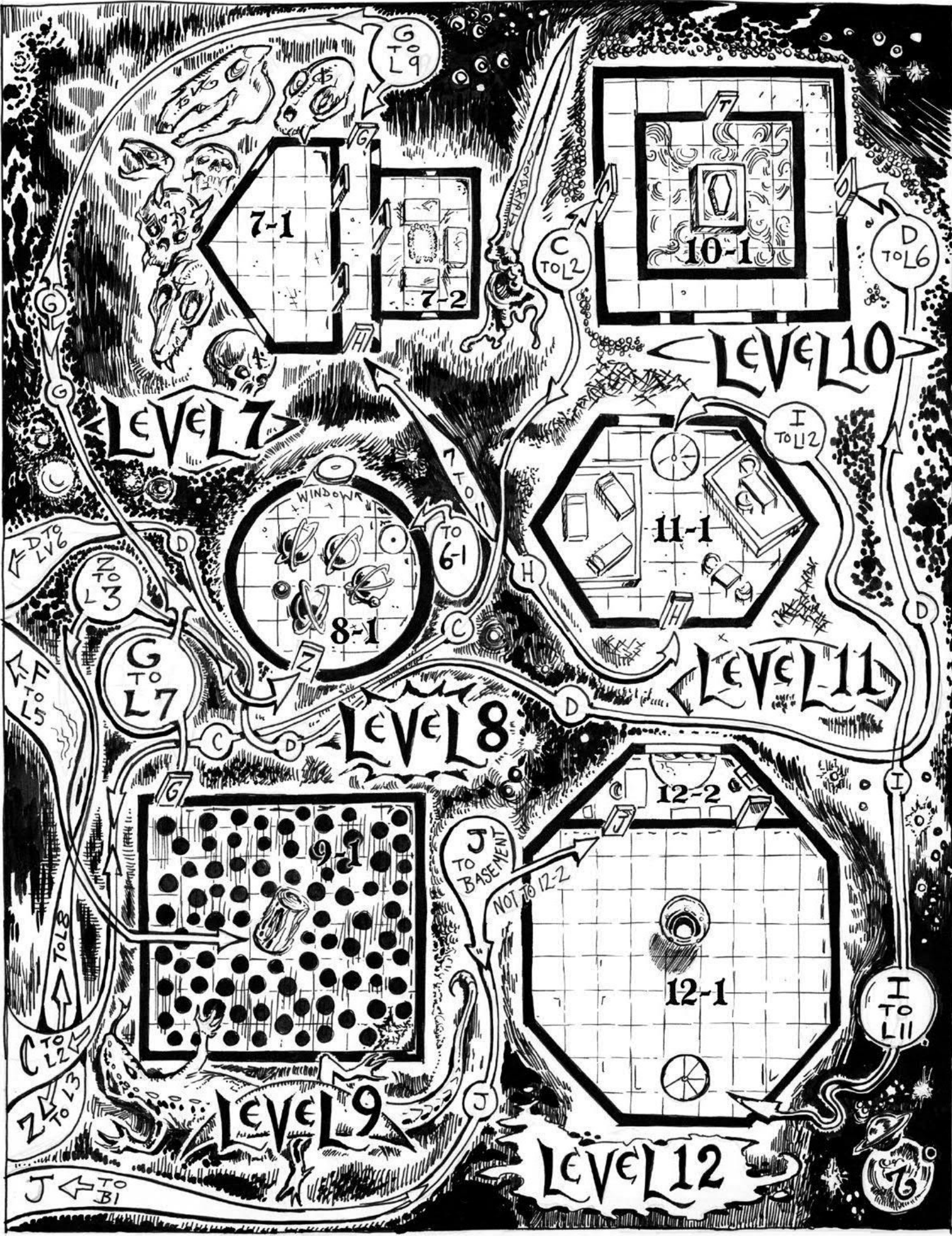
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WINDOW

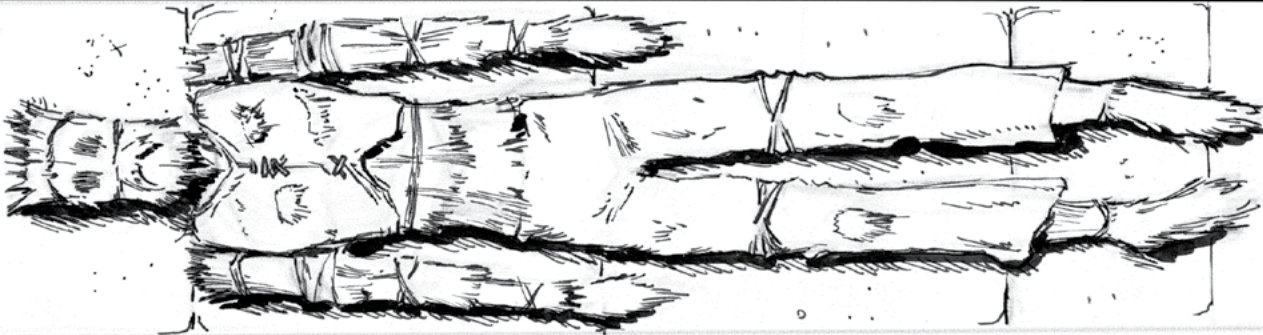
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Emrikol's Grounds

