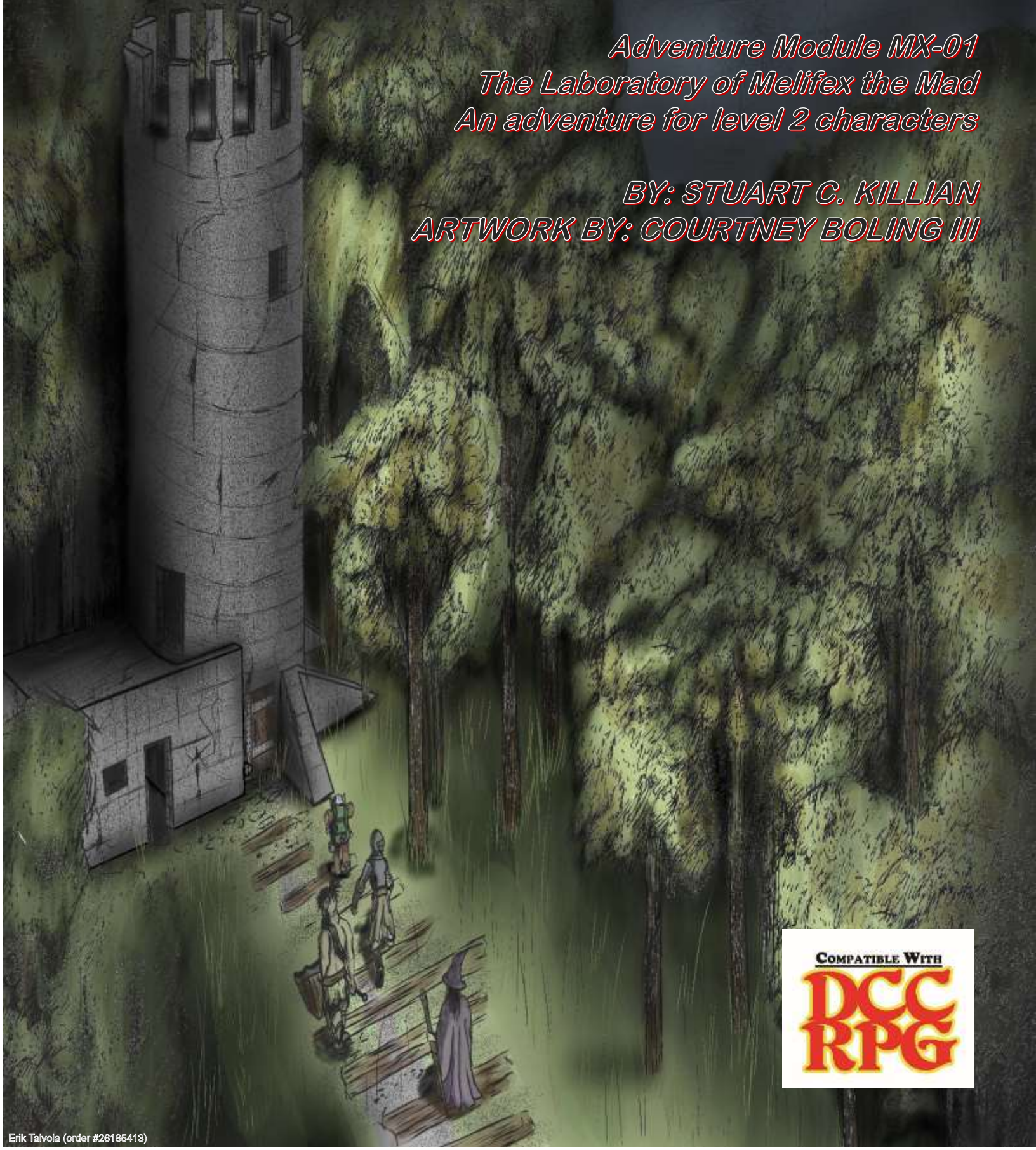


KILLIAN'S KRAWLS

*Adventure Module MX-01
The Laboratory of Melifex the Mad
An adventure for level 2 characters*

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This product is compatible with the Dungeon Crawl Classics Role Playing Game.



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INTRODUCTION

The Laboratory of Melifex the Mad is an adventure for 6-7 characters of second level. Smaller and lower level parties can be accommodated by using the scaling suggestions in the Encounter Table.

BACKGROUND

In the small city of Pinecliffe, a young wizard named Melifex began his magical studies. Convinced his magical work would help the world to become a better place, he sought after all types of magical power; from pacts with draconic and otherworldly denizens, to alchemy, enchantment and even the mysterious forces of necromancy. He delved into mysterious abandoned temples and tombs and dared to enlist the knowledge of elder dragons in order to perfect his power. Motivated by a desire to utilize magical forces to aid the common worker and end the despicable practices of slavery and military conscription, he relentlessly experimented on using magic to its full effect. However, magic being the fickle and often dangerous power it is, took a toll on Melifex's body and mind. When experiments failed and spells backfired, his body suffered corruption and he began to wander the streets of Pinecliffe aimlessly babbling to himself in rapid fashion about experiments and theories. Soon, the people who admired the inventive young wizard began to distance themselves, giving him the name "Melifex the Mad".

Realizing he was no longer accepted by the citizens of Pinecliffe, Melifex created a tower on the North cliff overlooking the city where he could conduct his experiments and pursue his new passion: finding a way to reverse spell corruption. His contact with the city ended with the exception of monthly supply deliveries from an outfitter in town who would venture up the cliff, pick up a list and collect and deliver supplies to the tower, where payment was waiting. Many rumors have circulated around the city as to what strange and dangerous things have occurred in the secluded tower for the past two years.

Two months ago, the outfitter was surprised to find no list or payment at the tower. Thinking Melifex had all he needed, he went back to Pinecliffe and awaited the next delivery date. However, this trip also ended with no list or payment. The city has become very concerned and rumors are being created as fast as they can be told. What happened to Melifex? Did he perish from his corruption, or was he annihilated by an unspeakable horror he may have summoned? Is the town safe? Who has the courage to find out?

ADVENTURE HOOK

There are many ways the party could be persuaded to venture to the tower. The GM could steer the party by utilizing a group of NPCs to hire the party, or they could be enticed with the rumors heard around the town (refer to THE CITY OF PINECLIFFE). Some examples are as follows:

- Melifex has a few close friends in town who are genuinely worried about him and are willing to pay to have the party conduct a "welfare check".
- Other wizards desperately want to study Melifex's work and research and will pay handsomely for someone to retrieve it.
- The town is worried about what Melifex may have done or what he may have unleashed in the tower. The town leaders want to put the fears of the population to rest.
- If the party has a cleric, they may be contacted by their deity or a high ranking member of their temple to rid the world of Melifex's "blasphemy".
- The party may simply want to treasure hunt. Obviously, a powerful wizard would have valuable and potent magic items in his laboratory.

GM'S NOTES

Descriptions in *italics* should be read to the party. Any additional information not covered in the description is left up to the GM. Occasionally, background information will be found in **highlighted gray boxes**. This information can be shared directly with the party or given out through role play. Additional GM notes for specific areas are in **boxed text**.

The GM should spend time reading and learning about the City of Pinecliffe before running the adventure. A great amount of role playing, information gathering, and buying and selling will take place there, so knowing the background of the city is important.

ENCOUNTER TABLE

AREA	DESCRIPTION	TYPE
W-1	Rockslide/Carnivorous Grove	T,C
1-A	Enchanted Door	T
L-2	Geoverme	C
L-3	Air Elemental	C
L-5	Enchanted Armor	C
L-7	Blattodes	C
2	Desk Drawer	T
3-A	Dragon	R, C

C= Combat, T= Trap, R= Role play

The encounters can be scaled to accommodate a smaller or lower level party. Make the following changes:

- Make the Air Elemental vulnerable to common weapons and remove the vortex attack.

- Reduce the dragon's spellcasting ability by removing the following spells:

- Patron Bond
- Sleep
- Mirror Image

- Demon Summoning
- Eternal Champion

- Remove the dragon's poison breath weapon

ADVENTURE START

Your new life of adventuring in your home town has become stagnant. Every cave, tomb, and bandit hideout has been searched and there's only so much adventure, gold, and glory your small village can offer. You decide to move on to the city, where adventurers may be able to sell their service, get new information on potential adventures, or even liberate some of the wealthier of their extra money.

The caravan masters who stop at your village speak of a small city tucked away in the low mountain range called Pinecliffe. The city, they say, is a crossroads where people of almost every race congregate to buy, sell, or simply pass through. You persuade one master, a veteran of many routes, to make you a map of the hill country where you live to find the main road leading to Pinecliffe. Surely, opportunities will be found there.

