# Dungeon Crawl Classics

## THE EMERALD ENCHANTER

#69: A LEVEL 2 ADVENTURE
BY JOSEPH GOODMAN

Plus: The Emerald Enchanter Strikes Back!

DKG 1983
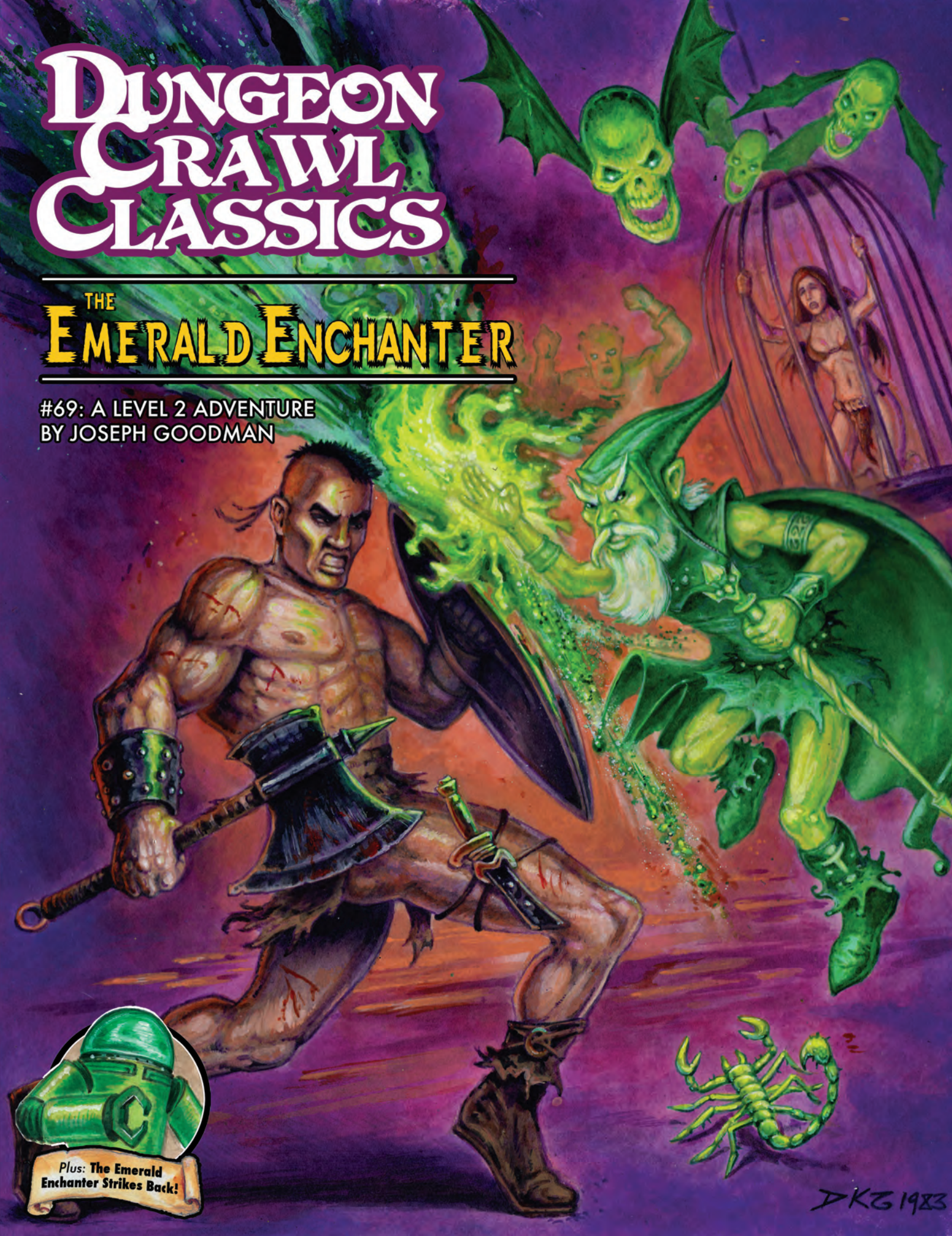
# THE EMERALD ENCHANTER

## A LEVEL 2 ADVENTURE

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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<br>1+ tile creatures |
| 1-4 | C<br>P | 2+ flying emerald skulls<br>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<br>2+ flying emerald skulls |
| 1-18 | C | 20 reanimated severed hands |
| 1-20 | C | Protoplasmic demon |
| 1-22 | C | Emerald ogre<br>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<br>2 or 4 emerald eidolons<br>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.

# THE EMERALD ENCHANTER STRIKES BACK