

KILLIAN'S KRAWLS



*Adventure Module MX-03
The Curse of Melifex the Mad
An adventure for level 3 characters*

*BY: STUART C. KILLIAN
ARTWORK BY: COURTNEY BOLING III*

COMPATIBLE WITH
**DCC
RPG**

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

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By Stu Killian – Artist: Courtney Boling III
Editors: Wesley Courser and Matt Studer aka: “Tia-Matt”
Playtesters: Darren Egelhoff, Mark Middleton, Matt Studer,
and Michael White (aka: The Order of the Dragon)

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contact boling.bfa@gmail.com

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INTRODUCTION

The Curse 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 sold the lifetime works of Melifex the Mad in an auction to the wizard Oumatec for a king's ransom. Thinking their life of danger and hardship is over, the party retires. However, Oumatec's work now threatens the entire continent and the party is being blamed for the dangerous threats and omens of war. It appears Melifex has interfered in the party's life one more time as they come out of retirement to end Oumatec's dangerous plans for his new world vision.

ADVENTURE HOOKS

- The party will be under immense pressure from the citizens of Pinecliffe to correct the mistake they made in selling the works of Melifex the Mad to another equally mad wizard. The party can attempt to right this wrong or be pursued by vigilantes, assassins, and local mobs for the remainder of their life.
- Oumatec knows the party is the only group of people who have seen Melifex's work and the cipher to understand them. He may be inclined to attempt an assassination to ensure he is the only one who knows anything of the works. The party needs to stop him before he kills them.
- The party may conclude Melifex's work cannot be used safely by anyone. They need to retrieve the works and permanently rid the world of them.
- The party may also conclude they, and they alone, should be the only ones to use Melifex's work. They could have the magical studies and the money too if they could get Oumatec out of the way.

- Other more (or less!) scrupulous wizards and elves may have an interest in stopping Oumatec and retrieving the works for themselves and the party may double their money.

- A temple may announce a holy quest to rid the world of the blasphemies of Melifex and Oumatec.

JUDGE'S NOTES

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

ENCOUNTER TABLE

AREA	DESCRIPTION	TYPE
W	Diplomatic Party	R,C
1-1	Fortress Entrance	R
1-2	Rock Drop	T
1-3	Fire Trap	T
1-4	Lightning Trap	T
1-6	Shardians	C
1-7	Rot Brutes	C
1-9	Enchanted Armor Rot Knight	C
1-14	Mantis Demon	C
2-1	Stone Snares	C
3-1	Corruption Wyrms	R,C
	Rot Knight	
3-4	Enchanted Armor Oumatec	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, if desired:

- Reduce the mounted guards in Encounter W to 2
- Only allow one additional Shardian to be Created
- Reduce the Enchanted Armor in Area 1-9 to 2
- Eliminate the Corruption Wyrms' breath weapon
- Reduce the Enchanted Armor in Area 3-4 to 4
- Remove the following spells from Oumatec:
 - Lightning Bolt
 - Scorching Ray

ADVENTURE START

The bang of the gavel echoes in your head. The rest of the world around you seems an illusion. You notice people chattering excitedly, some applauding, some seem in shock and awe at the transaction that has taken place, but you can't seem to concentrate on anything. Your head swivels around as you try to take in all the events happening around you, feeling as if you are under a spell, wondering if the clamor around you is real. You repeat the number to yourself over and over, trying to convince yourself of what you just heard. Five thousand --five thousand pieces of gold -- the price you just received for the works of Melifex the Mad.

The auction was the biggest news in Pinecliffe and the surrounding lands for weeks. The remarkable and highly coveted research of Arcanus Melifex was to be offered at auction. Pinecliffe was a blur of merchants, taverns, inns, and every sort of service preparing for the wealthy and powerful people who were guaranteed to come to the city to either purchase the works, spy on who would arrive, or simply entertain themselves with the auction and find out who the winner would be. Along with the flurry of activity were the preparations of the auction house and the guards hired to ensure the security of Melifex's books as well as the behavior of all the participants. The scene was akin to the arrival of a great emperor.

Some arrived with great fanfare and long trains of carriages, guards, and servants. Others appeared in the middle of the night, found lodging, and were not seen again until the auction. Those visitors were given plenty of privacy, more out of fear than what they paid.

As the spectacle of the bidding war dies down, the auctioneer takes control of the scene. "The sale is decided to Magus Oumatec for the sum of five thousand pieces of gold!" He beckons the winner to the front of the hall to be recognized. All turn in an attempt to view the mage who just bought the rare tomes for a king's ransom. With the crowd in front of you, it is difficult to fully see the man who walks to the podium, but you discern a muscular, vibrant man with tanned skin and bright, colorful clothing, but with a noticeable limp. An anathema to the stereotypical grizzled, corrupted, white-haired wizard.

As he reaches the podium, he acknowledges the crowd with a simple nod, hands the auctioneer a metal case in his left hand, packs up the precious books in the wooden trunk they had been stored in, and leaves; no security guards, no assistants, and no fanfare.

With the crowd departed, the auctioneer leads you to a room in the hall converted to a temporary office. As your entire gathering sits down, the auctioneer opens the metal case. His eyes widen a bit, but he contains himself quickly and mutters "Well, this is unusual." He empties the case with great care and counts out 500 finely minted platinum coins, more platinum than most anyone in the entire realm has ever seen. "I guess he wanted to travel light." the captain of the security force jokes, chuckling nervously.

Two years have passed, and you are enjoying your retirement in luxury, many of you forming guilds, schools of magic, temples, or simply enjoying a quiet piece of land and a spacious home, but the news around you tends to disturb your leisure. The subject is always the same: Oumatec. After acquiring the works of Arcanus Melifex, the young, handsome wizard built a fortress on the borderlands between the outer lands of Pinecliffe and her four neighboring realms. Some have reported he has been enslaving the citizens of the

varied states and performing horrific experiments and procedures on them, sometimes with the blessing of the rulers, heads of temples, and other wealthy and powerful people.

Some have begged their leaders to put an end to Oumatec's ambitions while others have stated the rumors of Oumatec's atrocities are just that; rumors having no foundation and are formulated to discredit and ruin a talented mage because of a lack of understanding and intelligence, and a general prejudice towards users of magic. A third group wants Oumatec left alone because his latest construction and research projects have enriched many in Pinecliffe. The rift between the groups is pitting citizen against citizen, erupting in violence on occasion.

It is not long before the moment you have been dreading happens. Each of you receives an invitation to meet with a "committee" in the cellar of one of the more secretive temples in Pinecliffe warning of dire consequences if you do not attend. You wonder to yourselves if those "dire consequences" are in regard to the citizens of Pinecliffe or you personally.

Surprise and bewilderment flow through your mind as you scan the musty, dim room of the meeting place. The group gathered before you seems totally out of place as you are certain they would never congregate together for any other purpose. Farmers, smiths, and mill workers sit next to well-dressed merchants, clerics, and a few of the city's leadership. The members abruptly state their position: "You sold him those books knowing full well they were dangerous. This is your mess, and you need to clean it up!" They demand you go to Oumatec and either obtain evidence of his innocence or end his machinations and ensure no one ever knows of Melifex's experiments again.

When you make a compelling argument to detach yourselves from responsibility, an old cleric who hasn't spoken all night interrupts you with a loud rap of the end of his staff on the stone floor. "Do not forget" he says in a cracked and menacing voice, "Oumatec knows very well you are the only ones besides him who have seen the uncoded texts. Do you not think he will do his utmost to ensure he is the only one left who understands Melifex's work?"

He sees the unrest brewing and he knows he needs to act sooner than later." With that, the meeting ends with the assembly giving a deadline of ten days to report your findings. It becomes apparent you will get no rest from either Oumatec or the citizens of the realms until you have investigated the matter.

ENCOUNTER W: DIPLOMATIC PARTY

The party will have time to purchase goods, services, or mounts from Pinecliffe to prepare themselves for the journey. Due to the unrest in the area, prices will be 1½ times higher than listed.

The location of Oumatec's fortress is no secret and the route to it is well known and frequently traveled, so there will be no need for the judge to determine random encounters. The journey takes five days on foot, 3 by wagon, and 2 on horse/mule. The encounter with the diplomatic party will take place on the day before the party reaches Oumatec's fortress.

Your journey gives you reasons for concern. The road seems crowded with people, most going in the opposite direction. Their stories are varied, some claiming their land, homes and businesses were stripped away from them for not pledging fealty to new rulers who seem to disregard the established governments. Others warn of war between the realms and civil war within. The presence of battalions of soldiers mobilizing to the borderlands and cartloads of families quickly making their way to Pinecliffe seems to confirm it.

As the sun begins to set on the last day of your journey, you hear a loud procession galloping your way. Flanked by four mounted guards dressed in polished mail armor is a large carriage pulled by four reddish brown stallions. The carriage looks large enough to carry six people and is manned by a driver and two guards with crossbows. At the sight of your party the mounted guards shout "Make Way!" and the mounted convoy nearly runs you down before the carriage comes to an abrupt halt. The guards turn their mounts in confusion but regain their composure as an impeccably dressed, skinny, middle-aged man appears from the carriage along with a woman in an ornate orange robe. Judging by the symbols and medallion around her

neck, you guess her to be a cleric, but as to who her deity or patron is, you have no idea.

The man walks briskly to your party. No ordinary man, you surmise, as his clothes alone would cost a common man nearly a year's wages. The scent of pungent, flowery ointments greets you as the man claps his hands together and exclaims: "I knew you were the ones! I saw you at the auction! Have you come to see the results of your shrewd investment? I myself plan to contribute to this magnificent project. The implications are unfathomable!" His awestruck rave is cut short as the woman eases to his side: "Yes, praises to Magus Oumatec for uncovering what has held people captive for centuries and hindered our evolution." She smiles widely and raises her hands, palms upward as if to send a blessing heavenward. As she does, a brass medallion slips from the folds of her robe. The brass ornament features a design with an orange arrow pointed upward and an oil lamp in the center of the arrow. The word "ENLIGHTENMENT" is minted along the top curve of the medallion. An awkward silence hangs in the air and the duo regard you dubiously, as if expecting a similar response. The man snaps back to the present: "Count LeFavre." He exclaims as he bows slightly and curtly. "Financier and minter of coin." You pause for the comely woman to introduce herself, but your expectations are met with silence.

The Count is on his way to present Oumatec with a financial gift in order to win his favor and join in Oumatec's cult of enlightenment. He expects the party is doing the same as he cannot see why anyone would not want to be one of the chosen elite in Oumatec's new society. If the party shows no signs of knowing what the grand project is, he will begin grilling them about what they know and their intentions.

The party can formulate a grand lie, but it is up to the judge to determine if it is believable. If it is, the Count will exclaim he is already running late and can simply not be delayed any further and will board his carriage and leave. He will not provide transportation to the party as his carriage is "absolutely crammed full," but the party will notice the duo are the only passengers. If he sees through the lie, he will end the conversation politely and

walk to his carriage with his female companion while giving a covert hand signal to his guards. If the party fails to see his signal (DC14 Intelligence check), his guards will attack with surprise before normal initiative is determined. The archers will try to focus their attention on spellcasters while, the mounted guards will charge the other party members and will join in melee if the party is unmounted. The Count's companion will attempt to frustrate the combat with her spells.

MOUNTED GUARDS (4) Init +2; Atk Lance +3 melee (1d12 + double damage/charging) or longsword +3 melee (1d8+1), AC 14; HD 3d12+5; hp 21, 23, 24, 28; MV 40' (mounted) 25' normal; Act 1d20; SP Mounted Charge, Crit Die/Table = 1d16/IV; SV Ref +2 Fort +2 Will +1; AL L

CROSSBOW ARCHERS (2) Init +4; Atk Crossbow +3 ranged (1d6) or short sword +2 melee (1d6), AC 15; HD 3d12+2; hp 13, 21; MV 25'; Act 1d20; Crit Die/Table = 1d16/IV; SV Ref +3 Fort +1 Will +1; AL L

CLERIC (1) Init +1; Atk Dagger +1 ranged/melee (1d4), AC 12; HD 2d8+2; hp 13; MV 30'; Act 1d20; SP Spell Check +5, Crit Die/Table = 1d8/III, Lay on Hands; SV Ref +2 Fort +1 Will +3; AL N

Spells Known:

Blessing – Ally
Detect Magic
Paralysis
Second Sight
Word of Command

If able to be searched, the carriage contains a locked strongbox containing 500gp, a letter of introduction to Oumatec, and a small pouch containing three each of copper, silver, and gold coins with three different designs on them featuring an orange arrow pointed upward and an oil lamp in the center of the arrow. Count LeFavre possesses the key in a secret fold in his garments, but the lock is also DC13 to pick.

JUDGE'S NOTE: Provide the party with Handout #1
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The guards have scale mail coats and small helmets, four lances, four longswords, two short swords, two crossbows and 35 bolts. The cleric's medallion is made of brass and is imprinted with the same symbol found on the letter of introduction and the coins along with the word "ENLIGHTENMENT" stamped in an arc along the top. The medallion is known by the guards in Oumatec's fortress and may allow the wearer to pass through areas 1-9 and 2-1. The medallion could be worth 5gp if an interested buyer may be found. The deity or patron is completely unknown to the party members and clerics of other temples will not be able to identify it as well. Count LeFavre only knows the symbol as a sign of Oumatec's chosen few.

The horses may be used for riding, but only four have saddles and bridles. If the driver and Count LeFavre can be kept alive, the party may be able to disguise themselves as the diplomatic party and will be led to the secret entrance to the fortress.

If the party is riding mounts, they may also attempt to covertly follow the caravan. Make three separate DC14 luck checks using three different members of the party chosen at random. If they all succeed, they will be able to follow the diplomats to the secret entrance in Area 1-10. If not, the caravan will stop and attack the party.

OUIMATEC'S FORTRESS

Resting against a steep cliff, Oumatec's fortress towers over your party. The three-story structure would dwarf some castles in the five realms. Built of block painstakingly shaped to fit perfectly, the walls appear as if they were carved out of a single massive stone. Four wide towers encircle the fortress and a gigantic overhang, supported by five buttresses, juts out from the top level. Covering the overhang is a complex dome made of steel and glass. You wonder how such a complex structure could have been completed in just two years.

JUDGE'S NOTE: If the party is arriving disguised as the diplomatic party, or if they are covertly following them, skip ahead to Area 1-10.