Packing up all the belongings you can fit on your back and selling everything else, you make your way along the cart paths and trails until you find a wide, stone-paved road. A red granite marker in the shape of a four-sided pyramid has arrows carved into the stone with the word "Pinecliffe" pointing to the East, and "Grayson's Trace" pointing to the West. Your spirits lift as you realize a new chapter in your adventuring life is about to begin.

Along the road are several clearings caravans have made to stop for the night. As it is getting dark and will be cold soon, you decide to set up camp for the night. Other people, equipped much like yourself have already set up their spots and a large community fire has been built.

If this is the first adventure for the party members as a group, the GM can use this time to have each character introduce themselves and learn about each other's characters. The night passes with no danger. It is another 8 hour walk to Pinecliffe. Horses are not available to be bought or rented.

After a long climb over winding hills and ridges, you reach the top of a ridge overlooking a wooded valley of cedar and pine. Before you sits the largest city you have seen. Tall stone walls surround an area of about a square mile. Within lies the city; an orderly arrangement of houses, and shops dominated by a sawmill on the North side and a keep on the West.

The town sits under the protection of a cliff to the North. As you scan the cliff, you notice what seems to be the top of a tower peeking out over the pines.

You are stopped at the gate by two armored guards who ask your name, where you are coming from, and if you have any trade goods to declare. A scribe sits at a table inside the gate, collecting fees and taxes. He informs you there is an entry tax of 15sp per person.

THE CITY OF PINECLIFFE

The walled city is located at the base of a large cliff on the South side of a low mountain range. The city spreads out into a temperate valley. The city is bisected by a large road running East-West which winds its way around the mountains. The South road continues down the valley to plains. The main industries of the city are mining and forestry as the cliff is surrounded by a pine forest. Dwarves and Humans are the principal occupants of the town with an occasional halfling trader visiting. Elves are never seen and may be treated with suspicion. The dwarves occupy a mine three miles to the East of the town and use the town to transport raw materials and forged goods to the plains dwellers.

The party can be expected to pay an entrance tax of 15sp per person. Additionally, the party will have to declare any expensive goods that are not personal items such as trade goods or any treasure greater than 25gp. The party will be required to pay a 5% tax on these items.

The city's population is approximately 3,500. It is governed by a mayor. The city guard protects the town and enforces the law. The guard is commanded by a sheriff who is assisted by investigators who can command small patrols of

city guard. The city is a democracy with an open market system. Silver is the main currency, but gold is not rare. Party members paying for small items with gold may be refused since the vendor would not have proper change.

The main temples in the city are the Temples of Justicia (L), and Amun Tor (N). The temples will provide healing to individuals who are of the same alignment or are vouched for by a worshipper. Magical healing of damage or disease requires a "donation" of 35-50gp, depending on the seriousness of the healing.

All equipment and adventure items can be found here at their normal price with the exception of thieves' tools (which are illegal to possess) and armor which is twice the normal price. Any person buying armor will be questioned by an investigator as to why they need it and will require a government permit (for a price of 10gp) to gain permission to purchase it. Horses and other mounts are not for sale or rent.

Spell components are not very difficult to find and the party should be able to find an alchemist who can brew simple potions of healing, cure disease, and neutralize poison for approximately 65gp each.

The party may be able to access the local underground market run by the Thieves' Guild (DC12 to make a connection), where they could procure the following items. There is only one of each item for sale throughout the city:

- One Long Sword +1	900gp
- Thieves' Tools	50 gp
- +1 Arrows (10 total)	50 gp each
- One vial of poison	25 gp
- +1 Daggers (2 total)	350 gp each

If the party decides to chat with the local population to gather information, the GM can decide to read the information in the BACKGROUND section. They may also hear rumors regarding the tower and Melifex. Use the following table to choose which rumors the party hears. The GM will roll to select the rumor and the party will make a Personality check against the DC of the rumor to determine if they were able to get the rumor to be told. The last column of the table

shows whether the rumor is true or false. If the GM rolls the same number of a rumor already told, stop rolling on the table and declare there are no more rumors to be heard.

WILDERNESS

Area W-1 ROCKSLIDE/CARNIVOROUS GROVE

RUMORS

d7	DC	RUMOR	
1	12	Melifex spent a large amount of money purchasing semi-precious and precious gems.	T
2	5	Melifex experimented with the dark art of necromancy and has turned himself into an undead creature.	F
3	14	Melifex acquired a very large and valuable gem that has incredible magical power, but it is unknown whether it is for good or evil.	T
4	11	The tower's doors are locked with intricate puzzles only the wisest can solve.	T
5	5	Melifex's tower was attacked by a dragon who killed Melifex for his magical treasures and now makes the tower its home.	F
6	9	Since Melifex stopped dealing with the city, a few bands of people have ventured along the path to his tower, but have never been seen again.	T
7	5	Melifex created magical locked doors that can open portals to other worlds.	F

The path described to you is right where you were told it would be. It is unmarked and narrow, barely enough room to fit a cart. The path climbs steeply up the ridge, winding through a thick forest of evergreen trees that blocks out the sunlight enough to make the whole area look like dusk. The scent of pine lingers and makes the air seem much fresher than back at town. You easily navigate around a few rotted fallen trees and realize this path has not been travelled by cart in a long time. You crest an incline along a cliff and see a large rockslide blocking the path. The massive pile of rubble spreads out from the top of the ridge above you to the cliff approximately 40' down what used to be the path. A small pebble skips its way down the pile and off the cliff. You don't hear it hit the ground.

GM NOTE #1 The party can attempt a number of actions in this area. If the party attempts a unique action, it will be up to the GM to assign difficulties and abilities to navigate this obstacle.

If the party attempts to clear the path, they would have to move rocks of different sizes, from pebbles to boulders the size of a dwarf. Additionally, they risk creating another rockslide. Each member of the party moving rock must make a DC14 Luck check per hour of clearing or create another rockslide. Any characters moving rock will be swept over the cliff and buried under tons of rock, meeting their final doom (no save). The path would be blocked once again, and any remaining characters would need to start over. It would take 4 workers approximately 8 hours to clear a path through the pile of boulders.

If the party decides to walk across the rockslide they risk slipping and falling as well as triggering a slide. Characters can only move 10' per round and must make a DC10 Agility check each round or slip. A slipping party member will tumble down the pile and over the cliff, never to be seen again (no save). Every party member must make a DC12 Luck check for every 20' moved or cause a rockslide. All party

The outfitter who delivered supplies to Melifex can be easily found if the party asks around. He will show the party the path he takes to get to the tower and will offer the party the key he used to gain access to the supply shed for the low price of 25gp.



members standing on the rocks will meet the same fate described above.

The party can retrace their steps to find an alternate path. It is easy to find a way around and no check is required. If the party takes this action read the following:

The animal trail you found weaves its way up the ridge and through a thickly wooded area. As you pick your way through the branches and underbrush, you notice what looks like a pile of clothing in the center of a grove of willow-like trees.

If the party decides not to investigate, they make their way down the ridge and back on the path without incident. Go to "The Laboratory" section. Otherwise, read the following:

As you step into the grove, you uncover a grisly sight. Animal carcasses and the dried-out corpses of five people, probably adventurers, lay strewn about the ground. Each body appears leathery and dry, with hollow eye sockets, as if every drop of moisture was pulled from them.

Elven characters and those with a background having a knowledge of trees will immediately notice the trees around them are not common willows. The trees are ash white in color with a slick, waxy-type bark. The branches are more like vines, with veins of black running through them and around the trunk. Tiny, perfectly circular leaves line the branches and have a fuzzy coating on them, like hundreds of little needles.

The trees, in fact, are carnivorous, and will immediately attack if a character gets near or tries to inspect the tree. The branches will lash out and attempt to wrap around their target, injecting it with the hundreds of needles in the leaves and begin draining the victim of blood, causing 1d6 damage per round. As the victim is held, the tree will inject a venom that liquifies the internal organs. The character must make a DC13 Fortitude save or take an additional 2 points of damage for 5 rounds.

The branches can be severed on a successful hit doing 8 damage. The damage is counted towards the total hit points of the tree. The trees can only make

one attack, but have three branches available. So, when a branch is severed, a new branch will attempt to attack the nearest creature. A branch can be removed by a DC10 Strength check but will cause 1d6 damage due to the needles tearing the skin off the victim.

