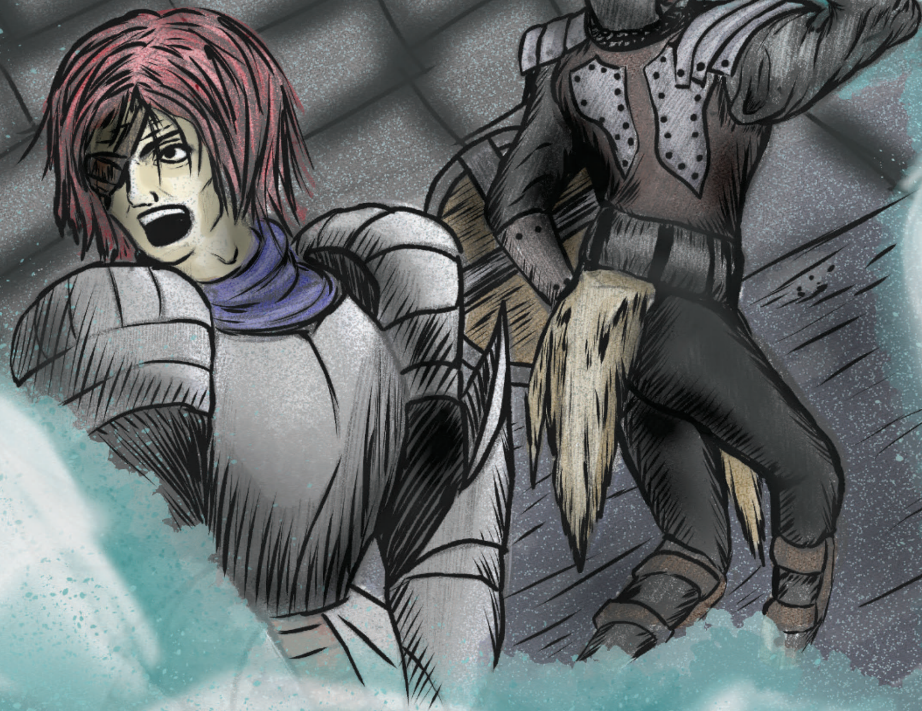# KILLIAN'S KRAWLS

Adventure Module MX-02
The Treasure of Melifex the Mad
An adventure for level 3 characters

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ARTWORK BY: COURTNEY BOLING III

COMPATIBLE WITH

DCC RPG

KILLIAN'S KRAWLS

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The Treasure of Melifex the Mad
An adventure for level 3 characters

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

COMPATIBLE WITH

DCC RPG

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INTRODUCTION

The Treasure of Melifex the Mad is an adventure for 5-7 characters of third level. Smaller and lower level parties can be accommodated by using the scaling suggestions in the Encounter Table.

BACKGROUND

The party has solved the mystery of what happened to Melifex the Mad and the experiments he was performing. The corrupted wizard is now dead, a victim to his own work. His dragon companion, out of fear of the wizard's work, has completely destroyed the laboratory complex, leaving nothing left.

Except…

The magical texts and notes the party recovered while exploring the laboratory. These magical texts hold the key to Melifex's great power and would be worth a fortune if the party could find the right buyer.

Melifex, however, planned for such a contingency and had his most valuable research coded and ciphered so no one could understand the written works without the proper cipher. Without the cipher, the works can never be used. The party needs to find the cipher if they intend to use the magic, become fabulously wealthy, or even save their lives.

ADVENTURE HOOKS

Possessing the works of Melifex has many implications that could be used for adventure hooks. The GM should consider the following:

 - The wizard's guild in Pinecliffe desperately wants the magical research and would pay a king's ransom to possess them.

 - A wizard or elf in the party may want to unlock the power of Melifex's work for their own gain.

 - A wizard or elf of far greater power than the party may threaten the lives of the party unless the works are given to him/her. At this point, the only thing keeping the party alive is the cipher; if they can find it.

 - The Thieves' Guild has stolen the works from the party and quickly realized they are coded. They have placed a contract on the players' lives that can only be cancelled if the party delivers the cipher to the Guild Capo in 3 days.

 - The party could be tempted by what else Melifex may have hidden away.

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. Refer to the GM Tools section of this adventure module.

AREA	DESCRIPTION	TYPE
W-1	Osotaurs	C
W-2	Vault Entrance	T
V-1	Image Spectre	C
V-2	Wand Trap	T
V-3	Mist Warriors	C
V-4	Water Puzzle	P
V-5	Rot Hounds	C
V-6	Lever Room A-B-C	P,T
V-7	Lever Room 1-2-3	P,T
V-8	Treasure Trove	P
V-9	The Hidden Vault	P,T
G-1	Garnet Stone	R
G-2	Rot Master	C

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

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

- W-1: Reduce the number of osotaurs by 2

- V-2: Make the wand trap fire every three rounds instead of two

- V-3: Start with only one mist warrior.

- V-5: Do not allow the rot hounds to regenerate.

- G-2: Remove the following spells from the Rot Master: Chill Touch, Sleep, Ray of Enfeeblement, Scorching Ray

ADVENTURE START

GM NOTE #1: If the party has already completed Adventure Module MX-01 "The Laboratory of Melifex the Mad" the following intro should be well understood. If not, it might be a good idea to give the party the background information on Melifex's Laboratory found in the GM Tools section of this adventure module.

You managed to survive the oddities and horrors of Melifex the Mad's laboratory to discover what befell the wizard who was corrupted by his magical studies. Melifex is now dead and his dragon companion gathered assistance and destroyed the complex entirely. Now, only charred ruins remain.

The City of Pinecliffe welcomes your news with joy. No longer haunted by the fear of an experiment going horribly wrong or an accidental invasion by demonic forces, the city begins to return to life as normal, putting aside all memories of the gifted young mage who once practiced in the city but fell to corruption and madness.

Not everyone in the city has forgotten though. Melifex's work was like no other magic practiced, and many mages, thieves, and treasure hunters are eager to know what may have been unearthed by your party. You possess all the texts and notes regarding Melifex's magical studies, including the unfinished work on combining healing magic with necromancy in order to achieve near immortality.

The incredible power potential you now possess could be both a boon and a curse. This work could be used by yourselves, sold to the highest bidder for a fortune or make you the recipient of a dagger between the ribs. You must plan your next steps very cautiously.

Any wizard, elf, or cleric in the party will understand the descriptive notes regarding the scope of the projects Melifex undertook but will not be able to understand the magical texts. They will look like meaningless scribbling. Because Melifex coded his magical texts with a cipher, even calling upon a patron would be useless since the patron would

have to read the mind of Melifex to understand the logic behind the cipher and Melifex is dead.

The party may attempt to enlist the help of the Thieves' or Mage Guilds to appraise the works. The guild will agree only on the condition that the works be sold to them exclusively. The guilds promise a handsome price. However, the party's contact will have to be paid 300gp for their silence.

If the party is put under duress to hand over the texts (see adventure hooks), a senior Mage Guild officer will study the texts himself and find out they are cipher coded. Regardless of the scenario, read the following:

You are led into a brightly lit room dominated by a large table. At the table sits an aged wizard who looks disheveled and frustrated. At the sight of your party he folds his arms, sneers and points at the books disgustedly: "Absolute rubbish!" he yells. "Completely undiscernible, Look here" he says as he lifts up one of the tomes and points to a page. "You can clearly see the intent and design of an incantation, but after that, it's just gibberish!" He lets out a long sigh, takes his glasses off and begins to rub his temples. "I've looked at these works for days now. They are definitely authentic works of Melifex, and I am certain there is relevant spell research and spell products, but it appears he has written them in his own invented language. I have attempted to use context clues to try and unlock the secret format, but it just isn't enough." He closes the book he was studying and looks up at you. "I've seen this before. Some wizards cipher code their work so it can not be stolen or copied, others code it to keep magic out of the hands of those who may not be able to control it. Whatever Melifex's reason, these works are unusable unless you can find a way to break the code."

Your hearts sink. What seemed to be the key to riches and freedom looks like a lifetime of frustration. If one of the senior members of the Mage Guild can't figure the books out, how could you? In frustration, one of you launches one of the books off the table into a wall, breaking the binding. Pages spill out onto the floor as the wizard gasps in horror. He springs to his feet to collect the scattered pages, cursing profoundly. Suddenly, his rant stops and he goes deathly quiet. He picks up the book by a corner, as if it were the gossamer wing of a rare butterfly. Eyes wide, he pokes his finger into the broken binding of the book and delicately fishes out a tiny piece of parchment rolled up like a miniature scroll. "What is this?" he whispers to himself. His trembling hands unroll the tiny parchment and his mouth moves as he reads the contents. Looking at your party, he declares: "It seems your careless act may have given us a clue as to where Melifex's mysterious cipher may be." He hands the tiny paper over to you. In small, smooth script are the words "A gem of a small town is the way to an island watched over by a man made out of stones."