A wide flight of granite stairs leads to an entryway made of two solid oak doors banded with iron. At

the bottom of the stairs, resting on two columns are cast bronze sculptures of owls. As you approach the stairs, the eyes on the sculptures begin to glow with an orange, hazy light and the voice of Oumatec booms from them, some sentences from one, the rest from the second:

"Ah, the mighty simpletons have returned! Was it not enough you received more money than a trading guild could make in a lifetime? Now you must meddle in affairs you could not begin to comprehend! Or have you been overcome with a case of seller's remorse? Could you not stifle your urge to wield the power I have mastered thanks to your brainless decision to sell the most coveted magical research in the five realms? Well, I'm sorry to say, whatever your motivation, you have travelled a long way to be severely disappointed; but, by all means, give it your best try. I do so love the persistence of the cretin. They will bang their heads against stone walls to deny the pitiful truth that they can do nothing to change circumstances best controlled by their superiors. Do hurry though. I fear others may try to succeed before you." As Oumatec's voice fades away, so does the glow on the statues.

The statues have no magical properties of their own, and though of some value, would require considerable effort to remove from the granite columns and would weigh 50 pounds each; hardly worth the effort.

Any thief wishing to climb the walls of the fortress will have an extremely difficult time finding any holds in the wall. Make a DC20 Climb Sheer Surfaces check for each level climbed. Failure results in 1d6 damage for every level. On a 6, the character breaks a bone resulting in a permanent loss of 1 point of Strength or Agility (player's choice). Even if the thief manages to make it to the top, they would have to find a way to enter through the 1/8" glass dome.

AREA 1-1: ENTRYWAY

The main doors to the fortress open nearly effortlessly, as if the occupants have no concerns over potential invaders whatsoever. The 20-foot square entryway is lit with glass spheres filled with a fluorescent-white liquid hanging by metal cords from the ceiling. The walls are made of red brick

and contain one doorway to the north and south, and two doors to the west. Your inspection of the room is cut short by the discovery of a party of Elves inspecting the doors. They are clothed in green cloaks which show hints of metal armor underneath. Two carry longbows and all of them are armed with longswords. At your entrance, they swivel around and ready their weapons except for one who has the air and attitude of the leader. The tall woman with silvery white hair, sizes your group up and, with a snort, begins to chide your party.

"Of course it's you," she spits. "Have you not done enough damage already? How could you not know better? Magic is much too complex and unpredictable for humans to fully master. Only the wisdom of elven kind gained from centuries of life in this world could ever tame its mysteries. Now, for nothing more than greed, your people have unleashed an abomination greater than you can handle. Leave now and let the natural masters of magic handle this."

The elven leader is not interested in teamwork. She believes by overcoming Oumatec, the elves can teach the humans a valuable lesson about leaving magic to "the more capable.". The elves will also not agree to venture into the fortress ahead of the party stating they have no interest in taking the brunt of Oumatec's traps and minions only to be stabbed in the back later by self-interested adventurers.

If the party attacks, the elves will flee to the forest, vowing revenge on the party and the City of Pinecliffe (which could be very problematic in later adventures as the party has now created an international conflict).

The party will need to negotiate with the elven leader. The Judge shall allow the party to designate a spokesperson to present the party's position and motivation, and then make a Personality check. The Judge can add bonuses and penalties to the check depending upon the reasonableness of the party's argument and the party's attitude. Additionally, the Judge can add bonuses if the spokesperson is elvish or can speak fluently in the Elvish tongue. Use the following table to determine the outcome of the negotiations:

CHECK RESULT	OUTCOME	XP AWARDED
7 or lower	The Lieutenant has never been more insulted in her life! She gathers her force and leaves the fortress proclaiming: "Pinecliffe will suffer for your arrogance and foolishness!"	0
8-11	The Lieutenant directs her squad out the main entrance and states she will be returning with a larger force to correct what you will most certainly mess up. She demands the works of Melifex be turned over to her or prepare for war with the Elven Nations.	1
12-14	The Lieutenant directs her squad out the main entrance stating: "It's your funeral. The world will be better off without you anyway. Still, it will be easier for us tomorrow after you remove some of the hazards for us."	2
15-17	The Lieutenant is convinced of your intentions and wishes you luck. However, she states the Elven Nations will want to negotiate for the recovered works of Melifex and Oumatec.	3
18 and higher	The Lieutenant is convinced your plan is the best possible option and approves of your intentions. She wishes you luck, but states she will not join you out of fear your actions may affect the safety of her squad .	4



AREA 1-2: ROCK DROP

Lit in the same manner as the entryway, this small, narrow chamber seems completely empty. A nook has been made in the east wall where it seems one brick has been removed. In the back of the empty space is an opal-like crystal set into the stone. Above you, the ceiling glows a translucent blue, and beyond the glowing ceiling; you see large boulders, rocks, and sand.

A successful DC13 Find Trap check will reveal the brick above the nook is not mortared into the wall and could move downward. If the party discovers the secret door in the southeast corner, they will notice the door slides inward and then to the right like a solid curtain. The door and the brick are connected so when the door moves, the brick covers the crystal. When the crystal is in darkness, the **Force Manipulation** spell holding the boulders and rubble will dissipate and the resulting cave-in will bury anyone in the room, causing 3d10 damage.

Buried characters have a 20% of suffocating before they are dug out by their party.

The space containing the crystal is only large enough to fit a hand into. Removing the crystal is impossible due to the narrow space in which to work. Placing anything in the space, such as a hand, will cause the ceiling to fade. Breaking the crystal will cause the ceiling to dissipate in random areas, releasing the boulders and rubble. However, characters may escape the damage with a DC13 Reflex save. If not, they will be pummeled for 3d8 damage, but not buried.

The trap can be disabled by placing an object, such as an iron spike into the nook to prevent the brick from moving. The secret door is a fake and only opens to a solid block wall.

AREA 1-3: FIRE TRAP

This narrow rectangular room is lit by oil lamps hung from each wall. The room, including the ceiling is made entirely of red brick and is completely empty. A slight odor of lamp oil hovers in the air.

Carefully searching the room will reveal 12 “weep holes” in the mortar on the ceiling. The holes are connected to a system of tubes leading to a tank filled with distilled lamp oil and pitch (which are above the ceiling and cannot be seen). Carefully searching the south wall will reveal a concealed handle that, when pulled on, releases a valve on the tank and fills the room with the volatile liquid to be ignited by the lamps. Any character in the room will suffer 1d6 fire damage for one round and 1d6 every round until the character can leave the room and extinguish the flames on their body. Any character within 5' of the doorway will suffer 1d6 fire damage.

The trap can be disabled by plugging the weep holes in the ceiling or dousing any sources of flame in the room. However, characters in the room will be soaked with the oil/pitch mixture and their clothing for the next 5 turns could burst into flame if it comes within 5' of an open flame (1d6 fire damage + 1d6 every round until extinguished). The handle to the “secret door” is a fake.



AREA 1-4: LIGHTNING TRAP

This narrow rectangular room is unlit. The room, including the ceiling is made entirely of red brick. The door is weighted to swing shut if not propped open. On the far north wall, you barely perceive a small shiny object.

The shiny object is a large zircon gem with a Lightning Bolt spell stored in it. As soon as the gem is exposed to torchlight or greater, it will discharge the spell with a +5 spell check modifier. The gem has only one spell stored into it. The trap may be disabled by covering the gem or shattering it. The gem can be pried out by a thief and is worth approximately 35gp.

AREA 1-5: ENTRANCE

This narrow rectangular room is lit by oil lamps hung from each wall. The room, including the ceiling is made entirely of red brick and is completely empty. On each wall is a nook created by removing

a brick. Inside each nook is a green crystal. A light coating of sand covers the floor.

The green crystals are made of glass and are worthless. No footprints can be seen in the sand. If the secret door is discovered, the party will notice a brick that seems to be not mortared into the wall. Pushing on the brick will cause it to slide inward revealing a handle on the right side. The handle will cause the door to swing inward.

AREA 1-6: HALL OF GLASS

The first thing you notice as you step into this brightly lit room is your own reflection in a 5' wide mirror that stretches from floor to ceiling. Throughout the room are similar glass partitions arranged in random fashion, some mirrors, others clear glass. The scene beyond the clear glass is of more mirror and glass partitions. You assume this is a maze of some sort, but this one seems to have no solution as you frequently encounter dead ends.

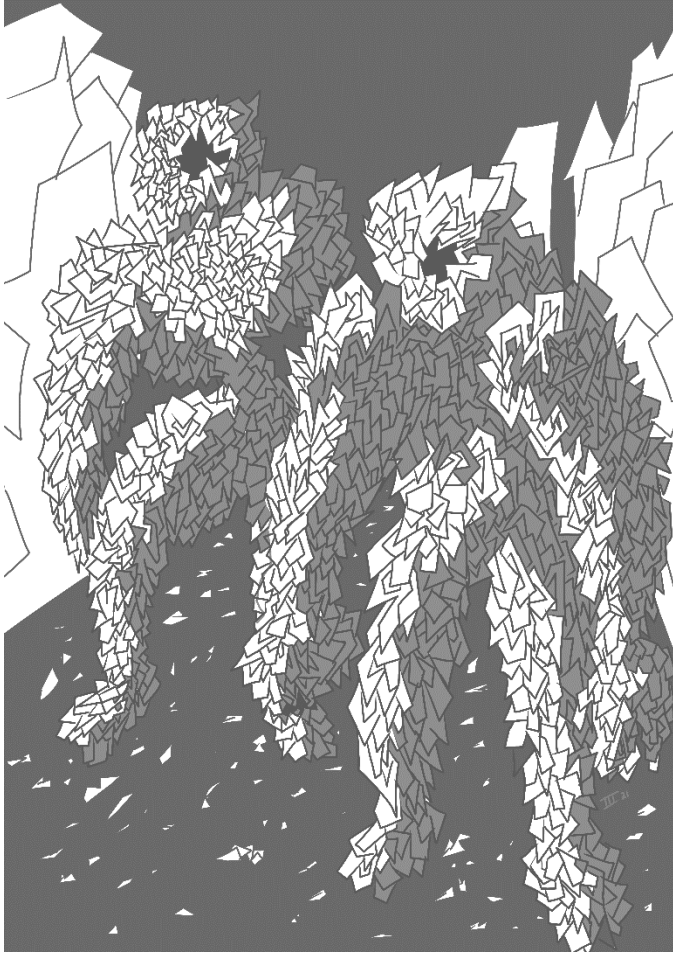
A successful attempt to detect magic will show the whole room is enchanted with a type of conjuring magic. The mirror and glass walls have no magical properties. The only way to pass through the room is to break the walls. The mirrors and glass will shatter easily, no check required. Once the party has shattered three walls, read the following:

When you shatter the wall, the shards of glass fail to fall to the floor, but instead hover in the air. The shards begin to swirl, picking up pieces from other broken walls. The spinning increases, creating a funnel cloud of glass shards. Suddenly, a being eight feet tall and completely made of glass shards steps out of the funnel and begins to attack.

The construct is a Shardian. The Shardian will attack the nearest party member, but will switch targets, if it can, to anyone who uses spells or a magical weapon against it. It makes two attacks per round, slashing with its jagged arms as if they were swords, and has a critical range of 19-20. Once per day, a Shardian can spray a cone of powdered glass 15' wide and 10' long. Anyone caught in the cone must make a DC12 Reflex save or be blinded. The glass powder will embed itself into the eye and cannot be simply washed out. Only clerical healing

of a “blinded” condition will restore the character’s sight.

Shardians are immune to spell effects against the mind (sleep, paralysis, charm, etc.) and cold attacks. They take an additional die of damage from heat attacks. When a Shardian loses half its hit points, it will use one of its action dice to shatter walls in order to summon more Shardians. Any ranged attack that misses a Shardian has a 35% chance of shattering a wall near it. Shattering three walls will conjure another Shardian.



SHARDIAN (As CONJURED) Init +1; Atk Slash +4 melee (1d8), AC 14; HD 4d12; hp 28 each; MV 20'; Act 1d20 + 1d20; SP Glass Spray 15'W x 10'L DC12 Reflex save or blinded, immune to sleep, paralysis, charm, mind effects; SV Ref +0 Fort +4 Will +3; AL N

AREA 1-7: HANDLERS AND SLAVERS

JUDGE’S NOTE: If the party encountered the Rot Brutes in another area, this room will be unoccupied.

Despite the braziers of incense throughout the room, you can still detect the putrid stench of rotting flesh. Five burly humans clothed in long cloaks with their hoods up are at work in this storeroom sorting through what looks like a large pile of personal belongings. Along the north and west walls are open crates for storage of each type of item: footwear, shirts, cloaks, tunics, and other personal items. A small chest sits on a shelf on the south wall and appears to contain various pieces of jewelry and coins.

The workers don't seem to notice you as they labor on. One turns around after loading a crate and stops abruptly. He stretches out his arm, points at your party and shouts an alarm. You are stunned by the sight of the arm no longer concealed beneath the cloak. Covered in blood-filled pustules and sores along its entire length, it looks as if the skin will soon rot and slough off the arm completely. Around you, the other humans drop their cloaks and brandish weapons. Like their companion, they appear totally consumed by disease and rot and you stand amazed at the fact they are alive at all.

The humans are Rot Brutes, a sinister creation of Oumatec using Melifex's research. They are not undead and cannot be turned by a cleric, but they do not need to eat, drink or sleep, and are immune to disease, and poison. A Rot Creature lives the awful existence of reliving the dying process repeatedly. They have an identity, but their mental state is flayed beyond any point of sanity. They are either completely detached from reality or are savagely aggressive.

A Rot Brute is covered in large tumor-like pustules that will burst in a 5' circle when the Rot Brute takes its first damage. Anyone caught in the spray must make a Fortitude save at DC13 or be infected. The infection will sap a point of Stamina every turn and will cause a fever which will result in all ability checks at -1d until healed. When reduced to 0 hp, a Rot Brute will regenerate in 10 rounds and may not

take any action until fully regenerated. Complete mutilation of the body or burning will stop the regeneration.