Carnivorous Trees (3) Init +5; Atk Branch +3 ranged 10' (1d6+special per round), AC 16; HD 5d8; hp 26; MV 0'; Act 1d20; SP 3 branches; SV Fort +6 Ref -10 Will -5

Branch AC13, HP 8, SV Fort +3 Ref +2 Will -5

Among the items are clothing, Two pairs of high quality leather boots, A suit of human or elf sized studded leather, three daggers (one is +1), a longbow, 7 arrows (3 are +1), a flask of oil, and a small amount of coins: 22cp, 77sp, and 36gp. When cut, the tree bleeds a blackish-purple sap that can be used to poison one single weapon. On a successful hit, the poison will cause 2 points of damage for 5 rounds. The poison will wear off in 24 hours.

THE LABORATORY

After a long upward climb, the path finally levels off to a plateau. As you rest your burning legs and sore feet, you notice the city below you. A few large birds of prey circle around the cliff. The air is cool and brisk and you start to feel a chill after your sweaty climb. Centered in the plateau is a tower made of dark gray cut granite placed so tightly together it resembles a single carved piece. The walls are impossible for anyone to climb. The tower appears to be nearly 35' high and peeks slightly over the grove of pines surrounding it. A single, round window on the East side, two feet in diameter, is situated 12' from the ground. An outbuilding made of wood and stone is connected to the South side of the tower. The door to the outbuilding has been smashed open with only a few pieces of splintered wood still attached to the iron hinges.

A solid iron door 8' high bars access to the tower. As you see the door, you notice a slight pink sheen surrounding the door.

Area 1-A ENCHANTED DOOR

The iron door has a ringed handle on it. As you try to reach for the handle the pink glow becomes more visible and does not allow you to touch the handle, as if an invisible wall has been built in front of it. On the right side of the door are four smooth square plaques in a vertical row. The first three plaques have symbols carved into them that glow a faint pink. The fourth plaque is blank.

GM NOTE #2: Give the party the Player's Handout.

Any attempt to break down the door will be repelled by the magical wall. The door has been warded and all spells have no effect. A character who places any part of his body on the blank plaque will see it glow where they touched. If they try to write something, the figure will glow pink until they are done.

The party needs to draw a correct figure in the blank plaque to disarm the door. If an incorrect figure is drawn, the plaques and the door will glow green. If someone tries to open the door, the party will hear a thunderous boom. The character touching the door will take 2 points of damage and will be flung 5' from the door and be prone. The door and the plaques will return to their pink glow.

The solution to the puzzle is the number of arcs in each figure. The first has one arc, the second - two, and the third - three. The party needs to draw ANY FIGURE with four arcs. The arcs don't need to intersect anything, just as long as there are 4 arcs in the figure. When the proper figure is drawn, the door will glow red. Anyone who grabs the handle will be able to turn the handle to the right and the door will open into Area 1-C.

If the party tries to access the window, they will need to make a human ladder to reach it. The bottom character will need to make a DC 14 Strength check and the second character would need to make a DC14 Agility check or they will collapse. A halfling may be able to break the window and squeeze through to Area 1-C, but will certainly be considered an intruder by the invisible servant, who will warn the dragon.

Area 1-B STOREHOUSE

This outbuilding has a stone foundation and wooden beam walls, it is lit by a window in the South wall. Everything in this building has been smashed, turned over, or ripped. Grain and flour are lightly spread on the stone floor. Inside the doorway to the left is a locked wooden box whose lid has been smashed open. The box is empty. On the North wall is an iron door 8' high. The door has a pink sheen surrounding it and has no handle.

This was the pantry and supply shed for the tower. The outfitter had the key to the outer door and the wooden box. He would stock the supplies in the shed. Pick up his payment in the box and lock the door behind him.

The door is magically sealed from the outside. It is warded against all spells.

Area 1-C RECEIVING ROOM

GM NOTE #3: If a party member enters this room from the window, the invisible servant will not speak with the character, but will immediately go to Area 3 and warn the dragon.

GM NOTE #4: The entry door can be opened to the rest of the party from the inside with no harmful effects.

GM NOTE #5: It is up to the GM to decide if the dragon in Area 3 confronts the party when warned or waits to surprise them in Area 3.

You notice a yellowish glow lighting the room. Attached to the wall are glass globes resting in iron bases. The globes are filled with a liquid giving off a bright yellowish glow. A fireplace is built into the North wall. To the South, a partition wall separates the main room from a galley kitchen with a sink, water pump, and preparation counters. The main room is furnished with comfortable lounge chairs, and a round eating table with wooden chairs is set for four. A wooden door to the Southeast leads to a small privy. In the Northwest corner of the room is a 7' diameter hole in the floor. A matching hole is in

the ceiling right above it. A shaft of blue light rises through the center of both holes. Looking down, you see a stone floor 12' down. Looking up you see another hole in the ceiling of another room above. The shaft leads from the stone floor to what appears to be the topmost ceiling of the tower. As you are investigating, you hear a voice say: "Good day! May I ask why you are visiting? Do you have an appointment with the Master?"

Melifex conjured an invisible servant to meet his needs. It will not attack, other than push people out of the way if it needs to fly up to Area 3 to warn the dragon. The servant is immune to physical attacks and will simply run away to Area 3 if threatened.

If the party states they have an appointment or they are here to check on The Master's well-being, the servant will say he does not remember it, He will state his master is working on an important experiment, but will allow them to pass if the party can convince him their visit is very important (DC10 Personality check). He will instruct the party how to use the levitating platform in Area 1-D.

Area 1-D LEVITATING PLATFORM

Melifex used a modified version of the Force Manipulation spell to create this elevator. The platform is 7' in diameter and can hold up to three human sized creatures. The blue shaft controls its motion. If a character places their hand within the light, they will hear a light musical tone.

The key to operating the platform is using the position of the user's hand within the light. If their hand is placed palm down, the platform will lower and will raise if the user's hand is palm up. The platform is currently in Area 3, since that is the last place Melifex went.

There is nothing in the room sturdy enough to tie a rope to climb down. The party could anchor a grappling hook to the floor (DC14 to set properly). Jumping to the lower level will require a DC11 Agility check or take falling damage.

A grappling hook may be used to climb upward. It will require a DC14 Luck check to properly set the hook on each level.

Area L-1 LABORATORY ENTRANCE

The entrance to the laboratory is a half-circle opening to a 5' wide hallway lit with the fluid filled globes, which shed a pure white light. At the entrance sits a slant top desk and chair. Metal doors line the hallway, three to the right and three to the left. The air smells faintly of rot and has an acid-like quality that slightly burns your throat and nostrils.

The desk contains blank papers, pens and an ink well. If the ink well is tapped with the pen twice it will magically fill with ink. The ink will disappear after an hour of non-use. As the party moves down the hallway, the desk will follow them. Melifex enchanted this desk so he would always have a place to take notes wherever he was in the laboratory. The desk is magically bound to the floor and can not be carried out of the laboratory.

Area L-2 GEOVERME

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters W-O-R are etched in the halfling tongue.

The party needs to finish the word to gain entrance. In this case, the word is WORM. The door will unlock with a click when the word is said in the proper language.

Dust and ash assail your nose as you open the door to this room. A large table rests in the West wall of the room. Five glass tanks almost 3' high are seated on the table. The tanks contain what seems to be controlled habitats with differing types of rock, soil and vegetation. Resting on top of the soils are the desiccated remains of unknown invertebrate creatures. Two of the tanks have been shattered. A book sits in a slot beside the door. On the North side of the room is a pile of soil, sand, and unique rocks. A part of the North wall has been removed and a 5-foot wide tunnel has been dug into the earth behind it. From the tunnel, you hear a chitinous rattle as small piles of soil are flung out of it.

Inside the tunnel is a Geoverme, a creature created by selective breeding and magic. A geoverme

obtains nutrients by breaking down rock and feeding on minerals. Metals, such as iron, copper, silver and gold are excreted. The unique rocks on the North floor is ore left behind from the geoverme's digestion process.

The geoverme is 10 feet long and approximately 5 feet high. It is segmented with hundreds of spoon-like legs, has hard mineral plates along its body and exceptionally strong mandibles. If threatened, a geoverme will spew a cone of lime dust and saliva 10 feet long and 15 feet wide at the end. The cloud causes severe burns to the skin, throat, and lungs. Any creature caught within the cone takes 2d8 damage (Reflex save DC 12 for half) and continues to take 1d3 damage per round until the lime is washed off the skin (taking 1 round to accomplish). Any character taking more than 10 points of damage loses 1 point of personality due to its disfiguring effects (clerics can heal the disfiguration). The geoverme empties its entire stomach with the spray and can only spray once per feeding.

Geoverme (1) Init +0; Atk Bite +3 melee (1d10+3); AC 15; HD 7d6; hp 27; MV 10'; Act 1d20; SP "Lime Spray"; SV Fort +6 Ref -3 Will +0

The room contains nothing of any value. The book details how Melifex was experimenting on various types of worms and other invertebrates to create a species capable of digesting rock and moving large amounts of soil to extract metals. His desire was to create trainable creatures that could save people from the dangers of mining. Additionally, the worms would feed themselves and would require little care. Miners only needed to collect the excrement from the worms and smelt the metals. The ores in the room are merely oxidized iron and have no value. The tunnel leads 20' to the north to a dead end.