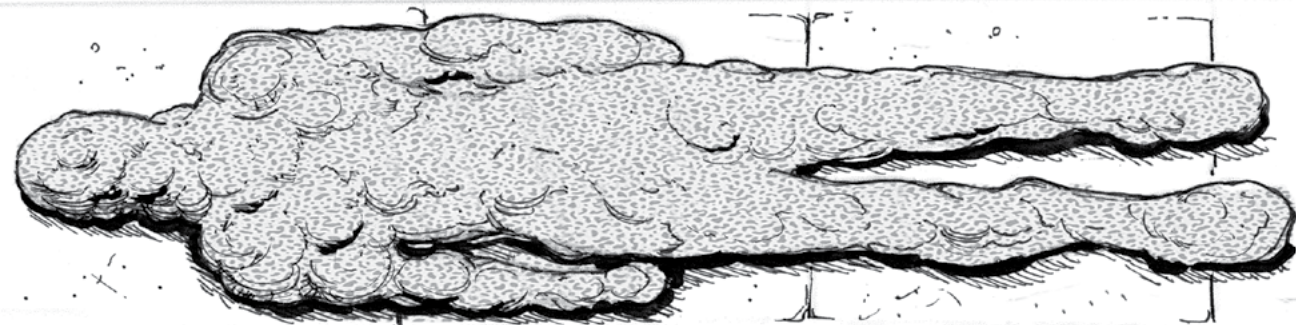




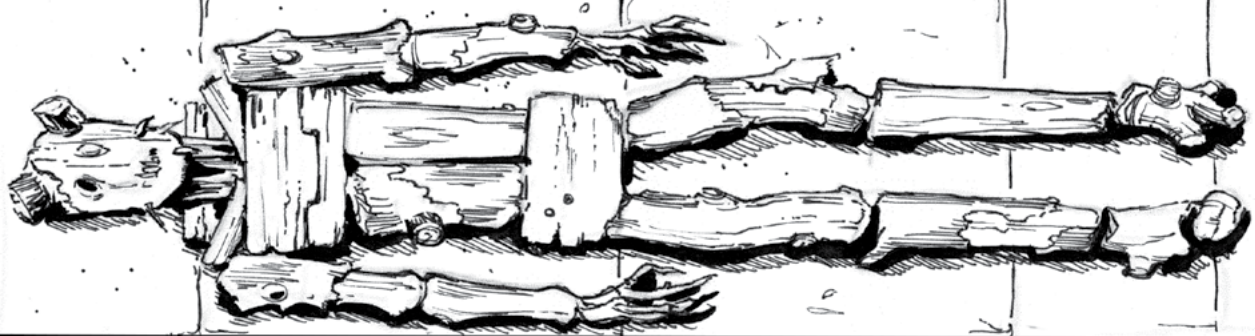




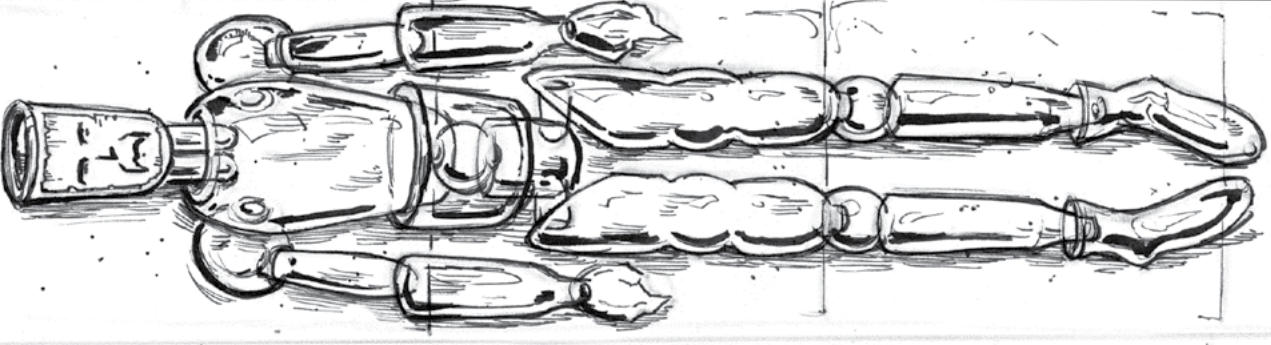
Straw Golem: Init +0; Atk slam +2 melee (1d4); AC 12; HD 2d8; hp 15; MV 30'; Act 1d20; SP suffers x2 damage from fire; SV Fort +0; Ref +2; Will +1; AL N.