ROT BRUTES (5): Init +3; Atk Mace +3 melee (1d6+2), AC 13; HD 3d8+3; hp 12, 18, 18, 19, 23; MV 30'; Act 1d20; SP rot splatter when hit 5'r cloud DC14 Fort save or -1 stamina per turn, all checks at -1d, regeneration, immune to disease and poison; SV Fort +5 Ref +0 Will +4; AL C

The Rot Brutes handle the slaves brought in for experimentation. They remove all the captives' personal items either for reuse or disposal and lead them through the southwest door to the holding area.

The Rot Brutes wear worn out pieces of leather armor, more to hold their insides in than for protection, and carry simple maces. One has a small steel key on a leather lace around his wrist. The personal items are of little value. The small chest contains several pieces of costume jewelry and a few rings worth 57gp. The chest also contains 305cp, and 77sp.

AREA 1-8: HALL OF EXPERIMENTATION

You shake your head in revulsion at the smell assaulting your nostrils and peer with shock and pity at the awful scene before you. At least a score of dirty, unkempt people in nothing but flimsy undergarments either lay in crudely fashioned wooden cots or sit hopelessly crying on the floor. Several buckets of excrement are stationed throughout the room but have probably never been emptied. A particularly large vat seems to collect waste from a room above. Two sets of iron bars separate you from the filthy wretches inside the prison. A lever is attached to the wall near the doorway and another lever hangs from the East wall in the space between the two barriers. At your arrival a few of the prisoners look up at you but say nothing. It appears they have no hope left.

The ragged mix of humans, and halflings have been kept here to be used for Oumatec's experiments to master the work of Melifex. The levers are locked in the up position and can be moved by using the key found on the Rot Brutes or by picking the lock (DC15). Lowering the lever at the doorway will lift

the first set of bars. Lowering the second lever will bring the first set of bars down and will lift the second set once the first set is secured.

As you enter the prison, the people begin to scurry away from your party and congregate against the south wall. They do everything they can to not make eye contact with you and they shrink away as if they could make themselves invisible by pressing into the wall. They do not respond to questions and simply look away and whimper when spoken to.

The prisoners are thoroughly broken mentally and in spirit. Even if offered escape, they will simply continue their whimpering and groveling. A larger rescue party will need to be used to evacuate them all.

If the party tries to access the second floor via the hole in the roof above the large vat of excrement, they will need to set a grappling hook and have at least 20' of rope to climb. The upstairs privy can be grappled with a DC16 Agility check. For each character climbing, there is a 15% chance the grapple will break the wood it is attached to and send the climbing character into the large vat. The character takes no damage but is completely socially unacceptable for the remainder of the adventure and a new DC18 Agility check will need to be made to re-attach the rope to the privy.

A third set of iron bars to the west is controlled by another locked lever to the left and opens into a circular room filled with horrors. Strapped down on three metal tables are the deceased victims of Oumatec's experiments. One casualty looks like a cross between a human and a bear, another halfling-sized creature sprouts insectoid features on her face hands and legs, while a third resembles a melted wax statue. All have been thoroughly dissected and, judging by the looks on their faces, were still alive during the procedure. Racks of medical instruments line the walls, and jars of preserved body parts and organs sit on shelves. A spiral staircase leads upward to a metal door with no handle. Several glyphs etched into the portal give evidence the door is magically sealed.

A Knock spell check of 19 will open the door into Area 2-7. Once the party has stepped through the door, it will slam shut on its own.

AREA 1-9: GRAND HALL

JUDGE'S NOTE: If the party encountered two of the suits of Enchanted Armor in another area, this room will have only two suits and the Rot Knight.

Unlike the other areas within the fortress, this hall is well-lit and decorated with paintings, suits of banded armor with polearms, and a soft orange carpet. As you round the second turn leading to a staircase on the east wall, a figure in banded mail and a helmet with the visor down steps forward and holds her hand up to halt you. The sound of clanking mail alerts you to the suits of armor with no one inside them moving from their pedestals to block the exit to the rear. "Show your credentials. Which one of you is Count LeFavre?" a raspy female voice demands.

The raspy voice belongs to a Rot Knight, another of Oumatec's creations. A Rot Knight resembles a humanoid whose blood has completely drained and whose veins have been filled with a black oily liquid. Once a day, a Rot Knight can spray a mixture of stomach acid and bile as a ranged attack that, upon contact, will cause 1d8 damage the 1st round and 1d6 the 2nd. A Rot Knight has the same resistances and regeneration abilities as a rot brute.

If the party is with Count LeFavre, he has a 35% chance of crying out for help and causing the Rot Knight and Enchanted Armor to attack.

The credentials the Rot Knight wants to see are the letter of introduction and the brass medallion.

JUDGE'S NOTE: Ensure the party physically gives you the letter of introduction. They may not refer to it during questioning.

Out of an overabundance of caution, the Rot Knight will ask a random question about information on the letter (Who signed it? What symbol is it sealed with? What is Count LeFavre's first name? etc.) Any failure to answer correctly will result in the party being attacked.

ROT KNIGHT (1) Init +5; Atk Longsword +5 melee (1d8+2); AC 17; HD 3d12+3; hp 17; MV 25'; Act 1d20+1d20; SP Breath Weapon (30' acid spray – Ranged

attack 1d8 1st round & 1d6 2nd round), Regeneration, immune to disease and poison; SV Ref +3 Fort +7 Will +6; AL C

ENCHANTED ARMOR (4) Init -1d; Atk Polearm +2 melee (1d10); AC 16; HD 2d12; hp 12, 12, 13, 14; MV 20'; Act 1d20; SP Immune to sleep, charm, paralysis, mind effects; SV Ref +0 Fort +4 Will +1; AL N

All armor and weapons from the guards and the Rot Knight are common. The Rot Knight has a medallion under her armor made of silver with the same symbol on it as the brass medallion and the name "Herja" engraved on the back. The medallion is worth approximately 11gp.

AREA 1-10: SECRET ENTRANCE

JUDGE'S NOTE: If the party is arriving in the carriage disguised as the diplomatic party, read the following. Otherwise, skip to the next note.

It strikes you as odd the carriage does not pull up to the fortress entrance, but instead begins to weave to the left side and to a stand of tall grass and trees. The carriage bounces through the brush and circles around the fortress to the northernmost tower where you spy a small corral with a spotted horse eating from a trough and riding gear stored in a small, covered outbuilding. The carriage, however, has no intention of stopping there but continues to make a straight path towards the cliff face. As you brace yourself for the painful impact, you inexplicably pass right through the cliff wall and into a large cave lit by glass spheres filled with a bright milky-white fluid.

JUDGE'S NOTE: If the party has been trailing the diplomatic party read the following.

You are somewhat startled when you see the carriage run off the paved road and into the brush. Thinking the carriage went out of control you rush forward to see the outcome only to find the carriage has turned into a well-hidden side road. Spurring your mounts on, you see the carriage circle the outside of the massive three-story fortress and pass by a small corral with a spotted horse eating from a trough and riding gear stored in a small, covered outbuilding. To your dismay, you see the

carriage barrel headlong into the cliff face and disappear as if the cliff opened a mouth and swallowed them whole. You follow suit, albeit more carefully, and enter into a large cave lit by glass spheres filled with a bright milky-white fluid. Before you stands the Count's guards ready to attack.

If, for some reason, the party manages to find their way here on their own it would require an extremely careful search to figure out that part of the cliff face is an illusion. A spellcaster would be able to use a Detect Magic spell or succeed at a DC17 Intelligence check. Even then, the character would need to tell the Judge they are carefully examining the rock face during their check. Once inside the cave, if they have not dealt with the diplomatic party, the characters will be attacked by the Count's guards.

Once safely inside the cave and any combat is resolved, read the following.

Three sets of double doors are constructed into the west wall. The first set has a wooden plaque on the header with a picture of a rolling pin carved into it. The second set has a similar plaque with a picture of a stick figure with its hands cuffed. Finally, the last set is made of a fine red wood with pictures of owls ornately carved into the doors with a gold overlay.

AREA 1-11: GALLEY

A galley and kitchen have been set up to receive food and supplies from the secret cave entrance. The room is a flurry of activity with pots boiling, pans frying and utensils at work. The only problem is there are no people in the room. It appears as if the cooking utensils are working on their own. All at once, the work stops. The utensils hover in the air and a timid, polite voice asks: "Excuse me, are you lost?"

The kitchen is manned by three invisible servants ("Lillian", "Horace", and "Argyle"). They have no reason to believe the party is nothing more than more diplomats and will kindly tell them they are in the wrong room and ask where they want to go. If threatened, they will flee the area and inform the Rot Brutes and the Rot Knight in areas 1-7 and 1-9. The brutes will arrive in two rounds and the enchanted suits of armor will arrive in three. The

Rot Knight and two suits of Enchanted Armor will stay at their post.

If the party makes a painstakingly careful search of the room (involving touching and/or pushing on walls), they may discover the north wall is actually an illusion and gain entry to Oumatec's private quarters.

AREA 1-12: OUMATEC'S QUARTERS

Paneled in fragrant cedar, with an oak floor, this room lacks the cold stone features of the fortress. A massive four-post feather bed with down filled pillows and blankets sits to the North and fine lacquered mahogany cabinets and wardrobes line the circular walls. A plush orange rug dominates the floor. Hanging from the ceiling and walls are tapestries which seem to be a tribute to Oumatec. One shows the wizard in a spell duel with a much older wizard, while another depicts Oumatec discovering a rare artifact. Still others show Oumatec's progression from a novice to the powerful mage he has become. Even more grand is a booth constructed of six mirrors that, when stepped into, reveals, in amazing detail, every angle of the reflected person. All the furnishings are decorated with carvings, weavings, and statues of owls throughout. Most impressive is a carving, inlaid in gold leaf, with the word "ENLIGHTENMENT" across the entire length of the bed's headboard. A spiral staircase hugs the south wall and leads to a ledge with a wooden door. Next to the left side of the bed is a platform, recessed into the floor. The platform appears to be made of a smooth smoky quartz, 5' in diameter.

Oumatec's chamber is a grand tribute to the one person he loves the most, himself. The wardrobes contain opulent clothing, all colored orange or detailed with orange cloth, beads, and crystals. A leather-bound book sits on top of a small writing desk. This well-worn book contains Oumatec's philosophies. While perusing the pages, the characters will realize the journal is not so much a personal reflection as a manifesto to be passed down to further generations of his utopian society. The furnishings and clothing, while very expensive, would not be portable or useful.

JUDGE'S NOTE: Provide the party with Handouts #2 and #3.

The quartz platform is used for Oumatec to teleport to various locations throughout his fortress. This conduit can only be activated by wearing the Spell Focus possessed by Oumatec.

The door at the top of the staircase leads to the library in area 2-7. If the party tries to move the furniture, they will discover one wardrobe seems to be much lighter than the others. If pulled away from the wall, it will reveal a hinged door with a stone façade leading to the corral in area 1-10.

JUDGE'S NOTE: The final two rooms on level one can only be accessed from the staircases in Area 2-7.

AREA 1-13: CHEMISTRY LAB

Beakers and flasks bubble and hiss while an acrid smell fills the air as you descend the spiral staircase to this chemical laboratory. Several workbenches contain complex constructions of glass vessels, tubing and distilling equipment. A large shelf on the south wall contains a menagerie of natural compounds ranging from lizard urine to the blood of an elven virgin. Jars containing what can only be described as preserved body parts fill the lower shelves. A metal vault, secured with a padlock, is connected to the east wall. Each bench has a sheaf of unbound papers scattered along them. All four benches seem to be distilling an indigo-colored liquid. A spiral staircase leads upward to a metal door with no handle. Several glyphs etched into the portal give evidence the door is magically sealed.

Oumatec's chemical research can be deciphered through the notes scattered among the tables, although only spellcasters, apothecarists, or similar professions would be able to make a DC15 Intelligence check on a d20 to understand them. Any other characters would use a d16 or D14 depending on their familiarity with alchemy or brewing/distilling. The papers contain notes on how to create potent potions of healing in order to augment one of Melifex's spells to utilize necromantic healing to potentially make a person

immortal. Characters wishing to sample the contents of the four tables must tell the Judge which table they are sampling (even if they are just dipping their finger in to taste), and the judge will consult the table below:

TABLE	EFFECT	SAVE
1	The syrupy liquid has an unexpected taste of saffron. The potion begins to warm the character and cause minor sweating but heals 1d5 points of damage.	NONE
2	The liquid tastes and burns of strong alcohol. It immediately causes violent stomach cramps and eventual projectile vomiting. Character will have a -2 penalty to all checks, including combat, for 5 turns. Save for no effect.	DC14 Fort
3	The liquid is nearly too sour to stomach. It immediately brings racking pain and swelling to your throat and windpipe. The pain steadily increases, and it becomes extremely difficult to swallow or breathe. The character will pass out in 1d6 rounds and must save to avoid suffocating.	DC13 Fort or death by suffocation. Successful save leaves the character unconscious for 1d5 turns and loses 2 points of Stamina (calculate penalties as needed)
4	This light, refreshing liquid gives you a feeling of rejuvenation and revival, almost as if you woke from a long. Peaceful slumber. Any ability losses or conditions are automatically healed.	NONE

The chemical components are inert and will cause no harm. If a character is looking for a specific spell or alchemical component, they may make a DC11 Luck check to see if the particular component is stored.

The metal vault is padlocked with a DC14 lock. The lock will open on a Knock spell check of 14 or higher. Inside are four flasks of different colored liquids. Fortunately, Oumatec labelled each flask, so experimentation, or detection will not be necessary.

- **POTION OF INVISIBILITY:** Filled with a moldy smelling magenta colored liquid, the potion renders the user invisible for 1d4+1 hours or until they make an attack.

- The liquid in this flask smells like lamp oil. The label of the flask states "Universal Solvent". It will dissolve any glue-like substance such as webs, etc. If used on a primordial ooze, it will cause 2d10 damage.

- **POTION OF GROWTH:** A clear substance that can easily be mistaken for water causes the imbiber to grow to double their normal size. Their strength increases by +6 and they gain 2d6 extra hit points. They return to normal size in 2d6 rounds.

- **POTION OF SPEED:** A syrupy, honey-tasting concoction, this potion gives the user an extra action die equal to their lowest action die and double their movement speed for 1 turn.

A Knock spell check of 19 will open the door at the top of the spiral staircase. Once the party has stepped through the door, it will slam shut on its own.