GM NOTE #2: Give the party handout #1a

The aged wizard scoffs. "If he hid his cipher on an island, then I wish you luck in finding it. If you haven't noticed, Pinecliffe is in a valley between two mountain ranges and the nearest coastline is a few hundred miles away." He stomps out of his study muttering to himself: "I've had it with riddles. I'm a wizard, not a cartographer."

The party will need to find someone in the city who would know where islands may be located or what the "gem of a village" is. There are several avenues the party may take. It is up to the GM to decide how fruitful they are. Speaking with the locals about islands will be mostly pointless, since, as the wizard stated, the nearest shore is hundreds of miles away. Most of the locals know of a village called Garnet located North of Pinecliffe and up the front range to a plateau. A few rare individuals (Luck check at DC 13) may tell the party to check with the merchant guilds, since the caravan masters know the geography outside the town. The party may think of this idea on their own as well. The caravan masters will have a recollection of the village of Garnet and can give crude directions to the village.

There are a few options in Pinecliffe for securing travel. The caravan masters will accept passengers in a wagon, especially if they know the passengers are experienced with weapons. They will charge a fee of 5gp per day per party member, but the price

includes food and water, plus fairly comfortable sleeping arrangements in a wagon. Horses and saddles can be purchased at the livery for 75gp for a horse, 8gp for a donkey, and 32gp for a saddle, bit, and bridle. If the party decides to go on foot, they will need to prepare for a three day trip in the wilderness.

The trip will be uneventful, as the route between Pinecliffe and Garnet is well travelled. If there are any new members to the party, this would be a good opportunity for the new members to introduce themselves and share background information.

THE TOWN OF GARNET – PART I

The air is chilly and crisp as you climb the last switchback to reveal the plateau shown on your map. The plateau stretches out several square miles and is mostly an emerald green plain with an occasional wooded area of pine, fir, cedar, and birch. The sky is a dark blue-grey and a foggy mist fills the air. Your eyes trace the hard-packed trail that follows a clear, icy river to what looks like a small hamlet on the banks of the river and an expansive, placid lake. At the far East end of the lake, the massive Kinibik Glacier stands; A wall of ice and hard pack snow nearly 150 feet high. As you stare at it, you see sheets of ice fall and crash into the lake leaving a huge wake and water spraying nearly twenty feet high.

As you near the town, you are greeted with the welcome sounds of conversation, the sight of people busy at their tasks and the enticing smell of cooking fires. You notice a mixture of dwarves and humans mingling about. Occasionally, you spot someone staring at you; curious to see newcomers with armor and weapons on.

Within the town boundaries are three smooth, gigantic boulders which must have been deposited there many decades ago by the glacier. The stones are different colored, with a Red granite stone to the North, a coppery green boulder on the East, near the shore, and a grey stone with veins of turquoise on the West. Small communities have been built around the center of the stones making the town look like a small collection of districts. In the center

of the districts lies the main thoroughfare with small businesses, a tavern and a small inn.

GM NOTE #3: Allow the party members to see the map of Garnet during role playing in the town.

Garnet is a small town on the banks of the Kinibik Glacier Lake. The town has a population of about 200 people and covers only a few hundred acres. Established about 50 years ago as a mining town, it got its name for the rare garnets found there that are darker than any other red garnet stone. Over the years, the gems became fewer and the town almost died until dwarven miners found rich copper deposits. The main industry of the town is still mining, but some fishermen have settled here to harvest the lake of its trout and walleye. Several small vendors supply the common goods needed by the town and three members of a merchant guild manage trade into the town.

Garnet has a Mayor and a constable, but very little government control. Crime is usually handled by forming a posse when needed. Party members will be able to find basic goods and services, but will not find weapons other than large knives, and hunting arrows. A farrier manages a tiny smithy and has little expertise beyond horseshoes, nails, mining tools, and kitchen utensils. Adventuring gear beyond what normal hunters and fishermen need is non-existent.

The town's population is a mix of dwarves and humans and Common is the preferred language. There are no temples in the town as the people tend to keep their religious beliefs to themselves. Sufficient lodging for the party can be found at the inn for 3gp per person, per night, which includes three meals.

If approached in a friendly manner, the villagers will tell of three islands within rowing distance of the shore. No one has ever heard of the "man of stone". The miners know very little of the lake and will tell the party to ask the fishermen. The fisherman will state they have ventured close to the islands but have never docked on them for fear of predators. Some fishermen believe the spirits of those who have drowned in the lake haunt the islands. Some

will say they have seen strange creatures roaming about the islands.

The fishermen are willing to loan the party two rowboats for 20gp each, 10gp will be refunded if the boats will be retuned undamaged. One fisherman will allow you to rent his spyglass for 10gp. If the party tries to negotiate these prices, they can make an opposing Personality or Luck check with the fishermen having a +3 bonus to their check

If Melifex is mentioned, the villagers will tend to be wary of the party. Some have seen the mad mage and thought him a demon. No one will reveal they have ever seen Melifex in the town and it will be harder to obtain supplies for the trip. The GM may decide to increase prices or have the party make opposed personality checks to obtain assistance.

WILDERNESS

You stow your gear into the two small rowboats and make your way to the nearest islands you can see. The lake is placid and calm making rowing and steering easy. The water is extremely clear, allowing you to see the bottom of the lake a few feet below. You see an occasional fish dart away from your boat as you row onwards. After nearly two hours of rowing, you take a break. Directly East lies three islands arranged as if they were in a straight line. The islands consist of huge boulders piled up as if a mighty broom swept them together and piled a thin layer of soil on them. Trees of cedar, birch, and fir wind their roots around the stones and leave a thick carpet of brown needles on the ground. Each island appears to be about 700 feet long and 450 feet wide.

The correct island is #2. The party can discover this by two ways: either by using a spyglass to scout the islands, or by docking at each island and searching it. If the party uses the second method, they will surely alert the osotaurs on the second island and they will gain a surprise round on the party when discovered.

As you search the second island, you notice the island slopes upward from the East from water level to approximately 35 feet at its westernmost part. While scanning this area you notice an unusual rock formation.

GM NOTE #4: Give the party Handout #2

Area W-1:   OSOTAURS

Carefully docking and securing your boats on the East side of the second island, you begin to climb uphill towards the rock formation you discovered. It appears a worn path leads straight to the formation. On each side of you, the trees are dense and the ground is choked with dead branches and fallen trees. As you get within sight of the stone formation, you notice the area has been somewhat cleared. The massive man of stone is about 15 feet high and 20 feet wide. You realize no human could move the stones and place them without some type of tools. Cut into one of the stones is a string of what looks to be dwarven symbols. Suddenly, you see six massive creatures emerge from the trees and brush, surrounding you. They have the legs and torso of a large, muscular, hairy human and the arms and head of a ferocious brown bear. Their arms end in massive paws with claws large enough to slash a man in half and menacing teeth like daggers.

The creatures are osotaurs, a result of Melifex's research in combining species (much like the blattodes in his former laboratory). Melifex promised them freedom in exchange for guarding the island. Since the fishermen have stayed clear of the islands, the osotaurs have never made their presence known. If the osotaurs have surprise on the party, they will immediately attack. Otherwise, read the following:

One of the beasts points his massive paw at your party and yells: "Stop! Dis OUR land! Great wizard Melifex give it to us! You leave NOW! And leave fish when you go!"

The osotarus have no interest in conversing with the party and will continue to order them to leave and will attack if the party refuses to do so. They attack with two claw swipes. If both hit, the osotaur will grapple the player and squeeze them in a bear hug for 1d4 damage per round until the grapple is broken (Strength check DC15) or if the osotaur takes 5 damage on a single hit. They may also choose to bite.

Osotaurs (6) Init +3; Atk 2 Claws +4 melee (1d8+ grapple), Bite +3 melee (1d7); AC 16; HD 3d10; hp 16 each; MV 30'; Act 1d20+1d20; SP "Bear Hug"; SV Fort +5 Ref +3 Will +4

The dwarven symbols on the tree read: "A sheer cliff is puzzled together and the blue stone is its key, but don't become close friends with calamity!"

GM NOTE #5: Give the party Handout #1b

Area W-2:   VAULT ENTRANCE

The party must find the cliff with the blue stone in order to discover the entrance to melifex's vault. A careful search of the island will need to be made.

The GM may choose how to manage this scenario. Either inform the players that after a long and careful search, they find it, or the GM may have the party make Intelligence or Luck checks at DC13 until three party members succeed on their checks. It all depends on how much detail the GM wants and if time allows.

You painstakingly search nearly every inch of the island until you finally spot a clearing. Looming in front of you is a cliff face approximately 25 feet high and 20 feet wide. The cliff is made of large stones that look as if they were fit together like huge puzzle pieces. Centered near the bottom is a stone about the size of a man's head made of turquoise.