Area L-3 PNEUMATIC EXPERIMENTS

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters I-N-D are etched in the common tongue.

The party needs to finish the word to gain entrance. In this case, the word is WIND. The door will unlock

with a click when the word is said in the proper language.

The first thing you notice as you scan this room is a book in a slot beside the door. The workbench in this room is covered with bags made of various bladders and skins. Attached to the bags are hoses made of rubber, intestine, catgut and the like, as well as a small glass tank and leather straps which make the contraptions look like backpacks. All of the glass tanks have either cracked or have broken into pieces. As you search, your face suddenly gets stung by flying slivers of glass and sand from the floor. Looking above, you see what looks like a cyclone with two shining blue eyes. Its body is transparent and a blue gem rests in the center of the creature's body.

The creature is an Air Elemental conjured by Melifex. It would normally obey commands from a wizard, but it has been neglected for so long it has become uncontrollable. It will attempt to kill anything in sight and try to escape the laboratory soon afterward.

Air Elementals can only be wounded with magical weapons, spells or attack by other creatures with naturally magical attacks (such as a breath weapon).

The air elemental will take the first initiative round to create a cyclone with the effects happening in the next round. The cyclone lasts for only one round but inflicts 8d6 damage to any creatures who fail a DC13 Strength check (half damage from success) due to being slammed around the room. All party members will be knocked prone from the attack.

Air Elemental Init +8; Atk Hurlled Object +8 ranged (1d6), Slam +8 melee (2d8); AC 16; HD 8d8; hp 48; MV Fly 40'; Act 1d20; SP Vortex (2 rounds to create) 8d6 damage to all in 30' radius; SV Fort +6 Ref +10 Will +3

If the air elemental is defeated, the gem in the center of its body will fall to the ground. It is an aquamarine gem about 1/2" in diameter and is worth 75gp.

The book contains notes on how Melifex was able to conjure air elementals and put them under control utilizing aquamarine gems for a spell focus. His goal was to create elemental powered suction devices to help housekeepers keep homes clean in quick fashion or to pump water to put fires out. There are also notes regarding the possibility of a "flight backpack",

LOCK	DESCRIPTION	DC
1	Padlock	6
2	Skeleton Key	8
3	Hinge	10
4	Tumbler	12
5	Combination	14

Area L-4 ROOM OF LOCKS

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters I-C-K are etched in the halfling tongue.

The party needs to finish the word to gain entrance. In this case, the word is PICK. The door will unlock with a click when the word is said in the proper language.

Ten doors are set in frames around the entire room. The doors are made of wood and are locked with mechanical locks of all kinds (skeleton key, tumbler, padlock, hinge lock, etc.). A workbench in the center of the room has various keys scattered about made of many different types of metals. All of the keys are either bent, broken, or have the teeth shattered. In the center of the workbench sits a large metal safe, 4' on each side, locked with a padlock. A book rests in a slot beside the door.

Successfully unlocking and opening the doors (DC11 for all) reveals a solid stone wall behind them. If the party searches through the keys, they will find they are all useless, but some are made of rare metals, about 15 keys in all. The metals could be sold for 20gp.

The metal safe is actually five safes within each other, each having a different type of lock. The doors and their DC to open them are listed below. As each door opens describe how it simply leads to another inner safe with a different door. All doors are made of thick steel and can not be broken, bent or smashed.

If the party successfully opens all of the doors, read the following:

The door opens into a storage area about 8" on each side. Inside is a key made of a dull, dark gray metal. As you look at the key you notice the key morphs and changes shape every five seconds.

The key is a Magical Master Key. The key will morph into the shape of any lock and open it. It will not disarm traps or open magically locked doors. It is the only key that can open the door in Area 3-A.

Melifex's notes on his experiment are found in the book. His motivation was to create a universal key to be used by law enforcers to enter secret hideaways and enforce warrants for information.

Area L-5 ARMOR ENCHANTMENT LAB

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters W-O-R-D are etched in the common tongue.

The party needs to finish the word to gain entrance. In this case, the word is SWORD. The door will unlock with a click when the word is said in the proper language.

Weapons racks line the walls of this room. Weapons and shields of every type and material are lined up in the racks. In the center of the room, six wooden mannequins are draped with steel and leather armor. Although the room is full of armor and weapons, you notice no blacksmithing or woodworking tools anywhere. A book is resting in a slot beside the door. You are startled and stare in amazement as a suit of studded leather armor, a helmet, wooden shield and longsword animate and

fit themselves together as if a ghostly, invisible warrior was wearing and wielding them. A voice booms out "Engarde! Prepare to defend thyself thievish cur!"



The enchanted armor consists of a normal suit of studded leather, a common helmet, a Shield +1 and a Gallant Longsword +1. The armor is magically commanded to fight without stopping. Characters who score a hit on the armor will notice the suit showing damage. The armor can be hit with normal weapons, but is immune to any magical effect on the mind (charm, sleep, etc). The enchanted armor is not an undead creature.

Enchanted Armor Init +3; Atk Longsword +1 +4 melee (1d8+3); AC 17; HD 4d10; hp 30; MV 30'; Act 1d20 + 1d20; SP Immune to sleep, charm, paralysis, mind effects; SV Fort +4 Ref +0 Will +1

As the battle rages on, the players will hear taunts and battle cries every second round. When the party inflicts enough damage, the suit will collapse to the ground. The sword will call out to the party:

"Reveal thyself and let me know the worthy foe who hath vanquished me. I hereby pledge my service to you."

The Gallant Longsword +1 is described in the background section. The Shield +1 is undamaged. The room contains every weapon available and the mannequins are dressed in the following:

- Chain Mail Armor (2 suits)
- Leather Armor
- Scale Mail
- Banded Mail

All armor and weapons are non-magical and in good condition. Melifex's notes detail how he dabbled in weapons enchantment in the attempt to create a "magical armor platoon". He was intrigued by the notion that a fighting force of enchanted armor needed no food, rest or pay, would never retreat or break ranks, would always follow orders and would eliminate the need for conscription of common men for military service.

The Gallant Longsword +1: Melifex intended to create a Longsword +1 Defender but the spell misfired. This sword is filled with the spirit of battle and will continually urge its user on in battle giving its wielder a +1 on all will saves. However, it can be overzealous at times. The GM can have the sword insult the player if they shy away from battle or may get impatient during a negotiation and pick a fight regardless of what the character wants. Obviously, this is not a good weapon to take on any mission requiring stealth as it will shout a war cry at the sight or sound of a potential enemy. Be creative when you role play as the sword.

Area L-6 PRECIOUS STONES LAB

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters S-H-I-N are etched in the dwarven tongue.

The party needs to finish the word to gain entrance. In this case, the word is SHINY. The door will unlock with a click when the word is said in the proper language.

The largest red gemstone you have ever seen sits atop a pedestal 4' high in the center of the room. The gem emanates a deep red glow and is fastened in a setting that resembles an eagle's talons turned upside down. Fastened to the East wall is a cabinet with small wooden drawers approximately 4" on both sides and 6" deep. 25 drawers in total. An

empty workbench is pushed against the West wall and a leather-bound book is filed away in a slot near the door.

Melifex utilized this room to test the magical properties of gemstones and their abilities as a magical focus. The drawers are labeled with the names of semi-precious and precious stones – from Amethyst to Zircon. The drawers contain rough-cut samples of each type of stone. Since the stones are rough, the entire haul would be worth about 350gp if a gem cutter could be found to sell them to.

Melifex's most prized possession, the red gem, is a garnet the size of a man's fist. It is magically attuned to the pedestal and will shatter if removed from its setting. The wizard's book documents Melifex's desperate attempts to use the garnet as a spell focus to create an aura of restoration which could reverse the spell corruption on his body. He states in his notes he was partially successful, but the results were not what he wanted.



Anyone who touches the gem will instantly disappear to an external plane and return a second later, changed according to the table below. Have the player roll a D7 and read the description in the chart.

The Gem of Restoration: The gem can only be touched once and the magical effect is permanent. If the character touches the gem again, nothing will happen. The best way to roleplay this scenario is to tell the party the character who touched the stone vanishes and then returns in one second. The GM should go to a private area with the player and describe the effects. If the player wants to tell the others what happened, they can, but it increases the mystery for the others in the party and makes them wonder if they want to touch the stone or not. The stone is magically attuned to the pedestal and will shatter if removed.