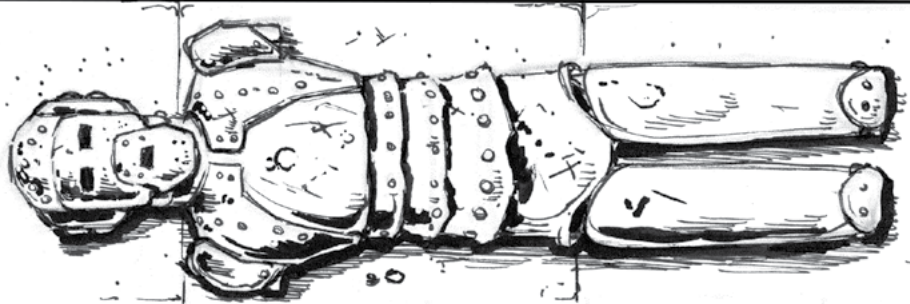
Clay Golem: This golem lacks completed limbs and is an inert, roughly humanoid lump of wet clay. A victim trapped inside it cannot move or act.



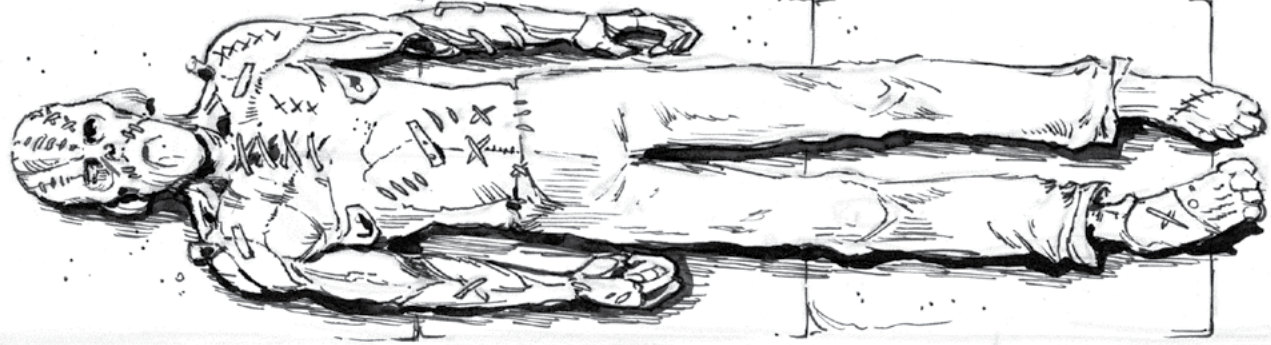
Wood Golem: Init -1; Atk slam +3 melee (1d6); AC 14; HD 4d8; hp 24; MV 20'; Act 1d20; SP suffers x2 damage from fire; SV Fort +2; Ref +0; Will +1; AL N.



Glass Golem: Init +0; Atk slam +2 melee (1d8); AC 16; HD 3d8; hp 18; MV 30'; Act 1d20; SP suffers x2 damage from lighting, subject to *shatter* spells; SV Fort +1, Ref +1, Will +1; AL N.



Iron Golem: This golem is missing its arms and its legs below the knees. It is incapable of movement or action and the victim is trapped inside.



Flesh Golem (Minor): Init -1; Atk slam +4 melee (1d10); AC 14; HD 5d8; hp 30; MV 30'; Act 1d20; SP lightning heals 1 point for each 5 points of damage normally inflicted; SV Fort +3, Ref +3, Will +2; AL N. This golem is flawed and loses 1d4 hit points each hour as it falls apart. This damage can be healed.

DUNGEON CRAWL CLASSICS

EMIRIKOL — WAS — FRAMED!

#73: A LEVEL 4 ADVENTURE
BY MICHAEL CURTIS

The mad wizard Emirikol is terrifying the city! Striking without reason and sending his winged apes to slaughter the populace, the famous archmage has gone too far. Now a coffer of jewels is offered to those who would dare defeat him. The ever-changing walls of his Shifting Tower are guarded by a host of diabolical traps, fiendish guardians, and unimaginable terror. Will your adventurers come out victorious...or lose their very souls in the attempt?



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