Any dwarven character or character who had any experience with stonecutting or succeeds on a DC14 Intelligence check will notice the rocks are held together by their own weight, and the large turquoise rock is the keystone. The keystone can be removed safely by attaching some kind of hook to the stone and pulling with a rope some distance away. The rocks are too large and too connected to be pried apart individually. Attempting to dig into the top of the cliff will result in finding more stone that is impossible to move.

If the party is foolish enough to simply yank the keystone out while close to the cliff, the pile will make a large grating sound and collapse violently. Any character within 5' of the wall will be crushed to a pulp and buried (no save). Any character within 10' must make a DC14 Reflex Save or take 2d10 damage from the falling rock.

A cloud of dust rises into the air and small rocks and pebbles rain down onto the massive pile of stones on the ground before you. You look up the face of the cliff and see a cave-like opening nearly 10 feet off the ground. Fortunately, it is an easy climb up the pile of rubble to enter.

If the party can salvage the turquoise stone, it could be sold for 75gp due to its rough nature.

MELIFEX'S VAULT

The vault is constructed of cut granite with tar for grout in between the blocks. Any dwarf will know it is of dwarven construction. The vault is unlit in all areas.

Area V-1:   IMAGE SPECTRE

Dampness and cold fill the air as you descend a small flight of natural cut stairs down to a stone floor. A small cut cave leads to an open room. The walls and floor of the room are made of precise cut stones with tar in between them. You spot a small rivulet of water running down a portion of the wall and realize you are below the water line. You shudder when you consider what could happen if the walls were to give way to the water pressing on them. The room becomes a maze. Corridors twist and turn in every direction.

The secret doors in the maze will be noticed with a careful search. The party will notice a group of blocks that do not have tar around them. Pushing on the blocks will make them slide back and to the right, revealing the rooms behind them.

The maze finally ends in a small room with a door on the West side. Hung upon the door is a long silvered mirror. The mirror has a small etching on the top left corner.

GM NOTE #6: Give the party handout #1c.

Lurking behind the mirror is an Image Spectre. An undead soul with a tortured existence trapped inside a mirror. When a party member looks into the mirror, have them make a DC16 Luck check. If they succeed, let them know they feel as if the image is somewhat wrong (facial expression is different, hands moving when they shouldn't, etc). The image spectre will attempt to possess the person looking into the mirror the character needs to make a DC14 Will save or be possessed by the image spectre and have their character imprisoned in the mirror. If the character succeeds, they will realize the nature of the mirror and will clearly see the image spectre on the other side. If they are possessed, the player is no longer in control of their character. The possessed character will wait for an opportunity to flee (leaving the character permanently imprisoned in the mirror), kill a fellow party member, or simply join the party to see if they can gain more power from Melifex's treasure.

The best way to play out the possession scenario is to take the player into another room and explain to them what has happened. Let them decide if the possessed character will try to flee or murder the others (some players may like the idea of being the monster for a change). Do not let them know they will regain control of their character if the image spectre dies. This prevents them from taking suicidal acts which the image spectre would never do. When you return to the table, let the player control their character, but as the image spectre.

If a possessed character is killed, the image spectre will be destroyed and the character will be freed from the mirror into their own body. However, they will have only 1 hit point and a -2 penalty on all saves, ability checks, and attacks until they can rest for 8 full hours.

If the mirror is broken with a party member trapped in it, the character is destroyed with no hope of return. The party will be haunted with the agonizing death throes of the party member as the mirror's shards spill onto the floor

If the party breaks the mirror with an image spectre in it, the creature will emerge from the mirror and attack. Read the following:

An ear-piercing shriek fills the room and you feel the air being sucked out of your lungs as a vapor cloud emerges from the broken shards of the mirror on the floor. The cloud roils about until you begin to see the faint outline of a humanoid shape. two orbs of red light regard you with what feels like pure hatred. The creature raises a ghostly skeletal arm and lunges towards the nearest party member.

Image spectres are only affected by spell effects and magical weapons. They can be turned by a cleric of adjacent or opposing alignment. They are

immune to sleep, paralysis, charm, cold or any effects on the mind. When an image spectre successfully hits a character, it will do damage plus drain life force by reducing Stamina by 2 points. Any character whose Stamina lowers to 2 or less is unable to take any actions and collapses to the ground. If their Stamina drops to zero, they perish. As characters lose Stamina, they will lose bonus hit points as well, which could kill them if they have taken sufficient damage earlier. Stamina can be regained by 1 point every four hours. If the image spectre is reduced to 10hp or less, it will attempt to possess the nearest party member, but the DC drops to 11 since the character is aware of what is trying to be done.

Image Spectre Init +5; Atk 2 Claws +2 melee (1d5+ life drain), AC 14; HD 3d8; hp 14 each; MV fly 30'; Act 1d20+1d20; SP "life drain", "damage resistance"; SV Fort +6 Ref +0 Will +1; AL C

Area V-2:   WAND TRAP

A dim red light fills this long rectangular room with a door on the opposite side. The light seems to emanate from two rods with red crystal tops placed in sconces on the far west wall; resembling what seems to be magical torches. A pit approximately 10 feet deep sprawls across the entire room. Within the pit, spaced mere inches apart, are hundreds of rusty iron spikes with wicked barbed heads on their tips. The spikes are so tightly packed it appears impossible to climb down to the pit and navigate to the other side. A small ledge, only 18 inches wide, prevents the party from falling into the pit. The ledge surrounds the entire pit. Moving along the edge would require party members to carefully shimmy along sideways.

The pit is, in fact, an illusion. Characters who read the clue in area V-1 may understand this. Anyone trying to step into the pit will find their foot landing on solid ground and appearing to hover over the spike filled pit. Any elf or wizard may make a DC17 intelligence check to see the illusion for what it is.

Shimmying along the ledge is difficult and reduces the character's speed to half.

This is only the first obstacle the party must navigate. For on the North and South walls, 10 feet from the entrance, are small runes cut into the rock that capture the red light from the room. A thief will be able to discern this with a DC15 Find Traps check. As long as the runes are blocked (by someone moving past them on the ledge) they will trigger the trap. The torches of light are actually Energy Wands. The wands will cast the Magic Missile spell with a +5 casting bonus at a random character and will do so every second round until all party members are past the runes. A wizard or elf may grab a wand and perform a DC12 spell check to gain control of the wand. Once the wands are deactivated, they will function normally and will retain their +5 casting bonus, but will only have 5 charges left in each.

Area V-3:   MIST WARRIORS

Water vapor fills this room so thick it collects on your hair and skin. A fine mist sprays from a nozzle on the South wall 9' high. Sealed with a coating of pitch, a large wooden crate with a lid sits in the center of the South wall as well. As you scan the room you suddenly notice the mist in the room begin to coalesce in front of the crate, forming the shape of two burly barbarian type warriors with horned helms, large, round shields and heavy battle axes. The misty warriors ready themselves for battle.

A mist warrior can change its form from solid to liquid at will causing all weapons to do only half damage on a hit.

A new mist warrior will be created every two rounds until a way is found to plug the nozzle. It is a simple matter for a human or elf sized character to stand on the crate and plug the hole with a common object (iron spike, arrow shaft, glob of tar, etc), but the mist warriors will fiercely defend the area around the crate.

Mist Warrior Init +1; Atk Battleaxe +2 melee (1d10), AC 15; HD 4d10; hp 14; MV 30'; Act 1d20; SP "damage resistance"; SV Fort +3 Ref +0 Will +3; AL N

Once the mist warriors are dispatched the crate can be inspected. The lid is not latched or locked and is not trapped. It can simply be lifted off. The contents include some common tools and adventuring gear (some rope, a lantern with oil, two iron spikes, and four small sacks), clothing, and an oilskin pouch containing a book with blank pages. At the very bottom of the crate is a rolled-up piece of leather tied in the middle with a leather lace.

A thief checking for traps will notice a small wire connected to the leather lace and running into a hole in the bottom of the crate. Cutting the wire will disarm the trap set into the wall. If, however, the leather scroll is grabbed and lifted more than two inches, a razor-sharp guillotine blade will shoot sideways from the South wall along the lip of the crate, lopping off the character's arm at the middle of the forearm. The cut will cause 1d7 damage and the character will bleed 1 point of damage every round until healed or a method is used to stanch the flow. Only an extremely powerful cleric would be

able to reattach the limb. Any weapon held in the victim's non-dominant hand will follow the rules for a secondary weapon as if they were fighting two-handed.

The GM may also decide to add penalties to certain types of checks as well

The rolled up leather contains a brass key. The leather has the phrase "The lock is like no other. You must find a unique key" branded into it. The key unlocks nothing and is useless. There is nothing magical or useful about the book with the blank pages.