AREA 1-14: HALL OF TORMENT

Descending the stairs along the wall of this circular room, you can feel fear, agony, and hopelessness penetrate your consciousness. The scene below you gives you goosebumps and makes your heart beat rapidly. In the center of the room, confined within a magical ward in the shape of a double pentagram is what can only be described as a demon from the lowest pits of the plane of torment. Having the head, thorax, and appendages of a mantis and the lower body of an ox. It busies itself with two helpless victims also trapped within the magical ward. The demon gives a clicking cackle while it takes its time flaying the skin from its victims and blasting their minds with what seems like psychic energy. Just when you think the victims are dead, you see them slowly regenerate. Their rendered limbs reattach, the blood spilled seeps back into their bodies and their many bruises and cuts seal up. The demon shrieks in joy and begins its grisly work all over again to the sounds of the wails of agony and horror from the two humans.

At the sight of the party the demon drops a limb from one of the humans and hisses in a bubbling insectoid voice: "Who isss thisss who disssturbs my work? You are not the mage who imprisoned me and left me thessse two wretches to play with. I tire of this, but I am powerlessss to essscape to my home. How I wish I could repay him who hasss made me hisss ssslave!"

The demon will more than gladly tell the party the secret to the magical ward on the floor. The ward is constructed of pure silver hammered into the floor. One need only pry away a small section of each pentagram to break the demon's binding.

Those who think they have gained a powerful ally against Oumatec have a disappointing surprise waiting. For, as soon as the magical ward is broken, the mantis demon will howl in glee and immediately attack the party.

MANTIS DEMON (1) Init +1; Atk Bite +1 melee (1d8) or crush +3 melee (1d6 + flay); AC 13; HD 3d12; hp 20; MV 30' (Fly) ; Act 1d20; SP Flay – On crush attack, flays skin doing 1d4 bleeding damage per round until healing applied, Demon Traits; SV Ref +3 Fort +3 Will +3; AL C

- Demon Traits
 - Speech (Common, Infernal)
 - Infravision, darkness (+4 check)
 - Half-damage from non-magical weapons
 - Half-damage from fire

If the demon is defeated, it will return to its plane of existence with a roar of rage and an oath to seek the party out for vengeance. Read the following:

One of the two hapless victims, a man dressed in the clothing of a noble has succumbed to his torture and, without the ward's healing power, has perished. The other prisoner, an elderly man with a long white beard props himself on his elbow and in a weak raspy voice, tells his story:

"Please hear me out as I fear I have little life left without the healing magic of the ward and I must tell you of Oumatec. The corpse you see before you is the head of a merchant guild who was intensely hated by Oumatec. I am Gilfan, once a teacher and mentor to the wizard. He was a very gifted young man who came to me without any family as his parents died of a great famine that many, including the boy, blamed on the greed of merchant guilds who rationed out food to keep prices high. He broke his leg when he participated in a raid on one of the merchant guild's warehouses and was trampled by one of the Regent's horsemen. He wanted to study magic to 'right the wrongs of the world' and I should have discouraged him, but he had a sharp intellect and my arrogance fooled me into thinking I could sway his mind in time with discipline and training. "

"He grew in power and discipline, but his worldview never changed. He blamed every wrong in the world on the foolishness of people and his rants on the world needing a logical force to direct people to perfect, reasonable outcomes became more heated. Tired of his impertinence, I sent him out. However, it was too late. He had become powerful enough to increase his capabilities without a mentor. I began to clearly see his intentions of manipulating and hurting people to create his 'more perfect world' and I tried to intervene. Our spell duel lasted hours, but he bested me and sentenced me to an eternity of misery for my so called 'betrayal of truth'."

"I beg you, please be merciful to the man. I realize he poses a great danger to the realms, but I know within him is still a young man wanting peace and a sense of justice. If only someone could break him of his rage and the worldview that poisoned his mind. I can give you no aid of my own, but I remember a phrase he repeated to me and attributed to his mother: 'In this world there is evil and confusion, but our only duty is to make sure our contribution is good and fair.'" And with that, the grizzled magic user takes his last raspy breath and expires.

Characters wishing to pry up the silver pentagrams hammered into the floor can do so and will collect five pounds of raw silver worth 160sp.

AREA 2-1: APPRENTICE'S COMMONS

As you ascend the stairway to what you believe is the second level of the fortress, you immediately notice the east wall is a bare cliff face and no attempt to create a finished wall was made. Topping the staircase, a long, narrow hallway, only wide enough for one person at a time, stretches out for 50' before opening into a larger area. While creeping along the hallway, the stone of the cliff face begins to swirl and warp as if becoming liquid.

If any character in the party is wearing the brass or silver amulets, the Stone Snares in the cliff face will not bother the party, but the amulets must be visible. Poking one's hand or arm into the swirling stone will cause the stone to begin to solidify. The character has three rounds to pull their appendage out or be permanently fused to the wall, requiring the stone to be hammered away. The Judge can decide what ill effects happen from the excavation.

If the amulets are not visible, five giant arms made of stone will attempt to grab the party members. If they succeed, they will drag the victim into the stone cliff where it will permanently harden in three rounds, instantly killing the character. If during the three rounds, the character succeeds on a DC15 Strength check, or the Stone Snare takes more than 4 points of damage on a single hit. The character will be dropped.

Hitting a stone snare with a non-magical weapon has a 20% chance of shattering the weapon. Magical weapons have a 5% chance.

STONE SNARES (5) Init +1; Atk Grab +3 melee (drag); AC 10; HD 2d8; hp 8, 10, 11, 12, 13; MV 5'; Act 1d20; SP Drag, DC15 Strength check within 3 rounds/4HP damage on one hit or instant death; SV Ref -3 Fort +5 Will +0; AL N

The open area contains eating tables, couches, plush chairs, and a woven orange carpet. The hallway to the South leads to the Apprentice's chambers while the door to the West leads to the illusory staircase.

AREA 2-2: APPRENTICE'S CHAMBERS

A row of apartments along this corridor to the east and west are sparsely furnished dorms. Each contains a bed, wardrobe, reading chair, and desk. The rooms are slovenly and seem to only be used for sleep. A small chamber to the southwest holds a privy. Looking down the privy shaft you see the privy hole empties into a vat of excrement on the first floor in a room that looks like a prison.

If the party has been to Area 1-8, they will recognize it immediately. If they wish to set a grappling hook on the privy, they will need at least 20' of rope. Each character climbing down has a 15% chance of breaking the grapple's hold on the privy and landing the character into the vat. The character takes no damage but is entirely socially unacceptable for the remainder of the adventure.

The apprentice's rooms are filled with dirty laundry, eating utensils, and other mundane items. There are no items of interest in the rooms.

AREA 2-3: MENTOR'S CHAMBERS

A more private apartment to the southeast is furnished more comfortably than the apartments along the hall, with a double bed, wardrobe, carpet, vanity, and a well-crafted desk. However, like its more mundane rooms, this room is unkempt with clothing draped over chairs, an unmade bed, parchments scattered along the desk, and barely used grooming supplies littering the vanity.

The room is the residence of the mage mentor for Oumatec's apprentices. The parchments on the desk contain hand-written notes regarding theories of the essence of clerical magic. One parchment

suggests the possibility of a live dissection of a cleric's brain.

AREA 2-4: CLERICAL CHAMBERS

Furnished in the same fashion as its neighboring room but unlike it, this room is impeccably kept. all contents have been neatly stored and placed in an orderly fashion. Draped across a mannequin on the south side of the room are priestly vestments. A book of meditations rests in the exact center of a desk and two unlit sticks of incense flank the tome.



Any character familiar with religion will immediately identify the vestments and meditation tome as those of Ahriman, the god of death and disease. The sticks of incense are in holders of pure obsidian worth approximately 75gp each. However, it may be hard to find a buyer due to their dark nature.

AREA 2-5: ILLUSORY STAIRWAY

The door from the common area opens to the foot of a flight of narrow stone stairs leading approximately 20 feet upward. At the top is a landing ending in a solid wooden door with a ring for a handle.

The staircase is an illusion. As the characters walk up the steps, they will notice the upper door remains 20 feet away and the lower door remains 20 feet away regardless of how long they climb. The instant someone takes a step down, the staircase transforms into a steep slide carrying the party on a reckless ride to the bottom where they will crash

together, inflicting 1d4 damage each. As soon as the party reaches the bottom, the staircase will appear again.

There is no way to reach the “top” of the staircase. The party can easily exit via the lower door and into room 2-1 whenever they choose.



AREA 2-6: LECTURE HALL

A “U”-shaped pattern of desks lines the outside walls of the room. In their center sits an unoccupied metal examination table. To the far north is a

platform the color of smoky quartz recessed into the stone. Two humans, one in scholarly attire and another in clerical robes take turns lecturing six students sitting at the desks. All the occupants wear a steel medallion with the same design as the brass medallion. At your entrance, the lecturers stop and glare at you in annoyance. “And what is this interruption for?” sneers the scholar. “Another ‘diplomatic tour?’” Both lecturers wait in silence, arms crossed for an explanation.

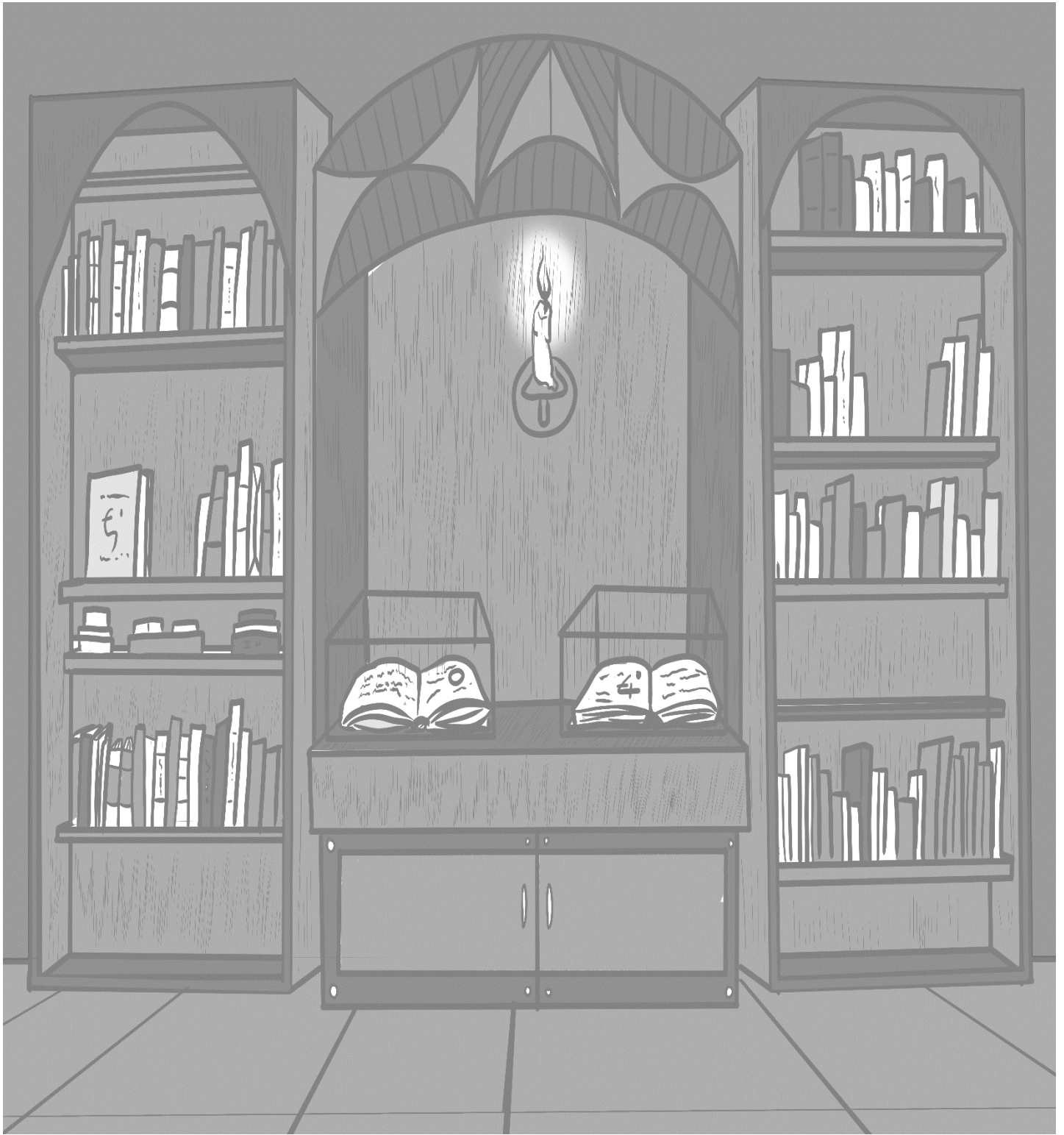
For the party to have any credibility, they must show the brass “Enlightenment” medallion. If they show the silver medallion, they will be relentlessly grilled on why Herja is not with them.

Once again, the Judge can decide whether the party’s story is believable or if Personality checks need to be made. If the party fails to convince, the mages and cleric will flee to the north side of the room, stand on the quartz platform, and wink out of sight. Their medallions are attuned to a Teleportation spell in the platform, and they have been transported to a safe house nearly a quarter mile away as they did not prepare any combat related spells.

If they show the brass medallion, the lecturers will gripe and complain at the party as to the many distractions the apprentices must suffer through when all they want is peace to do their work. They will point with annoyance at the door leading to the stairway.

If the party attempts to attack the group, they will flee to the quartz platform and wink out of sight when they step on it. Their medallions are attuned to a Teleportation spell in the platform, and they have been transported to a safe house nearly a quarter mile away as they did not prepare any combat related spells.

If the party steps on the quartz platform, they must be in possession of the silver medallion to activate the magic in the platform. If used, the teleportation portal will take them to the Library in Area 2-7.



AREA 2-7: LIBRARY

Two 25-foot-wide circular rooms attach to a rectangular hall in this thickly carpeted room. In the center of the hall sits a platform recessed into the floor made of a smoky quartz. The circular rooms and hall are packed full of bookshelves, reading tables, and writing desks. A collection of books that would nearly rival the great library in Arvanta cover a multitude of topics from astrology to mathematics and horticulture. Two grimoires reside in small glass vaults with delicate wooden indexes to turn the pages. A spiral staircase in each circular room leads both downward and upward. However, each direction is blocked by a metal door with no handle. Several glyphs etched into the portals give evidence the doors are magically sealed.