D7

Effect

- 1 *You find yourself in what seems to be another dimension. The ground below is smooth and flat, like polished marble. In front sits the gem in its pedestal, nearly 100 yards away. You start to walk towards it when you perceive a humming noise and a sharp pain in the back of your neck. Swatting it, your hand brings back the body of a large insect. The air soon fills with the biting, stinging menaces. They bite and sting you again and again, filling your body with their venom which seems to be making you weaker. You eventually have to crawl on your hands and knees to make it to the pedestal; covered in sweat and every muscle in your body burning. You touch the gem and are instantly transported back to the gem lab. You gain 1 permanent point of Stamina.*
- 2 *You are suddenly in a room that resembles a giant library. The round room looks to be 30' in diameter and 20' high and full of books from top to bottom. A magical force holds you in place and you can make no movement. One-by-one, the books fly from the shelves and open themselves up in front of you, their pages flipping rapidly, but you seem to understand every word. After what seems like hours of absorbing the contents of the books, you blink your eyes and are back in the gem lab. You gain 1 permanent point of Intelligence*

- 3 *You smell beer and cooked food. You shake your head to remove a groggy feeling and you suddenly notice you are in a tavern. A large, muscular man comes to you and says "How about an arm wrestle?" You hesitate at first, but the man grabs you by the shoulders, plops you down in a chair, and grabs your hand as he sits across from you. The contest begins. You put everything you have into the battle which seems to take hours, but eventually you are defeated. The muscular man claps you on the shoulder and loudly says: "Nicely done! Best competition I've had in ages! Maybe this will help you out next time." He pokes you in the forehead and you are sent back to the gem lab. You gain 1 permanent point of Strength.*
- 4 *A large, round room surrounds you. The walls are of cut stone and have hundreds of holes drilled into them. As you are surveying the room, you hear what sounds like a crossbow firing and a bolt shoots from one of the holes and passes right in front of your face, sticking to the opposite wall. A few seconds later, another hole fires a bolt that you barely dodge. Before you know it, bolts are flying from every direction. You twist, turn, duck and dodge to keep the deadly missiles from hitting you. The firing stops. You feel something in your hand; it's a crossbow bolt. You're wondering how you were able to catch it when you realize you are back in the gem laboratory. You gain 1 permanent point of Agility*
- 5 *A cold blast of wind attacks your face and you are temporarily blinded by an intense light. You blink your eyes to adjust to the brightness and discern you are standing on a peak overlooking a great mountain range. A voice behind you says: "Greetings, it has been so long since I've had company. Here, come sit and have a chat." The voice comes from a short, balding man with a gray beard swaddled in a gray cloak. You sit and begin talking about life, philosophy, politics, and other worldly and divine truths. After hours of discussion, the old man reaches out and pats you on the head. You flash back into the gem research lab as you hear him say: "That will be enough for now." You gain 1 permanent point of Personality.*
- 6 *A verdant green forest surrounds you. You spot a path hemmed in with moss covered rocks. The path leads to a small earthen hut with a chimney wisping smoke into the air. The door whooshes open and a fat, bearded halfling greets you: "Come to try the champ, eh?" He reaches into his breast pocket and produces a set of bone dice. "OK then, you get one roll, Beat mine, and you win." You each take turns rolling the dice, with your number winning. "Well, such is the fickle nature of the dice. Well done!" He hands you a gold coin. As soon as your hand touches the coin, you are teleported back to the gem laboratory. You look into your hand; the coin is gone. You gain 1 permanent point of Luck.*
- 7 *An eerie graveyard surrounds you and darkness envelopes everything around so you can barely see. In the distance an apparition glides on the air toward you. The cold begins to make your teeth chatter as the ghost moves closer. You try to run but are held in place by an unknown force. Eventually, you are face to face with the spirit. A translucent skeletal body wrapped in tattered and torn clerical robes hovers before you. You are overwhelmed with the odor of mildew and decay. The ghost opens his mouth and whispers: "My life was stolen, but I freely give life to you." He breathes out a mist that envelops your body. When it clears, you see you have been returned to the gem lab. You gain 5 permanent hit points.*

Area L-7 BLATTODES

The door to this room has no handle and is magically locked. On the right side of the door is a smooth granite plaque with letters on it. The letters H-O-P are etched in the elven tongue.

The party needs to finish the word to gain entrance. In this case, the word is CHOP. The door will unlock with a click when the word is said in the proper language.

Your first instinct is to vomit when the door to this room swings open as the reek of excrement overpowers the air. A steel crib sits in the center of the room, running from wall to wall. On the floor around the crib are small traces of wood chips,

bark, and pulp. Excrement of some sort is piled high in all four corners of the room. Surrounding the crib are six of the most hideous creatures you have seen. Standing upright on two legs, the creatures look like a combination of human and insect, with a hard shell for skin, an insectoid face, and arms resembling a huge cleaver with a hooked end for a hand. As the creatures notice the fresh air wafting into the room, they begin to turn and shamble towards you.

The creatures are Blattodes. A combination of humanoid and termite. Raised by Melifex to train in menial tasks. His notebook reveals a strong desire to rid the world of slavery with the idea of using the blattodes as a potential solution as they would be able to chop trees down with their hard cleaver-like arms, and move the lumber. They could feed on the stumps of the felled trees and would need little shelter. Unfortunately, the wizard was unable to halt the aggressive insect nature to feed constantly. He experimented with magical control to contain their appetites to no avail. He further wonders if society will accept the idea of blattodes as workers and not monsters.

The blattodes have eaten everything in the laboratory and are extremely hungry. All want to escape and will attack anything in their way. They will also be tempted by any wooden materials the party carries (shields, staves, arrows, axe handles, etc.) They attack by chopping with their arms and get two attacks per round.

Blattodes (6) Init +4; Atk Cleave +3 melee (1d8); AC 12; HD 4d6; hp 16; MV 30'; Act 1d20 + 1d20; SP Two attacks per round; SV Fort +5 Ref +4 Will +2

Area 2 MAGICAL RESEARCH ROOM

Bookcases crammed full take up almost every usable space of the North end of this room. The room smells of leather with a slight tinge of sulfur. It is lighted with the same glass globes, but these glow light blue. The South half of the room is nearly empty with a podium in the center of the room facing a scorched and chipped wall. The floor on the South half is etched with magical runes and symbols. A large desk piled high with alchemy

equipment sits in front of a fireplace on the north wall. A private privy is on the Southeast corner.

This room was utilized for Melifex's research into spells and potions. The book case contains scholarly works on every subject from plants to the anatomy of the races. The alchemy equipment on the desk is empty of any reagents and is dusty. The desk has a drawer in the center. It is locked with a DC15 lock and trapped with a DC15 poison needle. The poison on the needle will remove one point of Stamina every hour. If the character's stamina falls to zero, they die.

The drawer contains two small folios and a syringe full of an orange liquid. The contents of one folio are hastily written notes regarding the possibility of combining necromancy with healing magic. Melifex's theory is that necromancy practiced on a live being could halt the aging process while healing potions could stop the decomposing process and give people eternal life. The last line in his notes reads "Dare anyone try it?!"

The second folio contains three spells Melifex was able to perfect. They are undecipherable to anyone other than Melifex. However, a wizard may be able to call upon his or her patron to gain the knowledge to use them. Such assistance will certainly cost the wizard some type of personal sacrifice. Refer to the NEW SPELLS section for a description of the spells.

The syringe has a small piece of tape attached with the Elven word for "Crisis" written on it. The chemical in the syringe will revive Melifex from his chemical and magical stasis. It is a deadly poison to anyone else. No save is allowed.

Area 3-A MELIFEX'S ROOM

The small vestibule to this room is locked with a magically enhanced lock that changes its pattern every 5 seconds. It can not be picked. Only the Master Key in Area L-4 can open it.

The aroma of cedar fills this comfortably furnished room. A large cushioned bed sets to the South flanked by an armoire and an end table. Curved bookcases line the walls, along with paintings of

blissful scenery. Two shuttered doors about 10' wide are constructed in the roof. A wooden door to the Southeast leads to a small privy. A massive green carpet covers the majority of the floor. In the center of the room sits a large padded leather chair with what appears to be a person with a cowl over his head reclining in it.

GM NOTE #6: If the Dragon has not been warned of the party's presence read the following. Otherwise move to GM NOTE #7

You are startled to see a dragon the size of a horse with silver scales curled up in the East half of the room. He suddenly pops open an eye and snakes his head toward you. "What is this? An intruder? Why are you here?"