GM NOTE #7: Give the party handout #1d.

Area V-4:   WATER PUZZLE

As you enter this room, you notice holes spanning the entire floor, so numerous they make the floor look like a giant sponge. Peering into a hole you spot a razor sharp point to what may be a thin spear. A well pump and drain are installed in the Northeast corner of the room and two empty barrels of

different sizes sit next to the pump. On the larger barrel a "V" is branded into the wood. The smaller barrel is branded with "III". On the North side of the room sits a pedestal only a few inches high and 2 feet on each side. The pedestal does not seem to be connected to the floor. Carved on the top of the pedestal is the following riddle: "Four gallons on me and you will be blessed. Not one drop more, not one drop less"

A DC12 check for traps will show how the pedestal works. As soon as any weight is put on the pedestal, it will arm the spear trap in the floor. The trap will fire in a few seconds unless a small metal shield hanging from the pedestal is placed in front of the firing mechanism. The position of the shield corresponds to the weight placed on the pedestal. The trap can not be disarmed any other way. If the trap fires, the spears will shoot upward through the floor, doing 1d6 damage to anyone in the room. The spears will then retract, and the trap will reset.

Searching for secret doors will reveal a secret compartment above and to the left of the pedestal but will not reveal how to open it. Prying the wall will be ineffective since it is connected to the intricate and heavy machinery of the spear trap. A Knock spell at DC19 would open the compartment.

The markings on the barrels correspond to their volume: 5 gallons and 3 gallons. Using the hand pump will fill the barrels. The party needs to place exactly 4 gallons of water on the pedestal to open the secret compartment on the West wall. It is important to remember, the trap will fire in about three seconds, so trying to pour water in a barrel until it reaches the right amount will continually trip the spear trap and will probably kill the party before the method works.

The secret to solving the puzzle is explained in the following clue list. If it appears the party can not solve the puzzle, they may make Intelligence checks to receive clues. Each party member may only check for a certain clue once. Trying to mark the water level in the barrels will not work due to the non-cylindrical nature of the barrels.

Clue #	DC	Description
1	9	Fill the 5-gallon barrel
2	12	Pour 3 gallons from the 5-gallon barrel into the 3-gallon barrel. (Leaving 2 gallons in the larger barrel)
3	15	Dump out the 3-gallon barrel and pour the two gallons from the larger barrel into the 3-gallon barrel.
4	17	Fill the 5-gallon barrel and pour the water from the larger barrel into the 3-gallon barrel until it is full. (Since the 3-gallon barrel already had 2 gallons in it, the amount of water taken from the 5-gallon barrel will only be one gallon.) THUS: 5-1 = 4 GALLONS

Once the puzzle is solved, read the following:

The sound of gears and chains turning and rattling at first startles you, but it soon ceases. A section of the West wall spins round and reveals a secret compartment hollowed out of the block in the wall. Within the compartment is a steel hook with a handle, almost resembling a baling hook. Engraved into the tool is the phrase: "The greatest treasures can be obtained in what others find worthless"

GM NOTE #8: Give the party handout #1e.

Area V-5:   ROT HOUNDS

The overpowering smell of decay assaults your nose as you descend a small stairway leading to a wide rectangular room supported by four limestone columns three feet in diameter. Before you get a chance to orient yourself, you are startled by the sound of a low growl. Several large hound-like creatures begin to step into your light and form a semi-circle around your party. The sight and smell of the hounds makes you want to retch. Thin, flabby, skin, slashed in several places drapes their grotesque bodies. The skin is roughly sewn together in places with sinewy twine. Thick blood mixed with pus oozes from their noses, eyes, and the gashes all over their bodies. A large tumorous growth dangles from each of their throats, red and swollen.

The creatures are Rot Hounds, a creation of Melifex in his research on combining healing magic with necromancy. A rot hound lives in a continual state of decay and disease. The tortuous life has left them insane with anger and hunger. Giving the rot hounds food will momentarily distract them but will only heighten their ravenous appetite. They can be turned by a cleric of adjacent or opposing alignment.

If a rot hound takes physical damage, the large tumorous growth will burst, spraying blood, pus, and disease in a 5' circle around the hound. Any character caught in the spray must make a Fortitude save at DC14 or be infected with the rot disease. The rot will immediately sap a point of Stamina every turn and will make the character break out in fetid, blood-filled pustules and a fever which will result in all ability checks at -1d. The spray dissipates in one round. The rot disease can not be cured with a Cleric's "Lay on Hands" ability. As characters lose Stamina, they will lose bonus hit points as well, which could kill them if they have taken sufficient damage earlier. Any character whose Stamina lowers to 2 or less is unable to take any actions and collapses to the ground. If their Stamina drops to zero, they perish.

A rot hound will regenerate when reduced to zero hit points back to full strength after 10 rounds unless they are completely destroyed physically (cut to pieces, incinerated, etc.). They may take no action until they are fully regenerated.

The GM may allow the party to receive clues about the rot hounds' regeneration abilities. If the party is observant enough, let them notice things like cuts mending, broken limbs reconnecting, etc.

Rot Hounds (5) Init +3; Atk Bite +3 melee (1d6+2), AC 12; HD 3d8; hp 15 each; MV 30'; Act 1d20; SP "rot spray" "regeneration"; SV Fort +5 Ref +0 Will +2; AL C

Once the rot hounds are dealt with, read the following:

The columns on the South side are covered from top to bottom in letters from every language known. Based upon the languages you know, the writings seem like complete gibberish; a random collection of letters in no particular order. The columns on the North side are covered from top to bottom in numbers. Two doors are on the East wall on each side of the stairs. On the far wall is a 10' wide opening blocked by a portcullis with thick steel bars. The portcullis is 15' tall, 10' wide, and made of thick steel bars nearly 4 inches in diameter with cross-beams forged directly into them. The portcullis has a locking mechanism and a counterweight system to lift the gate embedded in a track along the jamb of the opening. The jamb is tightly constructed around the gate and is inaccessible. Even a giant would have difficulty moving this gate. Attached to the outside of the portcullis are two steel plates 24 inches on each side with the characters A–C engraved into the left plate and 1–2 engraved in the right. Beyond the gate, you can see a room filled with what appears to be armor, weapons, and a wooden chest.

No feat of strength or thievery will allow this gate to open. The only way to open the gate is by using the levers in rooms V–6 and V–7 or via a Knock spell at DC17.

The writing on the columns is meant to give the adventurers a clue to the lever rooms: letters for the South room and numbers for the right.

Area V–6:   LEVER ROOM A-B-C

The secret door leads to a small room with a low ceiling about 7' high. On the West wall are three large up-down levers all in the up position. Engraved in the stone above the levers is: "The right lever is the third in a series. It is up to you to know what the series is" The room is otherwise empty.

GM Note #9: Give the party Handout #1f

The levers have no markings on or near them. The players can decipher the order of the levers based upon the information on the columns, the portcullis, and the clue etched into the wall. The clue on the wall does not mean the "correct" lever is the third, but that the right-hand lever is the third in a series. Because this room is to the portcullis' left, then the series would be "A-B-C". Pulling the first and third levers will cause the party to hear a loud clank in the direction of the portcullis. If the levers in room V–7 are also in the correct position, the party will hear the counterweight begin to pull the portcullis upward.

The levers are trapped to release a spray of acid if the third lever is moved in any way. The nozzle can be found on a DC13 Find Trap check and can be easily plugged with any common object such as an iron spike or glob of tar. The acid spray will fill the entire room, causing 1d4 burn damage to the lungs and all exposed body parts of party members in the room. It will also corrode or dissolve armor quickly, giving it a –1 penalty to Armor Class. The trap can be sprung only once.

Area V–7:   LEVER ROOM 1-2-3

*The secret door leads to a small room with a low ceiling about 7' high. On the West wall are three large up-down levers all in the up position. Engraved in the stone above the levers is: "You have *to be careful* to crack the bronze code" The room is otherwise empty.*

GM Note #9: Give the party Handout #1g

The levers have no markings on or near them. The players can decipher the order of the levers based upon the information on the columns, the portcullis, and the clue etched into the wall in room V-6. The clue in Room V-6 does not mean the "correct" lever is the third, but that the right-hand lever is the third in a series. Because this room is to the portcullis' right, then the series would be "1-2-3" because the two right characters on the portcullis are 1-2. Pulling the first and second levers will cause the party to hear a loud clank in the direction of the portcullis. If the levers in room V-6 are also in the correct position, the party will hear the counterweight begin to pull the portcullis upward.

The levers are trapped to release a spray of acid if the third lever is moved in any way. The nozzle can be found on a DC13 Find Trap check and can be easily plugged with any common object such as an iron spike or glob of tar. The acid spray will fill the entire room, causing 1d4 burn damage to the lungs and all exposed body parts of party members in the room. It will also corrode or dissolve armor quickly, giving it a -1 penalty to Armor Class. The trap can be sprung only once.