The stairs lead downward to rooms 1-8 and 1-13 and upward to rooms 3-2 and 3-3. A Knock spell check of 19 will open any of the portals. Once the party has stepped through the door, it will slam shut on its own. The quartz platform will teleport party members to Area 2-7 if they are in possession of the silver medallion.

The glass vaults can be shattered easily. The tomes are the grimoires of Arcanus Melifex (translated) and Magus Oumatec. Characters perusing these works will discover three new spells copied into Oumatec's grimoire.

JUDGE'S NOTE: Provide the party with the spell descriptions as well as the cover page in the "New Spells" section.

You once again possess tomes of the most powerful magic on the continent, and you are once again faced with a dilemma: Destroy the tomes and put an end to every covetous mage's thirst for the power that drove Melifex mad and Oumatec to unspeakable cruelty or use the knowledge for yourself.

Characters wishing to study the works for their own gain will be drawn into the depths of the wizards' unholy work. After a month of study, the character must make a DC12 Will save or suffer a minor corruption. If they continue their study, they will need to make checks for the next three months at DC13, DC14, and DC15 respectively or suffer the same result. Any magic user able to succeed at all four checks will unlock the mysteries of Melifex's and Oumatec's work and will receive 100 experience points and a permanent +2 to their spell check modifier. Additionally, they will gain access to 1 third-level, 1 fourth-level, and 1 fifth-level spell of their choosing. However, this comes at a cost of 1 permanent point of Stamina, 1 permanent point of Personality, and 1 major corruption, determined randomly.

Destroying the works gives the player who destroyed the tomes the choice between receiving 1 permanent point of Luck or 1 permanent point of Personality. The party members who agreed to destroying the works each receive 20 experience points.



AREA 3-1: STRANGE BLUE ROOM

Opening the door to this room reveals what seems to be another dimension. The walls and ceiling of the room are completely cobalt blue. The floor is white with a blue grid on it marking out 10-foot sections. In the exact center of the room, the figure "3-1" in the same cobalt blue is etched into the floor. A stench, unlike any you have sensed before, fills the room and you stare at amazement as a long, thin, wingless dragon-like creature uncoils from the east end of the room. Moving on three pairs of legs the height of a dwarf, the 25-foot-long creature has scales for skin with cuts, bruises, and sores along the entire length of its body. Looking closer, you can see some parts have been sewn back on with rough twine, and vicious iron-like black spines jut from scales along its sides. Black blood, green pus, and mucus flow freely from nearly every pore. The creature rears up like a snake and growls in a voice like stones grinding together. This is odd for the master's visitors to be unescorted. Usually only the most gifted and intelligent come to the master alone. So, tell me, who gave you passage from the hall of armor or, better yet, who is intelligent enough for Oumatec's Enlightenment?"

The Corruption Wyrms' questions are actually a prompt for a password. If the party read the inscription on the silver medallion, they would know the Rot Knight's name is Herja. If the party read Oumatec's journal, they would know the answer to the question is: "Oumatec alone decides." Once one proper answer is given, the Corruption Wyrms will direct the party to the illusory walls to the west and warn them regarding the pit trap.

If the party says anything else, or tries to present Herja's medallion, the Corruption Wyrms will know the party is intruding and will attack immediately.

CORRUPTION WYRM (1) Init +8; Atk 2 Claws +8 melee (1d8 each), Spine Throw +8 ranged 100' (1d8), Bite +8 melee (1d12); AC 14; HD 8D12+5; hp 53; MV 30'; Act 1d20 + 1d20 + 1d20; SP Breath Weapon; SV Ref +4 Fort +2 Will +8; AL C

Breath Weapon (1 breath per day):

Cloud of disease: Cloud 1d3x10' radius Range 30' Fort Save DC13 or lose 1 point each of Strength, Agility, and Stamina. -1 to all checks including combat and saves.

The wall to the west is an illusion and anyone pushing against it must make a DC13 Reflex save or fall into the spiked pit, taking 1d6 damage. On the other side of the pit is another illusory wall that can be detected if pressed against.

AREA 3-2: BOTANY

The heat and humidity strike you immediately as you enter what looks to be a greenhouse at the top of one of the towers. A glass and steel dome covers the room. Rows of grow beds filled with gravel and moss catch a flow of water from a pipe in the upper east wall, drain to a basin below and funnel out to another pipe that leads to the floor on the west. Each grow bed is labelled with the plant, nomenclature and uses.

There is a 35% chance of finding a specific spell component if the character specifically asks for a plant component.

AREA 3-3: PLANETARIUM

The darkness in this room nearly causes you to trip over your companions as this room has no light. A glass and steel dome cover the circular room and a giant brass telescope dominates the room. On the walls hang charts of constellations, astrological signs, calendars, and mathematical formulae. One chart details when certain types of magic are most potent and what alignment of stars, constellations, and dates make those opportunities available.

AREA 3-4: OUMATEC'S PLANNING ROOM

The largest room in the complex, this structure is the pinnacle of architecture and design. The floors are polished marble with orange veins snaking throughout. The entire ceiling is a framework of glass and steel giving the occupant a magnificent view of the western realms. A gigantic table is placed in the center of the room and ten plush, throne-like chairs surround it. On the table is a

three-dimensional map of the realms with such intricate detail it appears as if you are soaring above the actual realms. A quartz pedestal, five feet in diameter sits to the far west of the room.

Your examination of the grand room is cut short by six disembodied suits of banded armor that form a semi-circle in front of you. A knight in banded armor stands behind the circle commanding them. The wizard in orange, looking exactly as you saw him at the auction, stands up from the table and claps his hands. "Outstanding! Truly amazing! I like to say I am never wrong, but I guess I am for once in my life. But, then again, the sheer tenacity of the stupid cannot be explained at times. I would so love to chat with you regarding your motives, but I fear that pressing matters need my attention. However, I would welcome a challenge to see who the master of this game is, wouldn't you?"

Oumatec will immediately challenge a spellcaster in the party to a spell duel and will offer a handsome prize for the winner: a thick golden chain with a large citrine gem mounted in a golden frame which he places on his war table. The pendant is a *Spell Focus*. Oumatec's spell focus provides the wearer with a +1 spell check bonus. Additionally, it provides a +5 spell check bonus to one spell of the caster's choosing. The +1 bonus may be used five times while the +5 bonus may only be used once, after which the gem will crack and the spell focus will lose all abilities.

If the other members of the party attack during the spell duel. Oumatec's forces will counterattack. If the party did not dispatch Count LeFavre and his Cleric, they will assist Oumatec as well.

If the party attempts to speak with Oumatec about the information given them by Oumatec's mentor, Gilfan, he will yell in a screeching voice:

"You are as blind as that old fool! Can you not see? I am bringing fairness to the realms! My realm of enlightenment will ensure only the smartest people will make perfect decisions based upon the greatest good! No more capricious decisions made by fools lucky enough to be born to a certain family, or deceitful enough to fool the people into following them. No! The Enlightenment cannot fail because it follows only facts and truth!"

He and his minions will attack immediately. The Enchanted Suits, Rot Knight, and LeFavre's Cleric (if present) will shield the mage at all times from attack as a first priority. Oumatec will not care about the safety of his guards and will cast spells regardless of their effects on his minions.

If Oumatec loses more than three momentum during the spell duel, or if he takes more than 5hp of physical damage, he will retreat to the quartz pedestal, teleport to his private chambers and use the secret door to the outside, where the horse is waiting, to make an escape. Any party member who wears the spell focus and has seen Oumatec's chambers may teleport to that location as well. If not, the wearer will be teleported to Area 2-7. It will take Oumatec five rounds to saddle his horse and escape.

ROT KNIGHT (1) Init +5; Atk Longsword +5 melee (1d8+2); AC 18; HD 3d12+3; hp 20; MV 25'; Act 1d20+1d20; SP Breath Weapon (30' acid spray – Ranged attack 1d8 1st round & 1d6 2nd round), Regeneration; SV Ref +3 Fort +7 Will +6; AL C

ENCHANTED ARMOR (6) Init +2; Atk Longsword +2 melee (1d8); AC 16; HD 2d12; hp 12, 12, 13, 14, 14, 16; MV 20'; Act 1d20; SP Immune to sleep, charm, paralysis, mind effects; SV Ref +0 Fort +4 Will +1; AL N

OUMATEC Init 0; Atk Short Sword +2 melee (1d6); AC 10; HD 5d4+4; hp 17; MV 30'; Act 1d20 + 1d14; SP Spell Check +8, Crit Die/Table d10/l; SV Ref +2 Fort +1 Will +2; AL N

Spells:

Demon Summoning
Force Manipulation
Lightning Bolt
Magic Missile
Magic Shield
Oumatec's Confining Cube*
Oumatec's Subliminal Intimidation*
Scorching Ray

* Refer to New Spells Section

When Oumatec escapes, the enchanted suits of armor and the Rot Knight will fight to the end. The armor and weapons, as well as the Rot Knight's

longsword are common. The Banded Mail worn by the Rot Knight is polished and has a faint blue hue to it. It is a +1 human/elf sized suit of banded mail made of fine mithril. It has half the weight of a normal suit, has no speed penalty, subtracts 2 from its check penalty and is -1d for calculating fumbles.

The large table has a map of the five realms in relief across its entire length. Dotted throughout the map are markers showing various military formations, supply routes, weapons, money caches, etc. At the head of the table is a neatly stacked sheaf of papers containing information on contacts and plans for a takeover of the five realms and the establishment of Oumatec's Enlightenment. Lastly, Oumatec's Spell Focus lies at the head of the table where he forgot it in the Melee.

JUDGE'S NOTE: Provide the party with Player Handout #4.
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CONCLUSION

A familiar feeling of dread washes over you as you realize you are, once again, saddled with not only the reckless works of Melifex, but Oumatec's evil grimoire as well. Maybe it is time to destroy these works once and for all. Or maybe, use them to your advantage. After all, Oumatec is still on the loose and it looks as if the five realms are at the brink of war. Maybe by mastering these works, you can gain the power to end this nightmare and bring peace back to the realms. It's for the realms after all, no personal ambitions at all. Either way, you are certain no one should ever see these works again.

Even more dreadful is the conclusion of your mission. You are certain when you report your findings to the Committee in Pinecliffe, you will, no doubt, be tasked with hunting Oumatec and ending his ambitions; one way or another. The thought of

what you will encounter the next time you track him down is not a pleasant one.

FURTHER ADVENTURES

Many paths can be taken after recovering the grimoires of Melifex and Oumatec. Depending upon the nature of the party the following scenarios can be built:

- Returning to the committee will lead to another demand to hunt down Oumatec. The party could accept the mission and become heroes of the realms, or they could decide to side with Oumatec and bring about the Enlightenment. After all, it seems like Oumatec rewards his allies handsomely.

- The party may attempt to locate Oumatec's allies and the individuals he is influencing to stop the anticipated war. Bringing peace would cause the rulers of the realms to realize they have been manipulated, band together against Oumatec, and rid the party of the responsibility to track him down.

- Mastering the magical grimoires would make the party more powerful than Melifex and Oumatec combined. Maybe it is time to walk away from other people's problems and make a realm of their own.

- Melifex always desired his magic benefiting others. Perhaps the party could perfect his experiments and even finish his quests to cure magical corruption or prolong life.

- Everyone knows history is written by the winners. The party needs to discover who has the upper hand in this eventual war and take that side. Their service may lead to great rewards: land, titles, money, and great renown and influence.

PLAYER HANDOUT #1

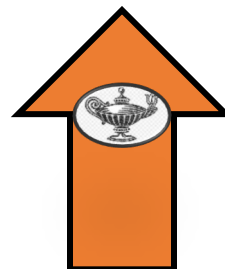
A Letter of Introduction for Count LeFavre:

The Honorable Magus Oumatec,

I request the pleasure of your welcome to Count Guy LeFavre, a financier and minter of coin. He brings samples of his work and a generous donation to the cause. It is my opinion he will be a valuable addition to the project and can be counted on for loyalty and the utmost discretion. He has passed the necessary tests and meets the minimum requirements. I would suggest placing him in a post where his financial talents can best be used. However, I would not entrust him with anything too great. He met the minimum requirements but did not fare much better than that.

Your Humble Servant,

Most Enlightened Lord Traxcell



PLAYER HANDOUT #2

From the Journal of Magus Oumatec:

I find it humorous when Kings, Queens, Governors, and Warlords pretend to have power. A ruler is no better than the counsel they keep. It is the expert who wields the power, for only they have the intelligence, foresight and understanding to direct matters correctly. Life should not be decided by thick-skulled, preening fools whose only accomplishment in life is being born, or could swing a sword. Idiots! All of them! The intelligent should rule. Let the smart people decide, for only they know what is best. The average person has no idea about the complex principles upon which this world operates. If one simply follows the principles, life can be perfected, but progress is constantly hindered by the stupid. It infuriates me to live in a world such as this!

The more I read the works of Arcanus Melifex, the more I realize he was a fool. He enjoyed superior intelligence but chose to waste his precious time on silly cantrips in a vain attempt to make life easier for the dim-witted. Why try to abolish slavery and conscription if that is what most people are only suited for? The world needs to understand the painful fact that most of its population is essentially worthless and should have never been allowed to be born in the first place. They want to be dictated to. They need to be dictated to!

Melifex considered Rot Creatures a failure. He could have never been more wrong. Why not convert the useless to Rot Creatures? It prevents them from dying so they are useful forever, but, most importantly, they cannot infect the world with their brainless progeny by breeding. With enough conversions, and a convenient war to rid the continent of the rest, I could sift the wheat from the chaff and have perfection: a land that is owned by the intelligent, with only the intelligent breeding. Who might you ask is intelligent enough? I alone decide that.

Disagree with me? Then you disagree with truth and you are the enemy of facts!

PLAYER HANDOUT #3

From the Journal of Magus Oumatec:

I must admit, clerical magic perplexes me. Magic is magic, there are no distinctions. Either you have the intellectual capacity to understand the principles of the Phlogiston, or you do not. So how do the clerics manage to muddle their way through spellcraft without understanding the secrets behind it? Do their religious mumblings and rituals somehow result in a random occurrence of unlocking a magical conduit? It seems to be the only explanation, but the probability of such randomness would naturally conclude there would be far less "clerical spells" than there are.