The dragon is very young and sought out Melifex to teach him magic. He has become a good friend and will defend Melifex to the death. If the party shows no intent to harm anyone. He will explain to the party that two months ago Melifex was conducting an experiment when he cast an unknown spell and drank a bluish-green potion. He has been sitting in the chair ever since and has refused to move or acknowledge anything, even pain. The dragon has tried everything in his power to revive the wizard but to no avail. He recalls Melifex telling him that after he drinks the potion, he and the dragon can be friends for centuries. The dragon ends his story by saying: *"If you're here to help, I welcome it. Otherwise, be gone."*

GM NOTE #7: If the dragon was warned of the party. Read the following:

The blood drains from your face and you struggle to keep from being dizzy as you see a silver colored dragon the size of a horse crouched into a springing position and glaring at you. "Thieves and Assassins!!" he snarls. "Here to kill and plunder? No one shall harm the master!"

The dragon is angry, but is willing to hear the party explain themselves. If the party gives a well-crafted excuse and succeeds on a DC14 Personality check. The dragon will calm down and the GM can have the

dragon give a full explanation. If not, he will immediately attack.

The bookcases contain legends, novels, and fables for casual reading. The armoire contains clothing. The end table contains 24 small gold bars Melifex would use to pay his outfitter. Each bar is worth 25gp.



Adolescent Dragon Init +8; Atk 2 Claws +8 melee (1d8x2), Spine Throw +8 ranged 100' (1d8), Bite +8 melee (1d12); AC 18; HD 5 x 4hp; hp 20; MV Fly 40'; Act (1d20+ 1d3) + (1d20+ 1d3) + (1d20+ 1d3); SP Breath Weapon, Spells; SV Fort +8 Ref +8 Will +8

Breath Weapons (2 breaths per day):

Sleep Gas: Cloud 1d4x10' radius, Range 60' Fort save DC15 or fall asleep for 1d6 hours

Poison Gas: Cloud 1d3x10' radius Range 90' Fort Save DC15 or death

Spells: Spell die d30; Spell Check +6

Patron Bond	Forget
Animal Summoning	Demon Summoning
Sleep	Eternal Champion
Mirror Image	Planar Step
Phantasm	

You can barely make out what seems to be a human sitting in the chair. It appears the stories of Melifex's corruption were true. His left arm resembles a vine with small, slimy tentacles for fingers. His feet have been replaced with what looks like hooves and his face is serpent-like, with no ears and two slits for a nose. Parts of his skin look and feel like dry leather while his face is all scales. He sits in the leather chair staring blankly into a fireplace that has long since gone out. Although he is breathing very slowly, nothing seems to rouse him. In his withered right hand, he holds an empty beaker.

Melifex's experiment in immortality went horribly wrong and his body went into a state of suspended animation. He is fully aware of everything around him, but can not do a thing about it.

The only way to revive Melifex is to inject him with the orange solution in the syringe found in Area 2. If the party fails to inject him, the dragon will tell the party to leave and promise them a reward if they can find anyone who can help.

If the party injects Melifex with the antidote, read the following:

Minutes go by with seemingly no effect, then suddenly, Melifex falls forward onto the floor and begins to writhe on the floor in pain. Despite the discomfort, his forked tongue flicks about and he excitedly begins talking: "It became a preservative. Necromancy... can't function... effects the brain. But healing magic made it into a preservative." He slowly begins to stand and paces quickly in front of the fireplace: "No good to extend life, but, maybe, just maybe... THAT'S IT! Time travel! Would need to have a dragon or elf as an assistant to give the injection at the appointed time..." He suddenly stops short, winces in pain, and clutches his chest. His breathing becomes labored and he falls to the floor.

The shock of the transformation was too much for the aged wizard. He is dead and unrevivable.

"YOU KILLED HIM!!" bellows the dragon. "You killed The Master! Why? He was my only friend!" His mouth curls, showing a row of sharp dagger-like teeth. "You will pay for this!"

The dragon will use his sleep breath weapon to incapacitate the party. Those not affected by his breath weapon will be attacked. He will not chase any characters who run away. After some time has passed, his anger will subside and he will take any unconscious characters away from the tower and drop them off into the wilderness, close to the cart path. Any character who runs from the tower should easily see the dragon fly overhead and land some distance away from them, then fly away.

CONCLUSION

You awaken in the pine forest. The dragon looks down upon you. "My apologies for any harm I have done. I realize now that Melifex's fate was his own doing. Sometimes, you can have too much knowledge and not enough good judgement. I am gathering others to destroy the tower and all of its madness. I suggest you take what treasures you may have found and never return." Having said his peace, he takes to the air and begins flying East, away from the tower.

Characters who decide to return to Pinecliffe will have to pay a 5% goods tax on all treasure taken from the tower with the exception of the research notes, weapons and armor. Those who refuse to pay the tax will not be allowed into the city and had better get used to sleeping in the woods as the next town is several days travel away.

FURTHER ADVENTURES

If the party was opportunistic enough to have kept Melifex's research, a number of adventures await them:

- The research may be invaluable to other practitioners of magic. The party may want to hold an auction to see who's willing to pay the most for Melifex's voluminous notes. The party must beware however. Wizards can be very covetous and will go to any lengths, even murder, to have knowledge no one else possesses. Expect thieves' and assassins' guilds to be tuned into the party's activities either from being hired or for their own greedy desires.

- Additionally, some deities would consider Melifex's work blasphemous and unholy. The party may be enticed by a temple to destroy the work. Some temples may go as far as declaring a crusade to destroy the work and the people who unearthed it.

And now, to make the lawyers happy...

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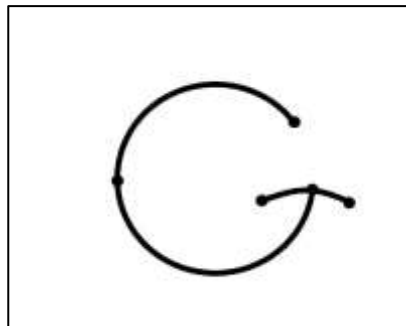
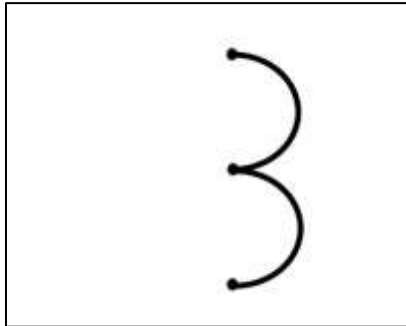
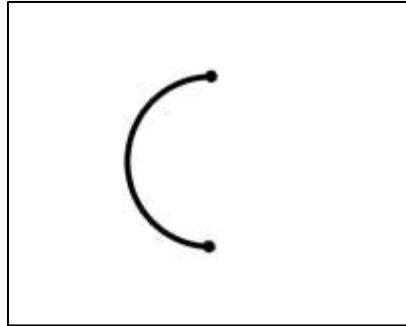
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PLAYER HANDOUT



GM's TOOLS

The following gaming aids are to assist the Game Master in managing combat scenarios and tracking experience and treasure for the party. Feel free to make copies of these tools to assist in managing gameplay.

- Encounter Sheets
- Treasure Tracking Sheet
- Experience Tracking Sheet

AREA W-1 – CARNIVOROUS TREES

Initiative +5 Movement: 0'

AC: 16

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+6	-10	-5

Action Dice: 1d20

Attack: Branch (+3 to attack) 10' Ranged 1d6+special damage per round - 3 Per tree
Special: Venom DC13 Fort save or 2 damage for 5 rounds
Flesh Tear: 1d6 damage if branch torn from skin

Hit Die: 5d8

Hit points

<u>1</u>	<u>2</u>	<u>3</u>
26	26	26

Branch

AC: 13 8 HP each (subtract from tree total)

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+3	+2	-5

AREA L-2 – GEOVERME

Initiative 0 Movement: 10'

AC: 15

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+6	-3	0

Action Dice: 1d20

Attack: Bite (+3 to attack) 1d10+3 damage

Special Attack – Lime Spray: 10' x 15' cone. All in area take 2d8 (DC12 Reflex save for half) +1d3 per round until washed off (1 round action).