Area V-8:   TREASURE TROVE

The massive portcullis opens to give access to this annex. A wooden chest, 3" on each side and 2' deep is centered on the West wall. Throughout the room, are stands, hangars and racks containing weapons, armor, a shield and a robe.

Melifex stored his most valuable creations in this room. The items are as follows:

TITANIUM BANDED MAIL – This human sized suit of armor is made of titanium, making it strong as steel with less weight. Wearing this armor gives the protection bonus of a normal suit of banded mail, but its check penalty is only -4, its fumble die is d12 and it has no speed penalty. It will still cause pain and irritation to elves.

LONG KNIVES +2 – These daggers are made of blackened steel and are approximately 14" long. They are perfectly balanced and weighted for two-handed fighting. If used by a halfling, they act as if the user's Agility was 18, if used by any other class

they act as if the user's Agility was 16. They are +2 to hit and inflict 1d5+2 damage due to their size and magical nature.

ROBE OF ENERGY ABSORBTION – Gray in color, with magical sigils sewn down the arms and on the chest, the robe absorbs energy from magical attacks. It will negate up to two Magic Missiles in one attack or negate 1d6 of damage from a magical spell attack. It also provides a +2 bonus to saves against magical effects.

CHAMELEON LEATHER +1 – While resembling a normal suit of leather armor, it blends in with the color and texture of the areas within 5' of it, giving a thief a +5 bonus on their Hide In Shadows ability, and will give any wearer a 25% chance to surprise an enemy.

SHIELD +1 "RAZOREDGE" – Crafted from ironwood, with a border of steel honed to a wicked edge, this round shield not only gives a +1 bonus to Armor Class but can inflict 1d6 damage with a successful shield bash.

LONGSWORD +1 "DEATH'S DUE" – Specifically crafted to give final rest to undead creatures, this longsword provides a +1 bonus to attack and damage all creatures and an additional +1 bonus to attack and damage undead creatures. It has an Intelligence of 6 and can relay simple urges to those who brandish it. It can sense the presence of undead creatures up to 30' away and will strongly urge its wielder to destroy any undead creature it detects. The wielder can resist the urge on a DC10 Will save.

The chest is unlocked and not trapped. Inside are hundreds of badly corroded and tarnished copper coins, damaged to the point that one can hardy perceive the inscriptions on them. Practically worthless, it would take four small sacks to carry them. However, they hide a valuable secret. In this case "the treasure is found in the worthless" (see handout 1e) because if the party removes the coins, they will discover two steel handles shaped like bull's horns at the bottom of the chest. If the handles are turned clockwise and pulled, the chest, and a 3' square section of the floor will hinge open, revealing a steel ladder to room V-9.

Area V-9:   THE HIDDEN VAULT

A narrow, corroded, metal ladder leads 15' down to a dark, circular room. The ladder can only handle the weight of one character at a time due to the corrosion. Though the blocks in the wall are sealed together like the rest of the vault, it appears as if it is beginning to fail. A shallow puddle of water covers the floor and algae flows down the stones in the wall. Above you, slightly higher than you head, are four cement pipes approximately 2' in diameter; one in each compass direction. A small trickle of water drips out of each pipe. Secured in the center of the room is a plain, round pedestal. At its top sits a stand; a ring of bronze supported by four bronze rods. The ring is centered over a tiny black line engraved into the top face of the pedestal. Built into the North wall is what appears to be a safe with a large circular tumbler for a door. The round tumbler is ringed with six gems: Garnet, Amber, Citrine, Peridot, Aquamarine, and Tanzanite, each with an arrow etched toward them. The tumbler is made of three concentric cylinders with a keyhole shaped opening in the center. The keyhole is larger than any you have ever seen before. Fastened above the tumblers is a bronze plaque with raised symbols forged into it.

GM NOTE #10: Give the party Handouts #3 & #4

The safe is not trapped. No common or magical key will work in the keyhole, only the hook in Room V-4 can be inserted to rotate the tumblers. A Knock spell (At DC16) will rotate the tumblers to the correct position, but the hook will still be needed at every phase to pull the mechanism out.

The coded plaque holds the combination to the tumblers. The key to deciphering the text lies in Handout #1g. The phrase *to be careful* is the first line in the cipher. Replacing the symbols with the letters in "to be careful" will allow the party to decipher the remainder of the directions (at least 95% of them anyway…). If the players follow the directions carefully, the entire tumbler will slide out, opening a small storage chamber with a pouch in it.

The pouch contains a saucer shaped object made of crystal. The lens-like crystal has been carefully crafted into a single smooth surface, thick in the center and thin at the edges.

Anyone examining the pedestal carefully will notice the rods supporting the bronze ring are not embedded into the pedestal but are slipped into holes drilled into the top of the pedestal. If a DC15 Find Traps check is made on the pedestal, the inspector will notice the rods can move and would likely spring a trap.

The crystal saucer is a lens. If the lens is positioned on or extremely near the bronze ring, the viewer will notice the tiny black line is a sentence reading "BENEATH GARNET STONE". If the lens or any weight greater than four ounces is placed on the bronze ring, the stand will begin to slide downward and trigger the trap set in the room. If the trap is sprung, read the following.

A load groan fills the air as if long resting machinery is moved for the first time. The groan ends with a loud slam and the sound of rushing water. Suddenly, a torrent of icy water spews from the four pipes and begins to fill the room, above you, the trap door leading to the room begins to close.

The trap door will close in 6 rounds, leaving anyone stuck in the room to drown. When the trap door closes, it will lock. Only a DC16 Knock spell would be able to unlock it, and the 6 round process would start over. The trap door can not be braced open as it is only 3' x 3' and the bracing would block anyone from exiting. The force of the rushing water would make it impossible for a halfling to swim up the pipes to the lake.

The ladder is narrow and slippery due to the moisture and algae growth. The ladder can only handle the weight of one person at a time. Characters will need to make either an Agility or Luck check to determine how long it takes them to scale the ladder. Each character may only check once. use the following table:

Agility or Luck Result	Time Taken
Less than 10	1½ Rounds
10–16	1 Round
17 or greater	½ Round

THE TOWN OF GARNET – PART II

> At this point, the vault has been completely explored. If the party seems to be lost, it would be helpful if the GM reminded the party of the clue found in the hidden vault and that the town they came from is named Garnet.

Area G-1:   GARNET STONE

After an exhausting paddle back to the village, you are met at the shore by the fishermen who lent you the boats. They look you over and whistle under their breath, "I hope that stone man you were looking for was worth it". They help you onto the

dock and relieve you of the items you were loaned. "Pleasure doing business with you."

If asked, the fishermen at the wharf do not know what Garnet Stone means. The party may try to dig under the red granite stone in the village, but there is nothing to be found. Additionally, trying to dig up a part of the village will increase the difficulty of interacting with the townspeople by 2.

Perform a DC14 Personality or Luck check (player's choice) for each citizen they confront. Only two players can make a check on one citizen, after that they will be told to go away. If a player succeeds, they will be told to go to the tavern and talk to "Slimy Stymee". When the party goes to the tavern, they will be directed by the barkeep to a table occupied by a thin, aging man with a balding head and a patchy, white beard.

Slimy Stymee doesn't seem to live up to his name. He looks well-groomed and dressed. When asked, he laughs out loud, "I used to clean the nets as a boy. Remove all the weeds, mud, and critters that weren't fish when they got ashore. Terrible work and it didn't matter how many baths you took, but that seems like a century ago." When asked about Garnet Stone, he sighs and lights his pipe. After a moment of brooding he finally speaks: "Well, that's a complicated story, for a few drinks, I'll tell you what I know.

Stymee has a good memory, but he prefers to have it jogged every ten minutes or so with some ale. The party will need to buy a round of drinks (5gp) for each piece of information Stymee knows (shown below).

- The question isn't WHAT Garnet Stone is, but WHO.

- Garnet Stone used to live in Garnet, it was just a coincidence his name matched the town.

- He was a decent fisherman, but was unsatisfied with his life, he preferred to be reading and travelling to Pinecliffe to get more books.

- One day he abandoned his nets, sold his boat and equipment, and spent most of his time in his home.

- A child in town once saw him near the silent city (graveyard) waving his hands and chanting gibberish at a tree.

- He left town one day, stating he was off to learn what real knowledge was.

- A year or two later, a cart driven by two mysterious men showed up in town with Garnet Stone's body. Neither of them said anything to anyone. They laid him to rest in the silent city and left.

Area G-2:   ROT MASTER

Because the silent city is away from the town and hidden by a small wood, the party should have no difficulty finding and digging up Garnet Stone's grave if the party chooses the right time of the day (and pays for a few shovels). Of course, if the party wishes to be foolish, the citizens of Garnet may form a posse and try to run the party out of town. At this point, they think the party is nearly crazy anyway.