Equally confusing is this inane need to explain natural phenomena with a deity who, despite being all-powerful, somehow has the inability to present themselves in person or communicate directly with the world they apparently created. Faith in a deity seems to be a crutch, or a lazy refusal to take the time to research the underlying facts behind the world. If something doesn't make sense, they just say "the gods" did it. How intellectually ingenuine! Such nonsense should not be lauded and followed but should be stamped out. The following of gods doesn't help the world. Instead, it allows the world to stubbornly refuse to evolve.

I will make it a top priority of the Enlightenment to find the root cause of this totem magic and ensure only the intellectually capable be able to practice and refine it.

Meanwhile, I challenge any self-appointed god to confront me and prove me wrong. Sadly, none have accepted.

PLAYER HANDOUT #4

Contacts:

Lord Traxcell of Ice River

- Powerful politician, able to influence others, including the heir to Ice River.
- Can possibly lead an uprising in Ice River.
 - Civil wars are efficient in that they create the most casualties.
- Weaknesses:
 - Addicted to power. Can be swayed with titles, grants, etc.
- Trustworthiness: High, but must be reminded of the Enlightenment goals.

High Priest Pothik of Ahriman

- Priest of death and disease. Unusually helpful with research on Rot Creatures.
- Leads a following of subversives in the five realms.
- May be instrumental in a "holy war"
 - Fanatics make great killers as they need no reason beyond service.
- Will be helpful in my study of clerical magic abilities
 - Dissection candidate
- Weaknesses:
 - Wealth. Will do anything to keep the gold flowing.
- Trustworthiness: Moderate. Need to make sure plans have a "holy" purpose.

Eliquit of Cobalt Valley

- Sage to the King.
 - Could convince the King that ice is hot.
 - Can use the paranoia of Highmount to muster forces for possible war
- Weaknesses:
 - Arrogant. Seems to think he is smarter than even I am.
 - Flattery is a remarkably useful tool.
- Trustworthiness: Moderate. Always wants to know what he can gain.

Kile Elen of Pinecliffe

- Head of White Mountain Merchant Guild
- Controls most of trade between Pinecliffe and the other realms.
- Can procure resources for war and influence prices and supply to create crises.
 - Will make the realms fertile for unrest.
- Weaknesses: None. Is a true believer in The Enlightenment
- Trustworthiness: High. Must be eliminated after Enlightenment establishment.

Duke Agara of Highmount

- Rules Highmount with an iron fist. Has forced obedience from the masses.
- Weaknesses:
 - Highly paranoid. Will protect his power at any cost
 - Enspelled by my magic.
 - Afraid of invasion by neighboring Cobalt Valley
- Trustworthiness: Medium. Must continue influence through spell effects.

Skold Shatterhammer of the Iron Kingdom

- Dwarven selectman. Can control metal supply to the five realms.
 - Metals shortage could create economic disaster and increase the costs for war materials. Indebted realms would look for a financial savior.
- Weaknesses:
 - Drunkard. Can be easily swayed with strong drink
- Reliability: High. Sees himself as oppressed by dwarven society due to his high intelligence rather than his physical prowess. Wants to hurt those who hurt him.

Count Le Favre

- Financier and minter of coin.
 - Has great control over money supply.
- Weaknesses: Need to determine
- Trustworthiness: Unknown

Plan of Action:

- 1. *Induce economic hardship through materials and money shortages. Determine merchants, suppliers, financiers, and leaders who desire to be the sole provider of their goods and services for the enlightened realm. Funnel profits and excesses to supporters.***
- 2. *Encourage dissent among the realms. Spread claims that hardships are being caused by other realms and greedy nobles.***
- 3. *Fuel hostilities between Highmount and Cobalt Valley. Use insiders to force other realms to pick sides. Make a direct attack on Highmount forces to start open warfare.***
- 4. *Use alliances to draw other realms into war. The hardships of war and economic ruin will draw the populations into civil wars.***
- 5. *Utilize Enlightenment leaders and influencers to argue The Enlightenment is the rational solution to all problems in society.***
- 6. *Use Enlightenment leaders to overthrow established governors and systems.***
- 7. *Open floodgates of goods and money to best portray the solutions The Enlightenment can provide.***
- 8. *Purge society of the most influential Enlightenment leaders because they brought down entire governments and can no longer be trusted.***

NEW SPELLS

The following spells are from the magical research of Oumatec and Melifex. These spells can only be deciphered with the possession of the combined research of Oumatec and Melifex. It will take a wizard or elf two weeks of dedicated study (and possible service or sacrifice to a patron) to master these spells. Plus, they must succeed on a DC14 spell check. If they fail, they may try again in another two weeks.

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

Oumatec's Confining Cube

Level: 2	Range: 60'	Duration: 1 Turn	Casting time: 1 Round	Save: See Below
General:	The caster surrounds the immediate space a target occupies within range with a translucent cube of pure force. The cube shrinks in volume by a tenth every round starting immediately upon casting, crushing the target into its smallest, most dense form possible if it cannot be resisted or destroyed. Living creatures take 1d8 damage every round after #3. At round #6, they are squeezed into a pulpy, liquid mass. Successful resistance results in the cube not contracting for one round. Non-living objects are either crushed to powder or are compacted into a small, solid cube. When the cube reaches one tenth of its original volume, it dissipates, spilling its contents.			
Manifestation:	The space around the target becomes surrounded by a cloud of shining dust that coalesces into the force cube. The caster does not need to concentrate on the spell.			
Corruption:	Roll 1d6: (1) A random part of the caster's body is crushed causing a permanent bone deformity; (2) Caster's torso becomes cube shaped and they lose 2 permanent points of agility. Any armor or clothing the caster wears will need to be specially made; (3) Caster shrinks in size and weight by a tenth; (4) Caster's body becomes highly dense, adding 50 pounds of weight and slowing them by 10'; (5) A random part of the caster's extremities becomes completely rigid and cannot be moved; (6) Caster's head shrinks in size by a tenth.			
Misfire:	Roll 1d6: (1) The cube manifests around the caster and acts as if it had a spell check of 17; (2) The cube does not shrink, but becomes a wall of force giving the target a +4 to AC for 3 rounds; (3) Cube expands rapidly, knocking all living and non-living items over within a 20' radius and inflicting 1d4 damage to each; (4) A wall of force pushes the target and the caster to within 5' of each other; (5) An invisible force pins the caster to the nearest wall rendering them unable to take any action for 1d4 rounds; (6) A blast of force hurls the caster in a random direction and inflicts 1d6 damage.			
1	Lost, Failure, and worse! Roll 1d6 modified by luck: (2 or less) Corruption + Misfire; (3-4) Corruption; (5+) Misfire			
2-11	Lost. Failure.			
12-13	Failure, but spell is not lost.			
14-16	Caster creates a cube human-sized or smaller with an AC of 14. The cube can be resisted once every round with a Strength check greater than the spell check or can be destroyed with 16HP of physical damage (target takes ¼ as well).			
17-19	Caster creates a cube with a maximum dimension of 8' x 8' x 12' with an AC of 17. The cube can be resisted once every round with a Strength check greater than the spell check or can be destroyed with 24HP of physical damage (target takes ¼ as well).			
20-24	Caster creates a cube with a maximum dimension of 10' x 10' x 20' or two human-sized cubes with an AC of 19. The cube cannot be resisted by any creature with a Strength less than 18 and is immune to non-magical weapons. The cube can be destroyed by 24HP of physical damage (target takes ¼ as well).			
25-28	Caster creates a cube with a maximum dimension of 20' x 20' x 30' or four human-sized cubes with an AC of 20. The cube can't be resisted by any creature smaller than a giant, is immune to non-magical weapons, and has a spell resistance of 25%. The cube can be destroyed by 40HP of physical damage (target takes ¼ as well).			
29-32	Caster creates a cube with a maximum dimension of 30' x 30' x 40' or six human-sized cubes with an AC of 21. The cube cannot be resisted by any creature smaller than a giant and is immune to non-magical weapons or spells less than 2d level The cube can be destroyed by 48HP of physical damage (target takes ¼ as well).			
33+	Caster creates an irresistible, indestructible, magic-resistant cube with a maximum dimension of 30' x 30' x 40' or six human-sized cubes. All who are contained in them have met their slow, painful doom.			

Melifex's Necromantic Healing

NOTE: Melifex tried to use this spell in conjunction with alchemical healing to try to mimic immortality. He considered this spell a complete failure. Oumatec modified it to make Rot Creatures that were not undead but bordering between undead and alive.

Level: 2	Range: Touch	Duration: Permanent	Casting time: 1 Round	Save: Fortitude vs. Check
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General:	The caster closes wounds, stops bleeding, and can re-attach body parts. However, the repair does not bring back life to the flesh repaired, it remains dead. Hit points are regained but will be lost over time due to the rotting process. The hit points regained cannot be healed by a cleric or potion if lost again.
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Manifestation:	A black and blue ray of power moves along the wounded area. In its wake, flesh mends, re-attaches, and turns a pale gray color with purplish-black ulcers under the skin. The repair leaves a closed, but wicked scar.
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Corruption:	Roll 1d4: (1) A 10-inch strip of the caster's flesh (decided by the Judge) becomes necrotic and turns a pale gray color with purplish-black ulcers under the skin; (2) Caster has the irresistible urge to eat the flesh of humanoids and will lose 1 Stamina/day until they eat 4 ounces of humanoid flesh; (3) A 3-inch strip of the caster's flesh (decided by the Judge) sloughs off their body revealing the tendons, muscle, and bones underneath. Caster suffers no damage, but any attempt to cover the lost flesh will simply rot away; (4) Caster rots internally for life, loses 1 HP per day and becomes addicted to healing potions.
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Misfire:	Roll 1d4: (1) Caster suffers the same wounds the subject did; (2) Subject's wounds become infected. Subject loses 1d4 Stamina/day until healed; (3) Caster removes 1d10 HP from another creature within 30' and transfers them to the subject; (4) Caster enters a coma and cannot be revived for 1d8 weeks.
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1	Lost, Failure, and worse! Roll 1d6 modified by luck: (2 or less) Corruption + Misfire; (3-4) Corruption; (5+) Misfire
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2-11	Lost. Failure.
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12-13	Failure, but spell is not lost.
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14-16	Subject gains 1d6 necrotic hit points. These hit points will be tracked separately from the subject's remaining hit points. The necrotic hit points will rot away at the rate of 1 HP per week requiring another necrotic healing later. Flesh not repaired after rotting away will slough off the subject's body, revealing the tendons, muscle, and bones underneath, but no bleeding. Any attempt to cover the lost flesh without necrotic healing will rot away. If all the subject's hit points are regained this way, they become a Rot Creature based upon their class: Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.
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17-19	Subject gains 2d8 necrotic hit points. These hit points will be tracked separately from the subject's remaining hit points. The necrotic hit points will rot away at the rate of 1 HP per week requiring another necrotic healing later. Flesh not repaired after rotting away will slough off the subject's body, revealing the tendons, muscle, and bones underneath, but no bleeding. Any attempt to cover the lost flesh without necrotic healing will rot away. If all the subject's hit points are regained this way, they become a Rot Creature based upon their class: Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.
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20-24	Subject gains 3d10 necrotic hit points or caster re-attaches a minor lost limb (hand, foot, ear) These hit points will be tracked separately from the subject's remaining hit points. The necrotic hit points will rot away at the rate of 1 HP per week and limbs will detach after 1d8 weeks unless they receive necrotic healing later. Flesh or limbs not repaired after rotting away will slough off the subject's body, revealing the tendons, muscle, and bones underneath, but no bleeding. Any attempt to cover the lost flesh without necrotic healing will rot away. If all the subject's hit points are regained this way, they become a Rot Creature based upon their class: Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.
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- 25-28 Subject gains 3d12 necrotic hit points or caster re-attaches a major lost limb (leg or arm) These hit points will be tracked separately from the subject's remaining hit points. The necrotic hit points will rot away at the rate of 1 HP per week and limbs will detach after 1d14 weeks unless they receive another necrotic healing later. Flesh or limbs not repaired after rotting away will slough off the subject's body, revealing the tendons, muscle, and bones underneath. Subject suffers no damage, but any attempt to cover the lost flesh without necrotic healing will simply rot away. If all the subject's hit points are regained this way, they become a Rot Creature based upon their class: Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.
- 29-32 Subject gains 3d16 necrotic hit points or caster re-attaches any lost body part (including the head) or can attach body parts from other creatures to the subject (including a head). These hit points will be tracked separately from the subject's remaining hit points. The necrotic hit points will rot away at the rate of 1 HP per week and limbs will detach after 1d14 weeks unless the subject receives another necrotic healing later. Flesh or limbs not repaired after rotting away will slough off the subject's body, revealing the tendons, muscle, and bones underneath. Subject suffers no damage, but any attempt to cover the lost flesh without necrotic healing will simply rot away. If all the subject's hit points are regained this way, or they receive a head from another dead creature they become a Rot Creature based upon the class of the creature that owned the brain: Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.
- 33+ Caster can take parts in any state of decay from any number of humanoid creatures and fashion them together into a Rot Creature. The Rot Creature will have the class and personality of the being who owned the brain. Warrior, Dwarf = Rot Knight; Thief, Halfling, Commoner = Rot Brute; Elf, Wizard, Cleric = Rot Master. See Rot Creature statistics at the end of the spell description.

The Rot Creature: A Rot Creature is a horrible, pathetic creature bordering between living and undead. It is not undead and cannot be turned by a cleric, but it does not need to eat, drink or sleep, and is immune to disease, and poison. A Rot Creature lives the awful existence of reliving the dying process repeatedly. They have an identity, but its mental state is flayed beyond any point of sanity. They are either completely detached from reality or are savagely aggressive. The creator of a Rot Creature can use mind control spells to direct their actions. The three types of Rot Creatures and their abilities are described below. Note: the AC of a Rot Creature can be modified with worn armor which may affect their speed as well.

Rot Brute: Init +3; Atk Mace +3 melee (1d6+2), AC 12; HD 3d8+3; hp (per roll); MV 30'; Act 1d20; SP rot splatter (when hit DC13 Fort save or -1 stamina per turn, all checks at -1d), regeneration; SV Fort +5 Ref +0 Will +4; AL C

A Rot Brute is covered in large tumor-like pustules that will burst in a 5' circle when the Rot Brute takes its first damage. Anyone caught in the spray must make a Fortitude save at DC13 or be infected. The infection will sap a point of Stamina every turn and will cause a fever which will result in all ability checks at -1d until healed. When reduced to 0 hp, a Rot Brute will regenerate in 10 rounds and may take no action until fully regenerated. Complete mutilation of the body or burning will stop the regeneration. If a rot brute wears armor it receives the base armor modifier only.