Hit Die: 7d6

Hit points:

<u>1</u>
27

AREA L-3 – AIR ELEMENTAL

Initiative +8 Movement: 50' (Flight)

AC: 16 (can only be hit by magical weapons, spells, or magical abilities)

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+6	+10	+3

Action Dice: 1d20

Attack: Hurlled Object (+8 to attack) 1d6 damage
 Slam (+8 to attack) 2d6 damage
 Vortex (once per combat, 2 rounds to generate) 8d6 damage to all (Halved on DC13 Strength check)

Hit Die: 8d8

Hit points:

<u>1</u>
48

AREA L-5 – ENCHANTED ARMOR (Note: NOT an undead creature)

Initiative +3 Movement: 30'

AC: 17

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+4	0	+1

Action Dice: 1d20 + 1d20

Attack: Longsword +1 (+4 to attack) 1d8+3 damage

Hit Die: 4d10

Hit points:

<u>1</u>
30

Immune To:
Sleep
Charm
Paralysis
Mind Effects

AREA L-7 - Blattodes

Initiative +4

Movement: 30'

AC: 12

SAVES

FORT
+5

REFLEX
+4

WILL
+2

Action Dice: 1d20 + 1d20

Attack: Cleave (+3 to attack) 1d8 damage

Hit Die: 4d6

Hit points:

1	2	3	4	5	6
16	16	16	16	16	16

AREA 3 – ADOLESCENT DRAGON

Initiative +8 Movement: 40' (Flight)

AC: 18

SAVES	<u>FORT</u>	<u>REFLEX</u>	<u>WILL</u>
	+8	+8	+8

Action Dice: (1d20+1d3) + (1d20+1d3) + (1d20+1d3)

Attack: 2 Claws (+8 to attack)	1d8 damage
Spine Throw (+8 to attack)	1d8 damage (100' range)
Bite (+8 to attack)	1d12 damage

Breath Weapons: 2 Per day

Sleep Gas: Cloud 1d4x10' radius, Range 60' Fort save DC15 or fall asleep for 1d6 hours

Poison Gas: Cloud 1d3x10' radius, Range 90' Fort Save DC15 or death

Unique Powers:

Curse 1/day

Turn Invisible 1/hour. Invisible for 1 turn

Hit Die: 5 x 4hp

Hit points

<u>1</u>
20

Spell Die: d30

Spell Check: +6

Spells:

Patron Bond

Animal Summoning

Sleep

Mirror Image

Phantasm

Forget

Demon Summoning

Eternal Champion

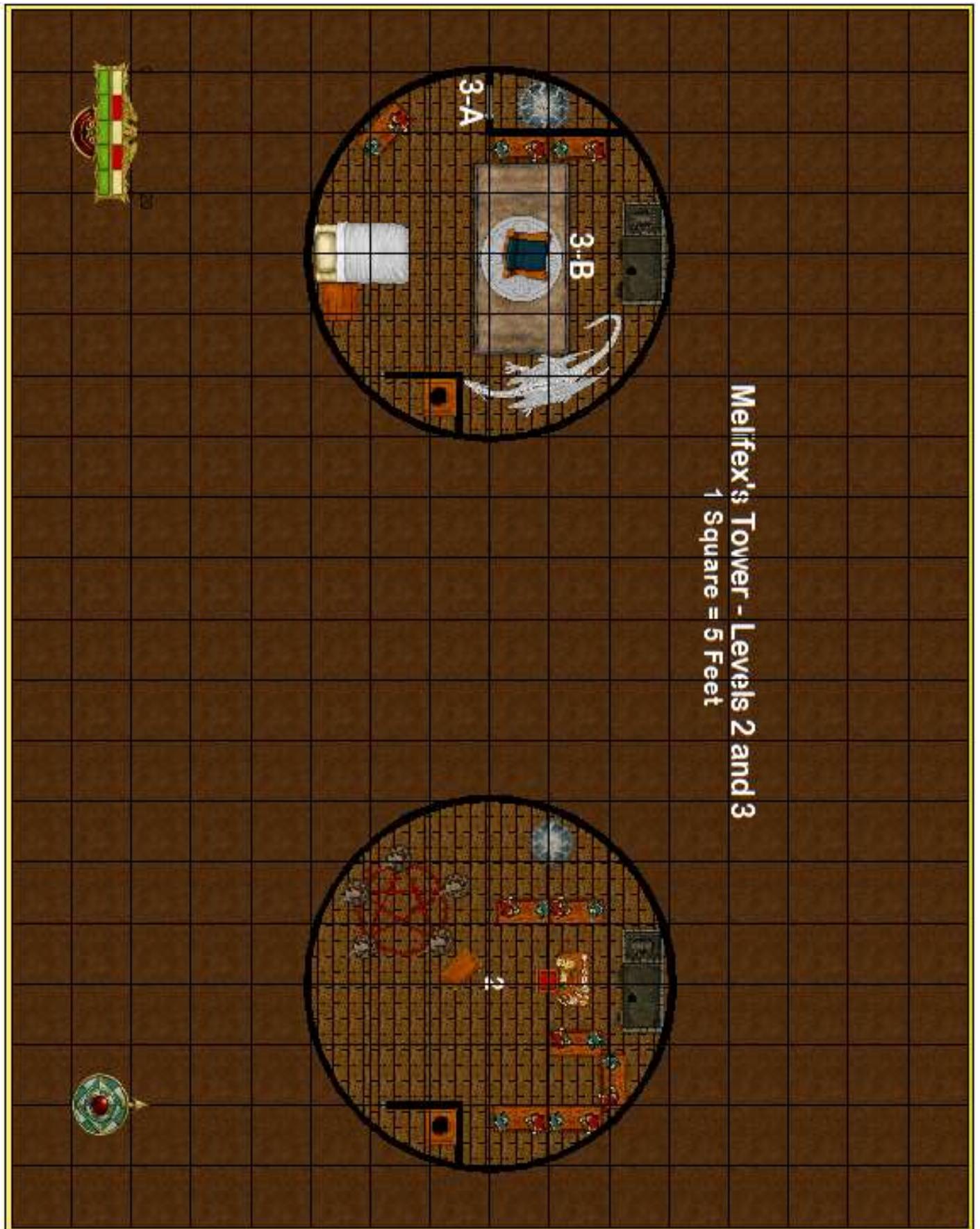
Planar Step

EXPERIENCE POINTS REWARDS		
AREA	EP TOTAL	EP AWARDED
W-1 Rockslide/Carnivorous Grove	0-4	
1-A Enchanted Door	0-4	
L-2 Geoverme	0-4	
L-3 Air Elemental	0-4	
L-5 Enchanted Armor	0-4	
L-7 Blattodes	0-4	
2 Desk Drawer	0-4	
3-A Dragon	0-4	
TOTAL EXPERIENCE	0-32	

TREASURES		
AREA	ITEMS (VALUE)	COLLECTED
W-1 WILDERNESS	2 Pairs High Quality Boots 1 Human or Elf Sized Studded Leather 2 Daggers 1 Dagger +1 Longbow 4 Arrows 3 Arrows +1 Flask of Oil 22cp 77sp 36gp	
L-3 PNEUMATIC EXPERIMENTS	Aquamarine Gem (75gp)	
L-4 ROOM OF LOCKS	Magical Master Key Misc metal keys (20gp)	
L-5 ARMOR ENCHANTMENT LAB	2 Suits Chain Mail Armor Leather Armor Scale Mail Banded Mail Gallant Sword +1 Shield +1	
L-6 PRECIOUS STONES LAB	Rough Cut Stones (350gp)	
2 MAGICAL RESEARCH ROOM	3 Spell Scrolls (see New Spells Section)	
3-A MELIFEX'S ROOM	24 Small gold bars (25gp each = 600gp)	







NEW SPELLS

The following spells are from the magical research of Melifex found in Area 2. These spells can only be deciphered with the assistance of a powerful patron. The GM should ensure any character wishing to understand this magical research pay a substantial sacrifice for the service of the patron.

These spells can be used for other adventures and campaigns, but may not be legal for convention or tournament play. Check with the GM before play.

Intrude

Level: 3 Range: see below Duration: 1 Turn Casting time: 1 Turn Save: Will Vs Spell Check

General: The caster concentrates on a creature they have seen or know. The spell requires either intimate knowledge of the target creature or a personal item from the creature (strand of hair, scale, highly personal item, etc.). The caster can intrude on the creature in different ways even to the extent of mentally dominating the creature and speaking as or taking action on the creature's behalf.

Manifestation: The caster enters a deep trance and their eyes glow bright blue. Caster can not speak or take any action while Concentrating on the spell.

Corruption: Roll 1d6: **(1)** Caster becomes an imperfect clone of the target creature with no memory of who they were or any of their abilities. Create a Zero-Level character for the caster or consult the statistics for the monster; **(2)** Caster takes on a random physical trait of the target creature (skin type, appendage, face, etc.); **(3)** Caster's spirit separates from their physical being. The caster is in a coma for 1d12 days, losing one point of Stamina permanently. **(4)** Caster's eyes permanently glow bright blue, blinding them; **(5)** Caster suffers from dual personalities which have a 35% chance of changing every day. Create a zero-level character for the added personality with the same ability scores; **(6)** Caster suffers excruciating headaches and nose bleeds every day for 1-3 hours. Caster can take no action until the pain and bleeding subsides.