The task of digging up Garnet Stone's grave is harder than you expected, mostly because it seems like you hit a rock just as soon as you clear another one away. You're almost certain you are going to get noticed by the locals with the commotion you are making, but luck seems to be on your side. You work yourself to near exhaustion when you finally strike the wooden lid of a pine box. Clearing the way, you finally excavate an area large enough to open the lid. With a swiftly beating heart, you pry the lid open and discover... nothing. The pine box supposedly containing Garnet Stone's body is empty.

Carefully searching the empty coffin yields no secret compartments but tapping on the floor of the box will show that a 3' square portion of the coffin in hollow underneath. The party will need to smash their way through the coffin revealing a narrow shaft with a ladder leading down.

Memories of the flooded vault make you on edge as you descend down the shaft 20' to a stone floor. Before you is a tomb constructed of the same stones as in the vault. The room is lit by globes filled with a mysterious glowing yellow liquid. At the North end of the tomb sits a dais with a stone coffin resting on it. The coffin has no lid. As you approach, the body of a human clad in a dark robe arises from the coffin. The skin on his face looks as if it is melting away like candle wax. his hands and feet ooze blood, and white pus drips from his nose and eyes. His bloated stomach peeks out from the robe as if he had swallowed a boulder the size of a child.

Garnet Stone fell prey to Melifex's studies in necromancy and now lives in an undead state of decay as a Rot Master, much like the Rot Hounds in the vault, and can be turned by a cleric of opposite or adjacent alignment. He will not communicate with the party but will immediately begin his attack. At his first opportunity, he will breathe out a 10' wide by 15' long cone of corruption consisting of dust,

insects, dried blood, and mold spores. Any character caught in the spray must make a DC14 Reflex save or be affected. Crawling, stinging insects will work their way to the character's skin causing 1 hp of damage and giving a -1d penalty to all actions. Additionally, the character must make a DC12 Fortitude save every round for 3 rounds or have the blood and spores infect their brain. Once infected, the character becomes completely paralyzed. They may take no actions until the disease is cured. The disease can not be cured with a Cleric's "Lay on Hands" ability. Garnet stone will use this attack twice: once immediately and the second on the fourth round of combat.

Although he is in an undead state, he has an arsenal of spells available. He will primarily cast spells but can use 2 claw attacks if needed. On a successful hit, his victim must make a DC14 Fortitude save or suffer the same paralyzing effect as his breath weapon. Additionally, a Rot master regenerates 1 hp per round and must be completely physically destroyed to stop the regeneration.

Rot Master Init +5; Atk 2 Claws +5 melee (1d4 + paralysis: DC12 Fort save); AC 13; HD 8d6; hp 32; MV 15'; Act 1d20+ 1d20; SP Breath Weapon, Spells, Regeneration; SV Fort +8 Ref 0 Will +8; AL C

Breath Weapons (2 breaths per day at rounds 1 and 4):

Cone of Corruption: 10'W x 15'L Ref save DC14 or lose 1hp and -1d penalty to all actions. Fort save DC12 for three consecutive rounds or paralysis.

Spells: Spell die d20; Spell Check +5

Chill Touch	Spider Climb
Choking Cloud	Fire Resistance
Flaming Hands	Ray of Enfeeblement
Magic Missile	Scorching Ray
Magic Shield	
Sleep	

Once the Rot Master is dispatched, the room can be searched. There are no secret doors or compartments, just the coffin. At the head of the coffin sits a large rolled-up piece of leather being used as a headrest. When unrolled, it reveals an intricate series of symbols and codes, the cipher to Melifex's work. A wizard or elf will be able to make out some of the writing as magical in nature.

CONCLUSION

Your heart leaps when you realize you now possess one of the greatest magical treasures on the continent. Leaving the town of Garnet behind, you begin making your way down the mountain path to Pinecliffe. Your initial joy is soon replaced with anxiety and confusion. Now that you have the cipher, what are you going to do? Sell it to the Mage Guild? The Thieve's Guild? Do you dare try to unlock the secrets for yourself? What if you suffer the same corruption as Melifex? Also, why buy the cipher from you when someone could just as easily kill you for it? Even more dauting is the responsibility you now carry. After seeing the horrors and corruption of Melifex's work, you find yourself wondering if Melifex's work should even be allowed to exist. You soon realize the riddles of Melifex's vault may be over, but the true puzzle has just begun.

FURTHER ADVENTURES

If the party is able to retrieve 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 is 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.

PLAYER HANDOUTS 1a-g

1a

> A gem of a small town is the way to an island watched over by a man made out of stones.

1b

> A sheer cliff is puzzled together and the blue stone is its key, but don't become close friends with calamity!

1c

> IT IS A BRAVE SOUL WHO MARCHES FORWARD DESPITE THE DANGERS AROUND HIM

1d

> The lock is like no other. You must find a unique key

1e

> The greatest treasures can be obtained in what others find worthless

1f

> THE RIGHT LEVER IS THE THIRD IN A SERIES. IT IS UP TO YOU TO KNOW WHAT THE SERIES IS

1g

> YOU HAVE *TO BE CAREFUL* TO CRACK THE BRONZE CODE

PLAYER HANDOUT #4
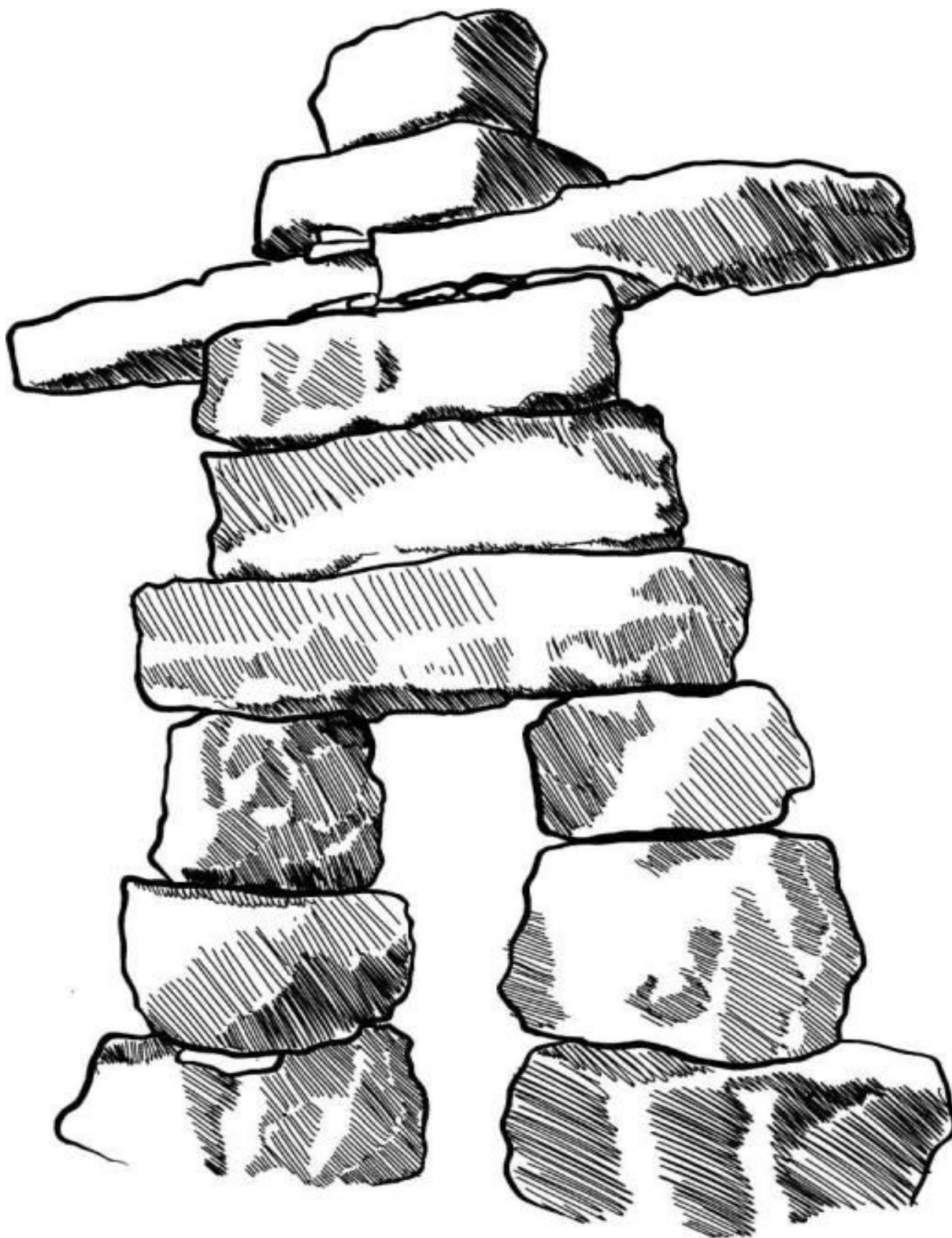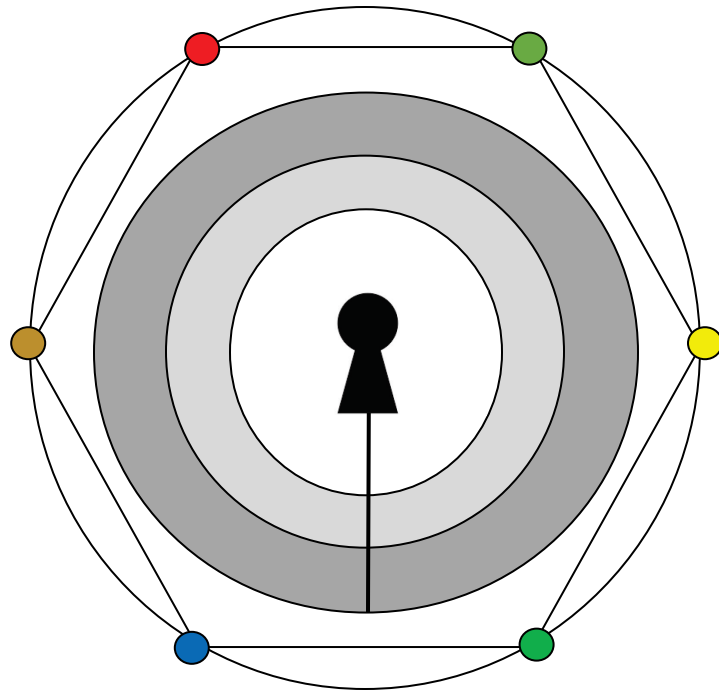
GM's TOOLS