Rot Knight: Init +5; Atk Longsword +5 melee (1d8+2); AC 13; HD 3d12+3; hp (per roll); MV 30'; Act 1d20+ 1d20; SP Breath Weapon (30' acid spray – Ranged attack 1d8 1st round & 1d6 2nd round), Regeneration; SV Fort +7 Ref +3 Will +6; AL C

A Rot Knight resembles a humanoid whose blood has completely drained and whose veins have been filled with a black oily liquid. Once a day, a Rot Knight can spray a mixture of stomach acid and bile as a ranged attack that, upon contact, will cause 1d8 damage the 1st round and 1d6 the 2nd. If a Rot Knight wears armor it receives the base armor modifier +1. A Rot Knight has the same regeneration ability as a Rot Brute.

Rot Master: Init +4; Atk 2 Claws +5 melee (1d4 + paralysis: DC12 Fort save); AC 13; HD 3d6+3; hp 32; MV 30'; Act 1d20+ 1d20; SP Breath Weapon (DC14 Reflex or -1 hp & -1d on all rolls + paralysis), Spells, Regeneration; SV Fort +6 Ref +1 Will +8; AL C

A Rot Master looks as if its skin is melting off like wax. A Rot Master's breath weapon is a cone of corruption 10' W and 15' L. Failing a DC14 Reflex save, the target will lose 1hp and have a -1d penalty to all actions for 10 rounds. Additionally, if hit, the victim must make three consecutive DC12 Fortitude saves or be paralyzed. A Rot Master can cast four 1st Level and two 2nd Level spells with a spell check modifier of +5. A Rot Master has the same regeneration ability as a Rot Brute.

Oumatec's Subliminal Intimidation

"Any half-wit can charm, but a real genius plays upon someone's internal personal fears to control them. Fear is a great motivator, and it is especially effective if you add a little pain into the mix." - Magus Oumatec

Level: 1	Range: 30'	Duration: Varies	Casting time: 1 Round	Save: Will vs. Check
General:	The caster insinuates a perceived fear into the target's mind making them believe every word the caster says and makes the target open to suggestion. The longer the caster controls the victim the deeper they slide into paranoia and anxiety to the point where, if they do not want to obey the caster's will, their body rebels, causing pain and suffering until they comply. The caster may choose a lesser result if desired.			
Manifestation:	The caster's eyes turn completely dark brown, and their voice becomes lower in tone. During casting, the target appears to be slightly sedated until the caster has finished the spell.			
Corruption:	Roll 1d6: (1) Caster's eyes become completely black, and caster is blinded; (2) Caster is assaulted by their own worst fears. For 1d4 weeks, they are consumed with anxiety and cannot care for themselves. Afterward, they develop muscle tics in their face and hands; (3) Caster suffers a panic attack so severe it drains one point of Personality; (4) Caster develops tremors throughout their body. They lose 1 point of Agility and suffer a -1 penalty to spell checks; (5) Caster is affected with mild stuttering, suffering a -2 penalty to spell checks; (6) Caster's hair turns ghost-white and slowly falls out until only a long shock at the crown of their head remains.			
Misfire:	Roll 1d6: (1) Control is reversed! The target unknowingly controls the caster for 1d4 days; (2) The area around the caster erupts into a wave of glitter and illusions of colored unicorns lasting one round; (3) Caster's voice becomes high-pitched and child-like for 1d6 rounds. No one can take them seriously; (4) All creatures within a 15' radius of the caster erupt in uncontrollable laughter and can take no actions for 2 rounds; (5) Target of the spell switches to a random ally of the caster; (6) Caster's allies are overcome with fear and flee for 1d3 rounds.			
1	Lost, Failure, and worse! Roll 1d6 modified by luck: (2 or less) Corruption + Misfire; (3-4) Corruption; (5+) Misfire			
2-11	Lost. Failure.			
12-14	The caster is able to insinuate a realistic sounding fear into the target's mind, such as a rumor of conflict, corruption, disfavor with someone, etc. The target will treat the caster favorably and will tend to believe the caster instead of others unless some compelling, tangible evidence can be shown to prove otherwise (in which case the target gets +1d on their save). The caster can manipulate decisions the target would make but cannot make the target behave out of character. The influence lasts 1d24 hours. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within 3 days with a +2 spell check bonus.			
15-17	The caster convinces the target that a harmful event will happen in their life, and they need to comply with the caster in order to avoid it. The target will perceive the caster as a close ally but will receive a +2 to their save if compelling, tangible evidence is shown to refute the caster's claims. The caster can force the target to accomplish one specific action that is out of character but cannot make the target accomplish something that would cause great harm to themselves (physically, financially, socially, etc) or close associates. The influence lasts 1d3 days. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within a week with a +4 spell check bonus.			
18-21	The caster convinces the target they are in grave danger (physically, financially, socially, etc) if they do not comply promptly with the caster's directions. The target believes the caster is the only ally and friend they have at the moment. The caster can force the target to accomplish one specific action completely out of the norm for the individual and influence other decisions that are not physically harmful to them. If they hesitate in the least, they are wracked with a severe attack of panic that will cause them to not sleep, shun food, and act irrationally. The influence lasts 1d7 days. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within a week with a +1d spell check bonus.			

- 22-25 The target believes there is a coordinated conspiracy against them, and the caster is their only hope for success against a nefarious plot to ruin them (physically, financially, socially, etc). The caster is the only person to whom the target will confide in and trust. They will block out any other influences in their life (spouse, children, etc.). The caster can force the target to perform multiple actions totally against their character for 1d7 days but cannot make them self-harm. Failure to comply immediately to the caster's demands will result in severe anxiety, draining the target of 1 Personality and 1 Stamina until they comply. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within two weeks with a +1d spell check bonus.
- 26-29 The target is convinced that there is a coordinated conspiracy to end their life. They do not even trust the caster that much but see no other way out of their desperate situation. They will do nearly anything for the next 2d7 days, except kill, to escape their dire circumstances. Failure to do so will lead to prolonged anxiety, hopelessness, and severe heart palpitations that inflict 1d4 damage and cause the loss of 1 permanent point of Stamina. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within a month with a +2d spell check bonus.
- 29-32 Absolutely NO ONE can be trusted! People all around are either part of the vast conspiracy against them or know about it and are complicit in the conspiracy. The caster is feared and dreaded, but the target feels hopeless against their circumstances and will do ANYTHING the caster demands, except suicide, for 1d7 days just to make it all end. Failure to do so puts the target in a catatonic state where they cannot even care for themselves for 4d7 days. They exit this state losing 2 permanent points of Stamina and 2 permanent points of Personality. If the caster succeeds at the spell at this level, they can cast the spell again on the same target within a year with a +2d spell check bonus.
- 33+ The greatest, most powerful forces on the planet, even the gods, are sealing the target's doom at this very moment! All hope is lost, and the target can only hope for a quick and painless end! The caster is in total control and ANY action is on the table: murder, suicidal actions, unspeakable crimes, etc. for the next 1d7 days. At the end of the caster's influence, the target must succeed on a DC14 Fortitude save or suffer a major heart attack resulting in (roll 1d3): **(1)** A coma lasting 1d5 weeks; **(2)** Loss of 3 permanent points of Strength, 5 permanent points of Stamina, and 1 permanent points of Personality **(3)** Death. If the caster succeeds at the spell at this level, they can cast the spell again on the same target at any time in their life with a +2d spell check bonus and cannot get a result lower than 20.

JUDGE'S TOOLS

The following gaming aids are to assist the Judge 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:

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 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 apart from 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 months. 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.

You now had access to very powerful magical research, but Melifex, knowing his works needed to be protected, carefully encoded his research with a cipher, without which the works would be useless. To ensure his works would be used by wise and intelligent people, Melifex created a vault filled with insidious traps, guardians, and puzzles that could defeat or fool anyone unworthy of his life's work. However, your party proved worthy of the task and you claimed your prize, the mysterious cypher to unlock the potent magic.

The lure of great magical power was almost irresistible, but your desire for a comfortable retirement was even greater. Your party decided to sell the works at an auction to be administered by one of the best auction houses in the five realms.

ENCOUNTER W – DIPLOMATIC PARTY

MOUNTED GUARDS

Initiative +2 Mv: 40' (mount)
25' (foot)

AC: 14

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+2	+2	+1

Action Dice: 1d20

Attack: Lance (+3) Melee
1d12+2x damage

Longsword (+3)
Melee 1d8+1

Special: Crit Die 1d12
Crit Table IV

Hit Die: 3d12+5

Hit points:

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
21	23	24	28

CROSSBOW ARCHERS

Initiative +4 Mv: 25'

AC: 15

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+3	+1	+1

Action Dice: 1d20

Attack: Crossbow (+3) Ranged 1d6
Short Sword (+2) Melee 1d6

Special: Crit Die 1d12
Crit Table IV

Hit Die: 3d12+2

Hit Points:

<u>1</u>	<u>2</u>
13	21

CLERIC

Initiative +1 Mv: 30'

AC:12

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+2	+1	+3

Action Dice: 1d20

Attack: Dagger(+1) 1d4
Ranged/Melee

Special: Crit Die 1d8
Crit Table III
Lay on Hands
SPELLS (+5):
Blessing (Ally)
Detect Magic
Paralysis
Second Sight
Word of Command

Hit Die: 3d8+2

HitPoints:

<u>1</u>
13

AREA 1-6 HALL OF GLASS (SHARDIANS)

Initiative +1 Movement: 20'

AC: 14

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+0	+4	+3

Action Dice: 1d20 + 1d20

Attack: Slash (+4) Melee 1d8

Special: Glass Spray 15'W x 10'L DC12 Reflex Save or be blinded (only cured by clerical Lay on Hands)
Immune to sleep, charm, paralysis, cold, and mind effects

Hit Die: 4d12

Hit points

1	(2)*	(3)	(4)	
28	28	28	28	*If needed

AREA 1-7 HANDLERS AND SLAVERS (ROT BRUTES)

Initiative +3 Movement: 30'

AC: 13

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+5	+0	+4

Action Dice: 1d20

Attack: Mace (+3) Melee 1d6+2

Special: Rot Splatter: when hit 5'r cloud DC13 Fort save or -1 Stamina per turn, all checks at -1d
Immune to disease, poison
Regeneration: Completely healed after 10 rounds. No action until then

Hit Die: 3d8+3

Hit points

1	2	3	4	5
12	18	18	19	23

AREA 1-9 GRAND HALL

ENCHANTED ARMOR

Initiative -1d Movement: 20'

AC: 16

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

Action Dice: 1d20

Attack: Polearm (+2) Melee 1d10

Special: Immune to:
Sleep
charm
paralysis
mind effects

Hit Die: 2d12

Hit points

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
12	12	13	14

ROT KNIGHT

Initiative +5 Movement: 25'

AC: 17

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+3	+7	+6

Action Dice: 1d20 + 1d20

Attack: Longsword (+5) Melee 1d8+2

Special: 30' Acid Spray – Ranged 1d8 + 1d6
Immune to disease, poison
Regeneration: Completely healed after 10 rounds. No action until then.

Hit Die: 3d12+3

Hit points

<u>1</u>
17

AREA 1-14 HALL OF TORMENT (MANTIS DEMON)

Initiative +1 Movement: 30' (Fly)

AC: 13

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

Action Dice: 1d20

Attack: Bite (+1) Melee 1d8
Crush (+3) Melee 1d6 + flay/1d4 bleeding damage per round until healing applied

Special: Demon Traits:
Speech (Common, Infernal)
Infravision, darkness (+4 check)
Half-damage from non-magical weapons and fire

Hit Die: 3d12

Hit points

<u>1</u>
20

AREA 2-1 APPRENTICE'S COMMONS (STONE SNARES)

Initiative +1 Movement: 5'

AC: 10

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	-3	+5	+0

Action Dice: 1d20

Attack: Grab (+3) Melee drag/DC15 Strength check in three rounds or 4HP on one hit or instant death

Special: If hit, has a 20% chance of shattering the weapon. 5% if the weapon is magical.

Hit Die: 2d8

Hit points

1	2	3	4	5
8	10	11	12	13

AREA 3-1 STRANGE BLUE ROOM (CORRUPTION WYRM)

Initiative +8 Movement: 30'

AC: 14

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+4	+2	+8

Action Dice: 1d20 + 1d20 + 1d20

Attack: 2 Claws (+8) Melee 1d8 each
Spine Throw (+8) 100' Ranged 1d8
Bite (+8) Melee 1d12

Special: Breath Weapon (1 breath per day): Cloud of disease: Cloud 1d3x10' radius Range 30' Fort Save DC13 or lose 1 point each of Strength, Agility, and Stamina. -1 to all checks including combat and saves

Hit Die: 8d12+5

Hit points

1
53

AREA 3-4 – OUMATEC'S PLANNING ROOM

ENCHANTED ARMOR

Initiative +2 Mv: 20'

AC: 16

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

Action Dice: 1d20

Attack: Longsword (+2)
Melee 1d8

Longsword (+1)
Melee 1d8

Special: Immune to:
Sleep
Charm
Paralysis
Mind Effects

Hit Die: 2d12

Hit points:

1	2	3	4	5	6
12	12	13	14	14	16

ROT KNIGHT

Initiative +5 Mv: 25'

AC: 18

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+3	+7	+6

Action Dice: 1d20 + 1d20

Attack: Longsword (+5)
Melee 1d8+2

Special: 30' Ranged Acid Spray
1d8 1st round + 1d6 2nd round

Regeneration: Completely healed
after 10 rounds. No action until
then.