Misfire: Roll 1d6: **(1)** Caster's target becomes a random creature in an unfamiliar area; **(2)** Caster dominates the mind of a party member and can only act through that person until spell is finished; **(3)** Caster teleports himself to the location of the target creature; **(4)** The target creature and anything within 5' of it teleports to the caster's location; **(5)** Caster teleports themselves to a random location 1 mile away from their original location; **(6)** Spell is lost and caster loses 3 points of Intelligence which recover one point per day.

1 Failure, and worse! Roll 1d6 modified by luck: **(0 or less)** Corruption + Patron Taint + Misfire; **(1-2)** Corruption + Misfire; **(3)** Corruption; **(4+)** Misfire

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-18 Caster is able to see the location of the target creature as if projected on a screen and can see details of objects within 10' of the target.

19-22 Caster is able to see the location of the target creature as if projected on a screen and can see details of objects within 15' of the target. Caster can hear conversations or other background noises.

23-27 Caster transports all of their senses into the area as if they were an invisible participant. Caster can move their senses around the area up to 30' away from the target creature's initial location.

28-31 Caster occupies the targets mind and can sense everything the target senses. While in this state, the target creature is unaware of the caster's presence in their mind. Caster's mind will move with the target creature until the spell ends. Caster can extend the spell's duration by 1 turn with a successful spell check.

31-34 Caster occupies the targets mind and can sense everything the target senses. While in this state, the target creature is unaware of the caster's presence in their mind. Caster's mind will move with the target creature until the spell ends. Caster can also control minor actions the target creature makes and can make the target miscast a spell (-1d to spell checks), drop an object, trip, etc. Caster can not cause the target to do a painful or suicidal action. Caster can extend the spell's duration by 3 turns with a successful spell check.

35+ Caster has complete dominion over the target's mind and body. They can take any action or speak as if they were the target creature. Caster can make the target do a painful or suicidal action, but the target creature gains a +1d bonus to its saving throw. This domination can last up to a full day with a successful spell check. Upon breaking the domination, the target is completely unaware of what happened while it was under control. Caster must spend a day of rest or suffer a -1d penalty to all actions until fully rested.

Attract

Level: 3 Range: 30' + 10' per CL Duration: See Below Casting time: 1 Action Save: See Below

General: The caster has the ability to attract objects to them. They can use this ability to retrieve items from a far distance, enchant an object so that it becomes magnet-like, change the path of flying objects, or steal items from their owner.

Manifestation: The air around the caster begins to warp and waver as if fluid.

Corruption: Roll 1d6: **(1)** Caster becomes a living magnet. Small objects fly off and stick to the caster at random; **(2)** Objects fly away from the caster as if repelled. Caster must make a DC13 agility check to grasp any object and use it, sit down in a chair, etc.; **(3)** Caster's hands turn into lodestones and they lose one point of Agility permanently; **(4)** Caster gains 50# of weight instantly, ripping anything worn and requiring objects such as rings to be cut off or lose the finger; **(5)** Caster knocks over objects they pass within 5' of such as chairs, bottles, etc. **(6)** A medium sized object attaches itself to the caster permanently. The object is lodged so far into the caster's body that trying to surgically remove it would cause death.

Misfire: Roll 1d6: **(1)** The target object hurls itself at the caster with tremendous speed causing 1d3 damage; **(2)** Spell effects another random object; **(3)** Caster becomes magically fused to the ground for 1d4 rounds; **(4)** The target object flies past the caster and attaches itself to a random creature within 10' of the caster; **(5)** A sticky, green glue drips from the caster's hands for 1d3 hours. **(6)** The target object is repelled from the caster 10' from its original location.

1 Failure, and worse! Roll 1d6 modified by luck: **(0 or less)** Corruption + Patron Taint + Misfire; **(1-2)** Corruption + Misfire; **(3)** Corruption; **(4+)** Misfire

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-18 Caster is able to attract an object less than 3# toward them. The object will make a straight path to the caster and can be interfered with by grasping the object or placing a barrier between the object and the caster.

19-21 Caster is able to attract an object less than 3# toward them. The caster can control the path the object takes in order to avoid detection or interference. Anyone trying to prevent the object from moving must make an Agility check Vs the spell check in order to interfere with the object and the caster.

22-25 Caster can target an object less than 3 square feet. Anything touching the object is held fast for 1d4 rounds. Anyone trying to free the object must make a Strength Vs Spell check. The caster can place this enchantment on a suit of armor or shield in order to disarm an opponent.

26-30 Caster is able to manipulate objects up to 200# and move them toward the caster up to 20'. If the object is a living being. The target can make a Strength Vs. Spell check to break the hold.

31-34 Caster is able to manipulate objects up to 200# and move them toward the caster up to 30'. Creatures targeted can not save.

35+ Caster enchants an object with an unbreakable attraction controlled by the user. Any chosen object within 5' will attach itself to the object and can not be removed in any way until the caster breaks the spell. If the enchanted object is armor or a shield. The wearer will receive no damage from an attack and the weapon will be stuck to the armor until the caster breaks the spell.

Deflect

Level: 3

Range: See Below

Duration: 3 Rounds

Casting time: 1 Action

Save: N/A

General: This spell allows the caster to create a field of energy that can be directed at the caster or the caster's allies. This field acts not only for protection, but changes the trajectory of a physical or magical attack to potentially strike foes within range or reflect the attack back on the attacker

Manifestation: See Below.

Corruption: Roll 1d6: **(1)** The caster's flesh and bones becomes like rubber and cartilage, permanently removing one point of Agility; **(2)** Caster knocks over objects they pass within 5' of such as chairs, bottles, etc.; **(3)** A field of force surrounds the caster's hands and make the caster unable to manipulate anything; **(4)** Objects within 5' of the caster randomly fly away or knock over, making it hard to grab objects or make them stay in place; **(5)** Caster becomes surrounded by a shell of force in which nothing can come in or go out, the caster will run out of breathable air after 8 hours unless dispelled. **(6)** Caster's body becomes misty and ghost-like, objects worn or held by the caster fall off randomly.

Misfire: Roll 1d4: **(1)** The field of energy becomes an attractant, making all attacks against the caster at +1d; **(2)** Deflection of an attack or spell hits an ally within 10' of caster, if no ally is within 10', caster takes the damage or effects; **(3)** Field of energy benefits transfer to the nearest foe; **(4)** Energy field deflects all attacks from allies. Arrows shoot straight up, spells fire into the air. The effects last three rounds;

- 1 Failure, and worse! Roll 1d6 modified by luck: **(0 or less)** Corruption + Patron Taint + Misfire; **(1-2)** Corruption + Misfire; **(3)** Corruption; **(4+)** Misfire
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-20 Caster creates a field of energy around themselves. Any normal missile attack will deflect harmlessly into the ground. Magical spells, effects, and weapons are unaffected. Melee attacks are unaffected
- 21-25 Caster creates a field of energy around themselves. Any missile attack will deflect harmlessly into the ground. Melee attacks are at -2 to hit and on a miss, have a 20% chance of hitting a foe within range of the weapon. Magical attacks are at -2 to their spell check.
- 26-29 Caster creates a field of energy around themselves and any ally within 10'. Any missile attack will deflect harmlessly into the ground. Melee attacks are at -2 to hit and on a miss, have a 20% chance of hitting a foe within range of the weapon. Magical attacks are at -2 to their spell check.
- 30-32 Caster creates an impenetrable shield around themselves and all allies. Any missile attack is deflected and has a 30% chance of hitting a foe determined randomly. Melee attacks are at -4 to hit and on a miss, have a 20% chance of hitting a foe within range of the weapon. Magical attacks deflect to an area 30' behind the caster. Any area effect spells (fireball, etc.) are at -4 to their spell check
- 33-35 Caster creates an impenetrable shield around themselves and all allies and is able to focus the spell's energy directly on the attacker. All attacks from the attacker are directed back at them with normal to hit and spell checks. All area effect spells will center on the attacker. Effects of the area spell or attack are disregarded by allies.
- 36+ Caster creates an impenetrable shield around themselves and all allies and is able to focus the spell's energy on a particular target. All attacks from enemies are directed at the chosen target with normal to hit and spell checks. All area effect spells will center on the chosen target. Effects of the area spell or attack are disregarded by allies.



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KILLIAN'S KRAWLS

Adventure Module MX-01
The Laboratory of Melifex the Mad
An adventure for level 2 characters

The city of Pinecliffe has tolerated the presence of Melifex the Mage for years, but his corruption and increasingly unusual experiments eventually had him driven out of town and to a secluded tower on the ridge overlooking the city. Now, no one has heard from Melifex “the Mad” for two months, and the city is becoming worried. Did Melifex die from his corruption or has he unleashed a sinister force that could destroy the land! Answers, adventure, and priceless magical treasure await the party brave enough to find out.

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