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.

- Background Information

- Encounter Sheets

- Experience Tracking Sheet

- Treasure Tracking Sheet

Background Information:
The City of Pinecliffe and Melifex the Mad

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

Melifex the Mad

In the small city of Pinecliffe, a young wizard named Melifex began his magical studies. Convinced his magical work would help the world 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 became 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 had the courage to find out?

The adventuring party accepted the challenge to journey to the tower at the top of the cliff to end the mystery. What they discovered was nearly indescribable. Humans cross-bred with termites, elementals out of control, huge rock-eating worms and even enchanted suits of armor willing to kill on command.

After surviving the unnatural "experiments" in the laboratory, the party finally discovered the truth behind Melifex's fate. Attempting to combine healing magic with necromancy, Melifex tried to cheat death. Unfortunately, the experiment resulted in Melifex being cast into a state of animated suspension for over two years. Using the wizard's notes and potions, the adventurers attempted to revive him, but, alas, the transformation was more than his frail body could handle, and he perished.

His only companion, an adolescent dragon studying under him, gathered forces to destroy the tower and laboratory to protect against the failed magic, but the wrecking crew did not consider your party taking the laboratory notes and spells with you.

Now, the party is in possession of some of the most powerful and dangerous magic known. What will the party do with it? Does the party even have a choice?

AREA W-1 – OSOTAURS

Initiative +3   Movement: 30'

AC: 16

SAVES	FORT	REFLEX	WILL
	+5	+3	+4

Action Dice: 1d20+1D20

Attack: 2 Claws (+4 to attack) Melee 1d8+bear hug if two consecutive hits
                 Bite (+3 to attack) Melee 1d7
                 Special: Bear Hug 1d4/round until DC15 strength check or if osotaur takes 5 damage on one hit

Hit Die: 3d10
Hit points

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

AREA V-1 – IMAGE SPECTRE

DC14 Will save or be possessed; DC11 if the party is aware of the possession attempt

Initiative +5   Movement: 30' (fly)

AC: 14 (can only be hit by magical weapons, spells, or magical abilities)

SAVES	FORT	REFLEX	WILL
	+6	0	+1

Action Dice: 1d20+1d20

Attack: 2 Claws (+2 to attack) Melee 1d5+"Life Drain" (Drains 2 stamina per hit)

Hit Die: 5d8   **Special Defenses**
Hit points: Immune to sleep, paralysis, charm, cold, and mind effects

1
16

AREA V-3 – MIST WARRIORS

A new mist warrior will be created every second round

Initiative +1   Movement: 30'

AC: 15

SAVES	FORT	REFLEX	WILL
	+3	0	+3

Action Dice: 1d20

Attack: Battle Axe (+2 to attack) Melee   1d10 damage

Hit Die: 4d10

Special Defenses

Hit points:

Weapon attack damage halved

Immune to sleep, paralysis, charm, and mind effects

1	2	3	(4)	(5)	(6)	(7)	(8)	(9)	(if needed)
14	14	14	14	14	14	14	14	14	

AREA V-5 – ROT HOUNDS

Initiative +3   Movement: 30'

AC: 12

SAVES	FORT	REFLEX	WILL
	+5	0	+2

Action Dice: 1d20

Attack: Bite (+3 to attack) Melee   1d6+2 damage
Rot Spray (on first damage) 5' cloud   Lose 1 point Stamina every turn; –1d on all checks

Hit Die: 3d8
Hit points:

1	2	3	4	5
15	15	15	15	15

Special: A rot hound will fully regenerate after 10 rounds unless completely physically destroyed

AREA G-2 – ROT MASTER

Initiative +5   Movement: 15'

AC: 13

SAVES	FORT	REFLEX	WILL
	+8	0	+8

Action Dice: 1d20+1d20

Attack: 2 Claws (+5 to attack) Meele 1d4 damage + Paralysis (DC12 Fort Save)

Breath Weapon: 2 Per day at rounds 1 and 4
        Cone of Corruption: 10'W x 15'L Ref save DC14 or lose 1hp and –1d penalty to all actions. Fort save DC12
        for three consecutive rounds or paralysis.

Unique Powers:
        Regenerate 1hp per round until completely physically destroyed

Hit Die: 8d6

Hit points	Spell Die: d20	Spells:	
1	Spell Check: +5	Chill Touch	Spider Climb
32		Choking Cloud	Fire Resistance
		Flaming Hands	Ray of Enfeeblement
		Magic Missile	Scorching Ray
		Magic Shield	
		Sleep	

EXPERIENCE POINTS REWARDS		
AREA	EP TOTAL	EP AWARDED
W-1 Osotaurs	0-4	
W-2 Vault Entrance	0-4	
V-1 Image Spectres	0-4	
V-2 Wand Trap	0-4	
V-3 Mist Warriors	0-4	
V-4 Water Puzzle	0-4	
V-5 Rot Hounds	0-4	
V-6 Lever Room A-B-C	0-4	
V-7 Lever Room 1-2-3	0-4	
V-8 Treasure Trove	0-4	
V-9 The Hidden Vault	0-4	
G-1 Garnet Stone	0-4	
G-2 Rot Master	0-4	
TOTAL EXPERIENCE	0-52	

TREASURES		
AREA	ITEMS (VALUE)	COLLECTED
W–2 Vault Entrance	Rough Turquoise Stone (75gp)	
V–2 Wand Trap	2 Energy Wands (5 charges each)	
V–8 Treasure Trove	Titanium Banded Mail Long Knives +2 Robe of Energy Absorption Chameleon Leather +1 Shield +1 "Razoredge" Longsword +1 "Death's Due"	
G–2 Rot Master	Melifex's Cipher	