Immune to disease, poison

Hit Die: 3d12+3

Hit Points:

1
20

OUMATEC

Initiative +0 Mv: 30'

AC:10

SAVES	<u>REFLEX</u>	<u>FORT</u>	<u>WILL</u>
	+2	+1	+2

Action Dice: 1d20 + 1d14

Attack: Short Sword (+2)
Melee 1d6

Special: Crit Die 1d10 Crit Table I

SPELLS: (+8)
Demon Summoning
Force Manipulation
Lightning Bolt
Magic Missile
Magic Shield
Oumatec's Confining Cube*
Oumatec's Subliminal Intimidation*
Scorching Ray

* Refer to New Spells Section

Hit Die 5d4+4

Hit Points:

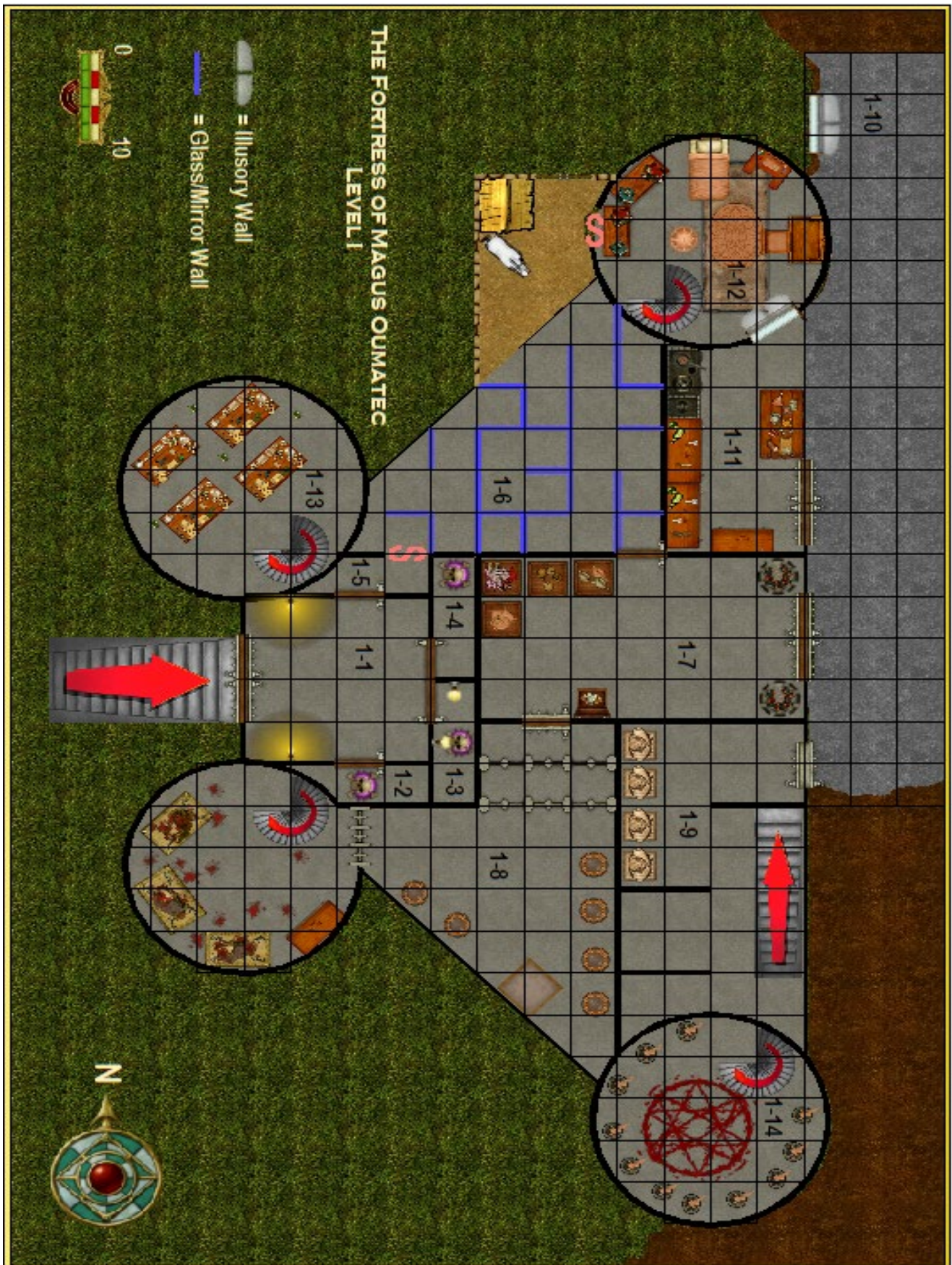
1
17

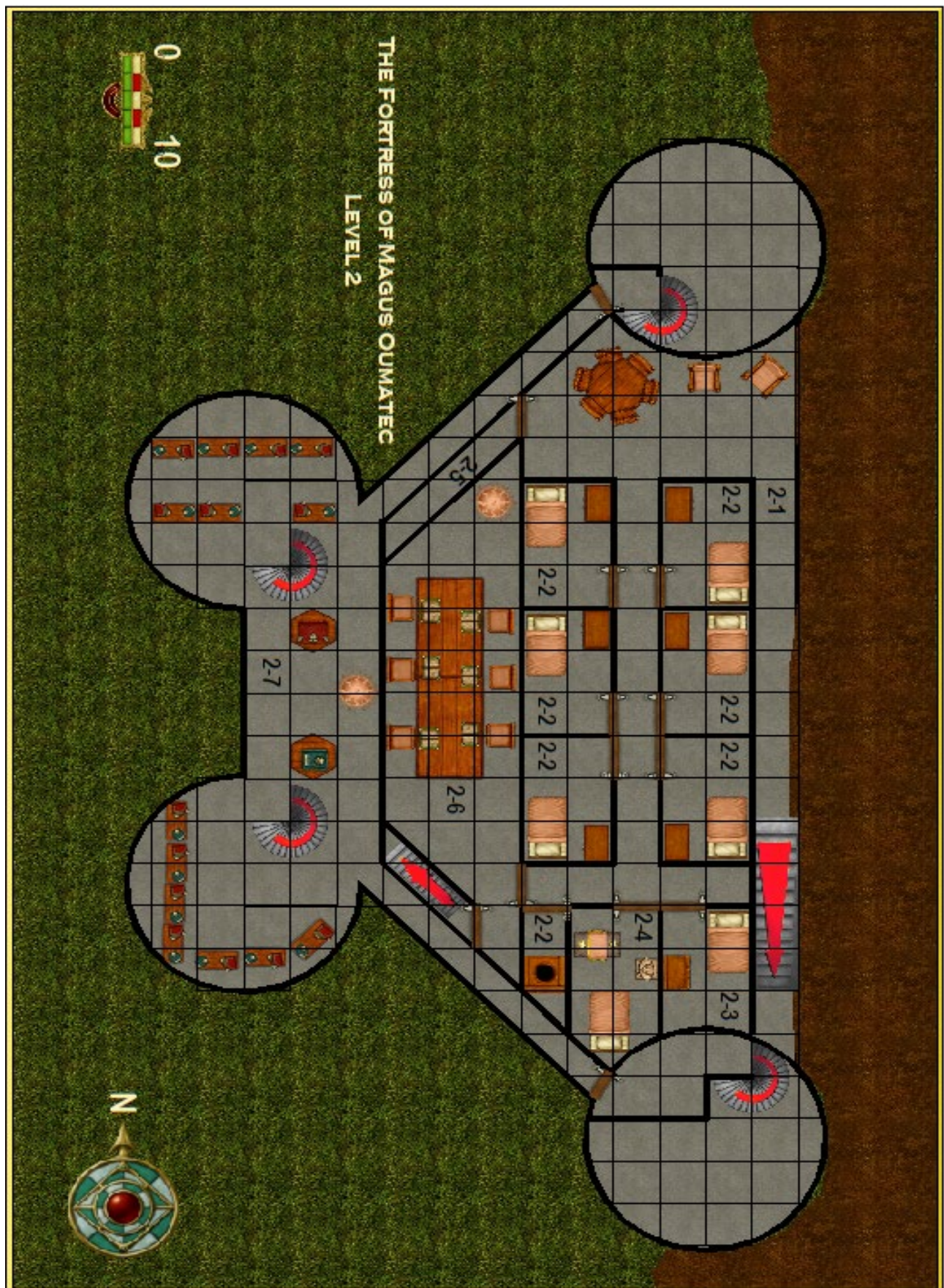
Use the following chart to record and calculate experience for the party. When calculated, the sheet can be sent to players to update their characters and see what they may have missed during the adventure.

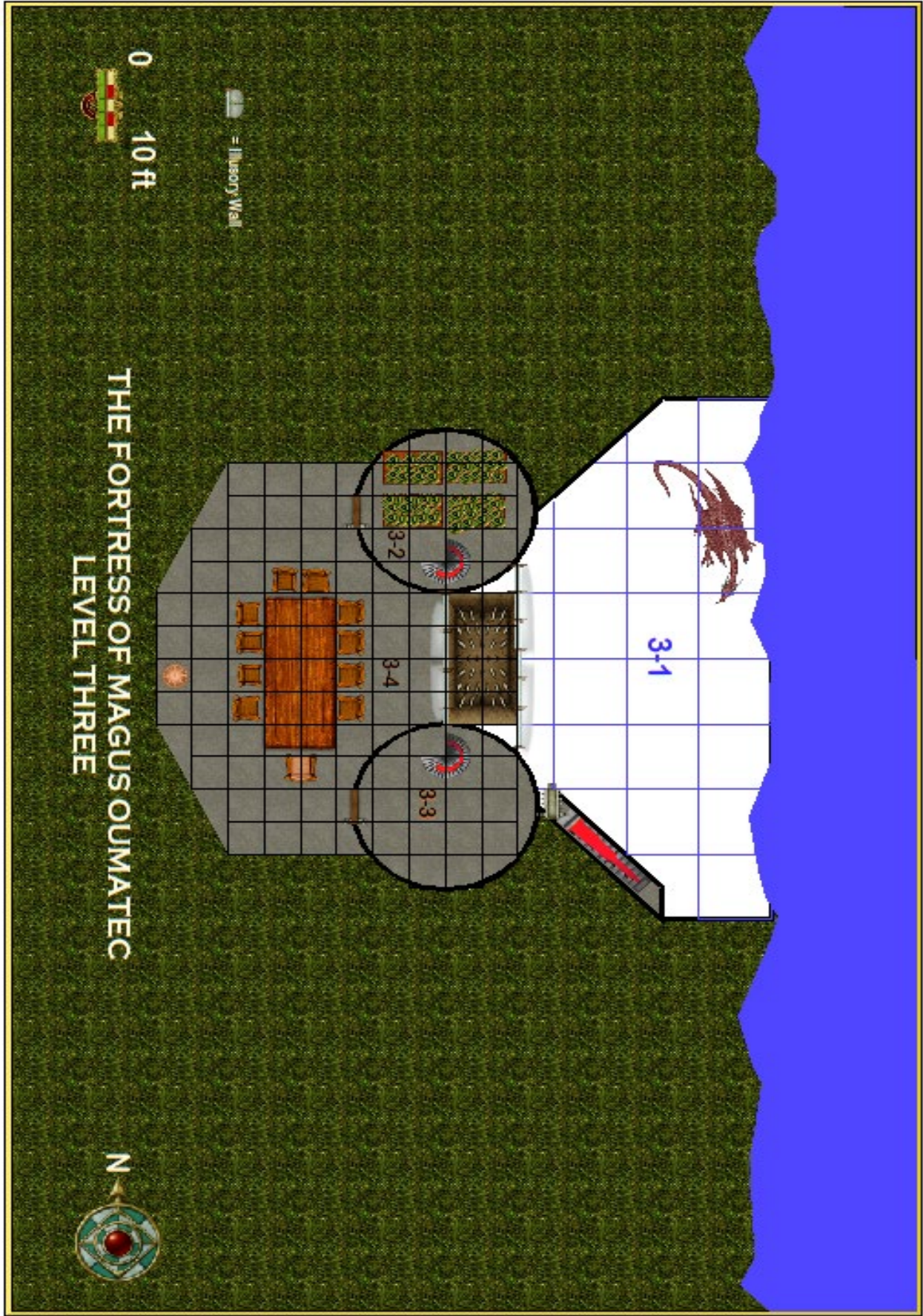
EXPERIENCE POINTS REWARDS		
AREA		EP AWARDED
W	Diplomatic Party	0-4
1-1	Fortress Entrance	0-4
1-2	Rock Drop	0-4
1-3	Fire Trap	0-4
1-4	Lightning Trap	0-4
1-5	Shardians	0-4
1-6	Rot Brutes	0-4
1-9	Enchanted Armor Rot Knight	0-4
1-12	Mantis Demon	0-4
2-1	Stone Snares	0-4
3-1	Corruption Wyrms	0-4
3-4	Rot Knights Enchanted Armor Oumatec	0-4
TOTAL EXPERIENCE		0-48

Use the following chart to record and calculate treasures acquired by the party. When calculated, the sheet can be sent to players to update their characters and to torment them for failing to search carefully for stuff.

TREASURES		
AREA	ITEMS (VALUE)	COLLECTED
W Diplomatic Party	503gp 3sp 3cp Letter of Introduction Brass Medallion (5gp)	
1-4 Lightning Trap	Zircon Gem (35gp)	
1-7 Handlers/Slavers	Steel key Costume Jewelry and Rings (57gp) 77sp 305cp	
1-9 Grand Hall	Silver Medallion (11gp)	
1-12 Oumatec's Chambers	Journal Entries (Player Handouts #1 & #2)	
1-13 Chemistry Lab	Potion of Healing Potion of Revitalization Potion of Invisibility Potion of Growth Potion of Speed Universal Solvent	
2-4 Clerical Chambers	2 Obsidian Incense Holders (75gp each)	
2-7 Library	Grimoire of Melifex the Mad Grimoire of Magus Oumatec	
3-4 Oumatec's Planning Room	Oumatec's Spell Focus Mithril Banded Mail +1	









**CUSTOM ARTWORK
AND ILLUSTRATIONS
BY COURTNEY BOLING III**

ARTIST FOR HIRE
BOLING.BFA@GMAIL.COM



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KILLIAN'S KRAWLS

Adventure Module MX-03
The Curse of Melifex the Mad
An adventure for level 3 characters

With the bang of a gavel, your life has completely changed. Selling the magical works of the wizard known as Melifex the Mad has made you wealthier than any of the rulers of the five realms. Unfortunately, the works turned out to be as much of a curse as a blessing because the new owner of the magical research may be behind a plot to embroil the realms in war, famine, and economic ruin. Upset with your potential contribution to nationwide chaos, a group of citizens known as “The Committee” has tasked you with finding out what the new owner of Melifex’s works is up to. Are you prepared to know the truth?



\$9.25 U.S.

