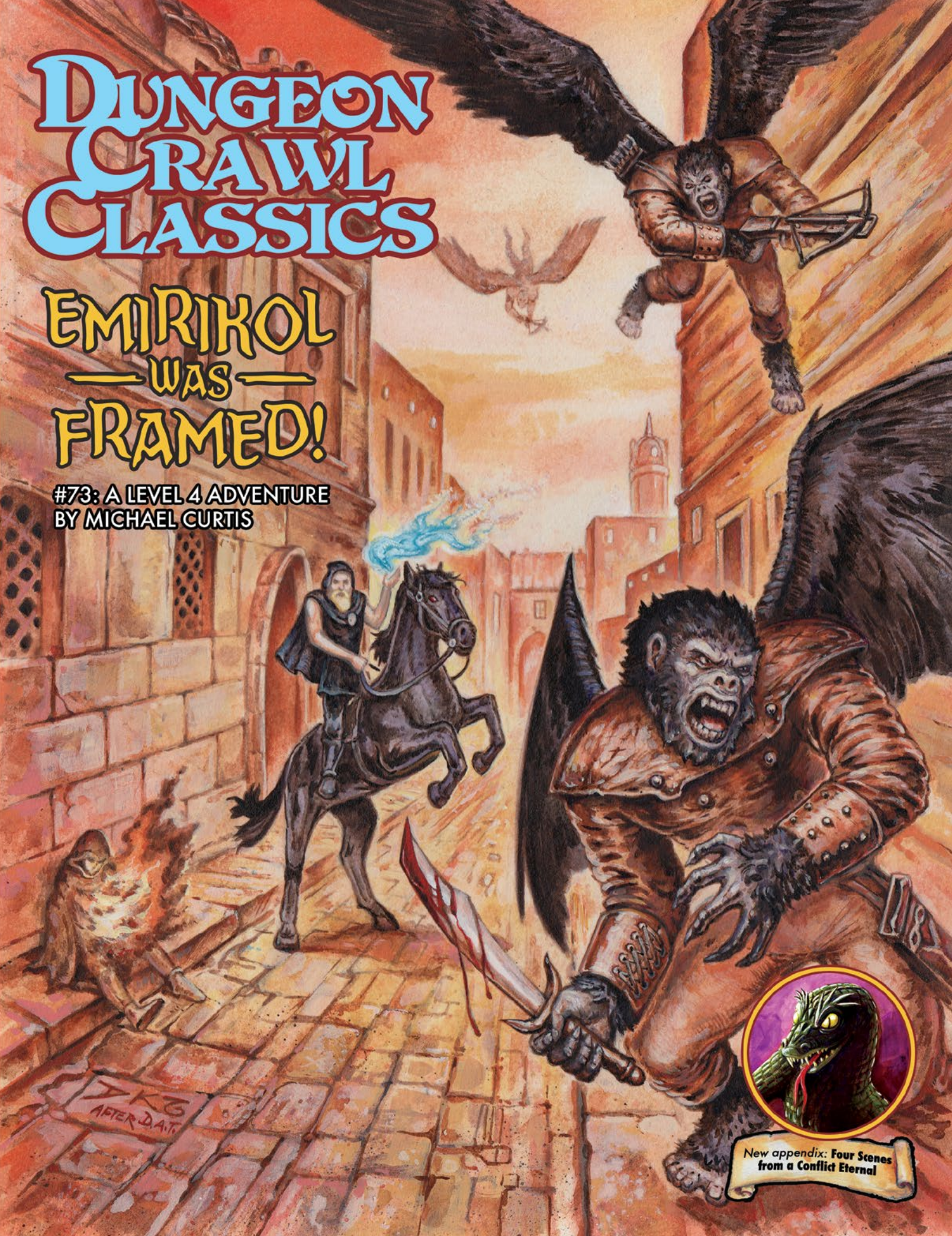


DUNGEON CRAWL CLASSICS

EMIRIKOL — WAS — FRAMED!

#73: A LEVEL 4 ADVENTURE
BY MICHAEL CURTIS



New appendix: Four Scenes
from a Conflict Eternal

A LEVEL 4 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.

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.



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