VILLAGE OF GARNET

THE TOMB OF GARNET STONE

G-2

V-9

V-8

V-5

V-6

V-7

V-2

V-3

V-4

V-1

MELIFEX'S VAULT

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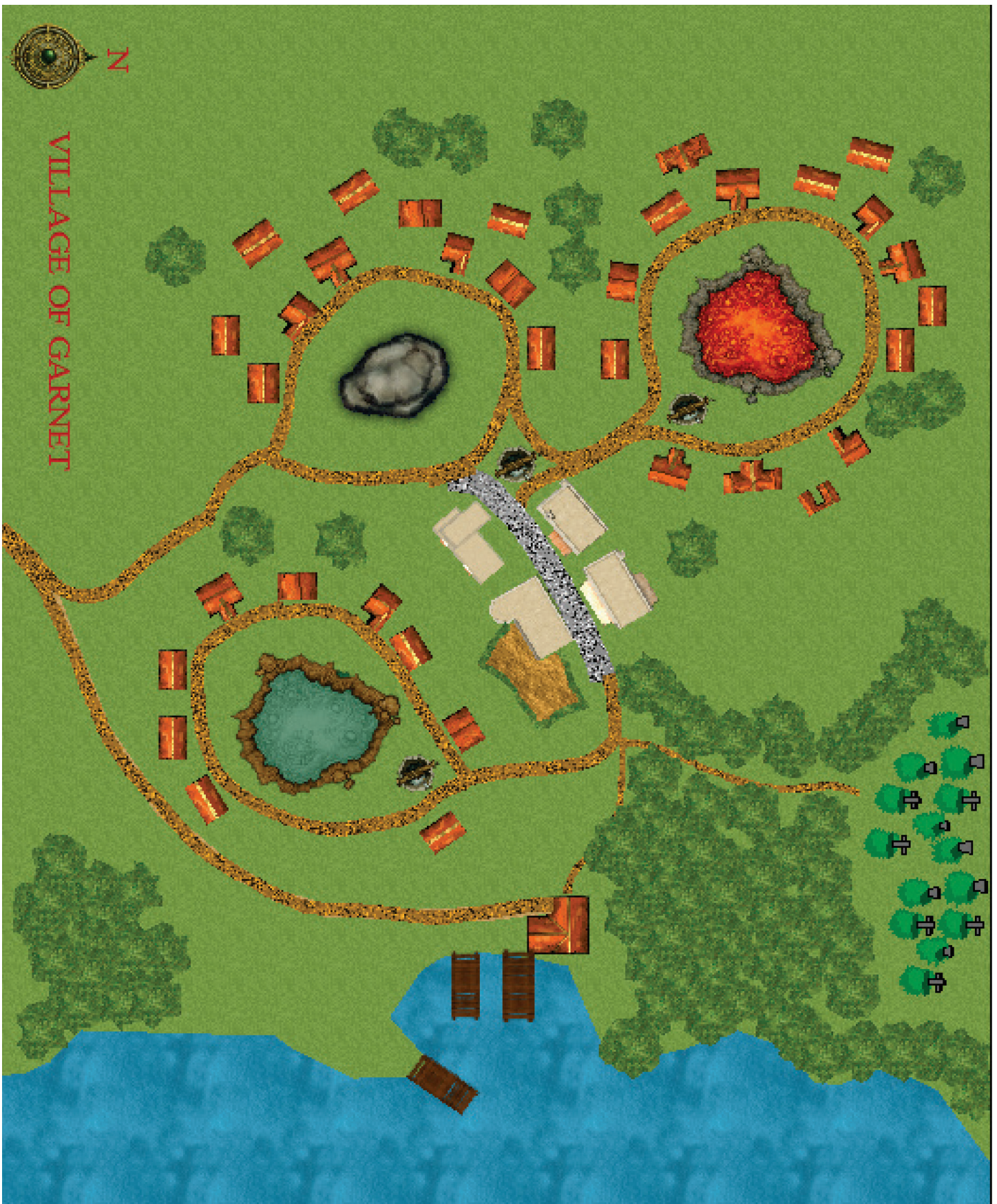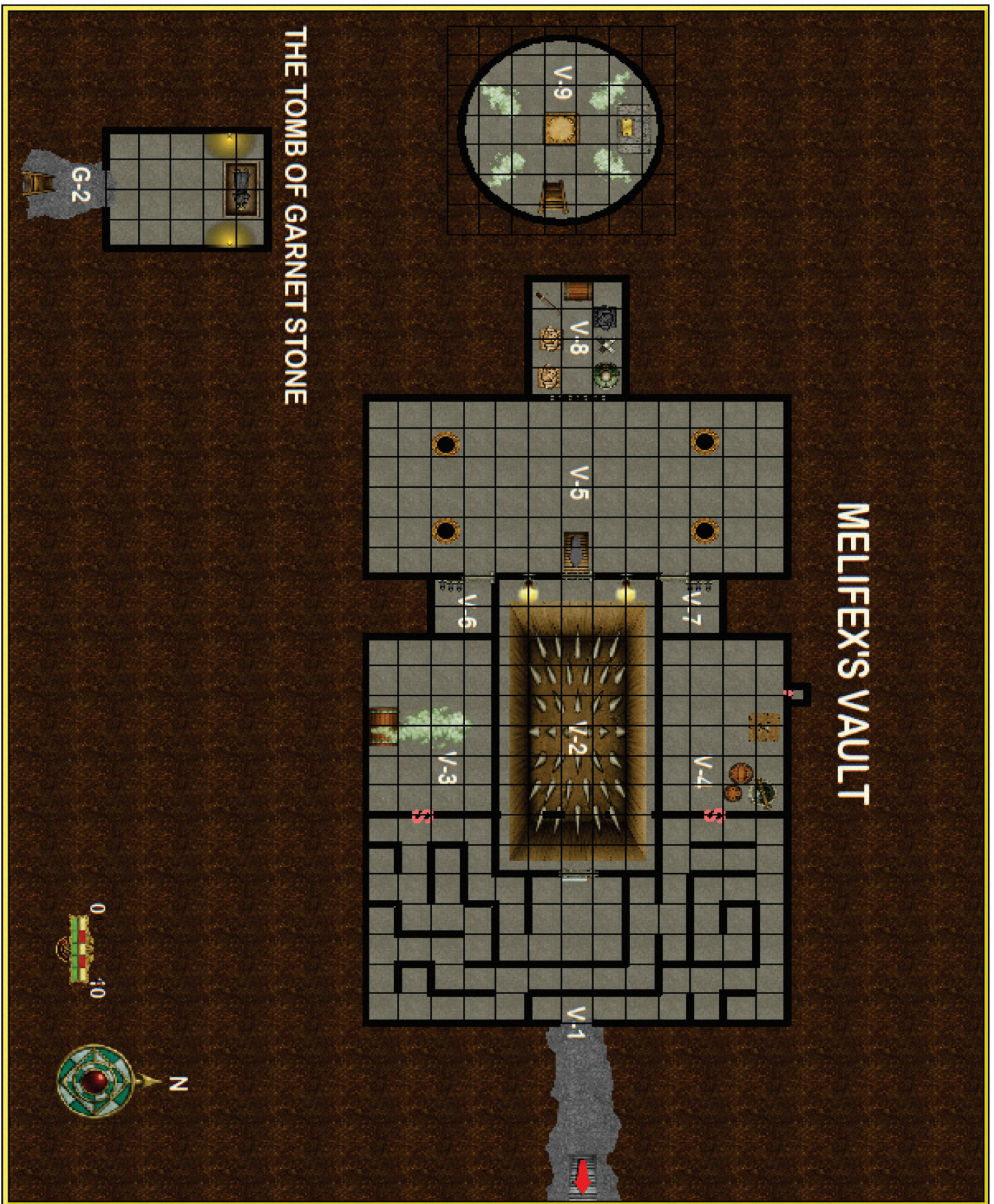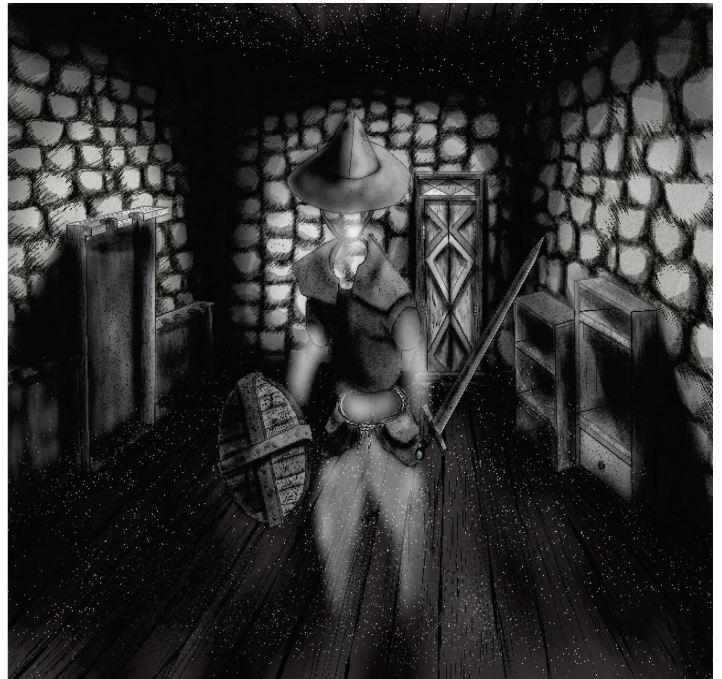
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ARTIST FOR HIRE

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KILLIAN'S KRAWLS

Adventure Module MX-02
The Treasure of Melifex the Mad
An adventure for level 3 characters

Your party has braved the tricks, traps, and horrors in the laboratory of Melifex the Mad and returned with his prized magical research. Unfortunately, the crafty wizard has coded all his works with a cipher, making them worthless until the cipher is found. Finding the cipher poses your greatest challenge as possessing it could be the key to unlimited magical power and riches. Then again, it may just earn you a dagger to the ribs. You may have to find the cipher just to stay alive.

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