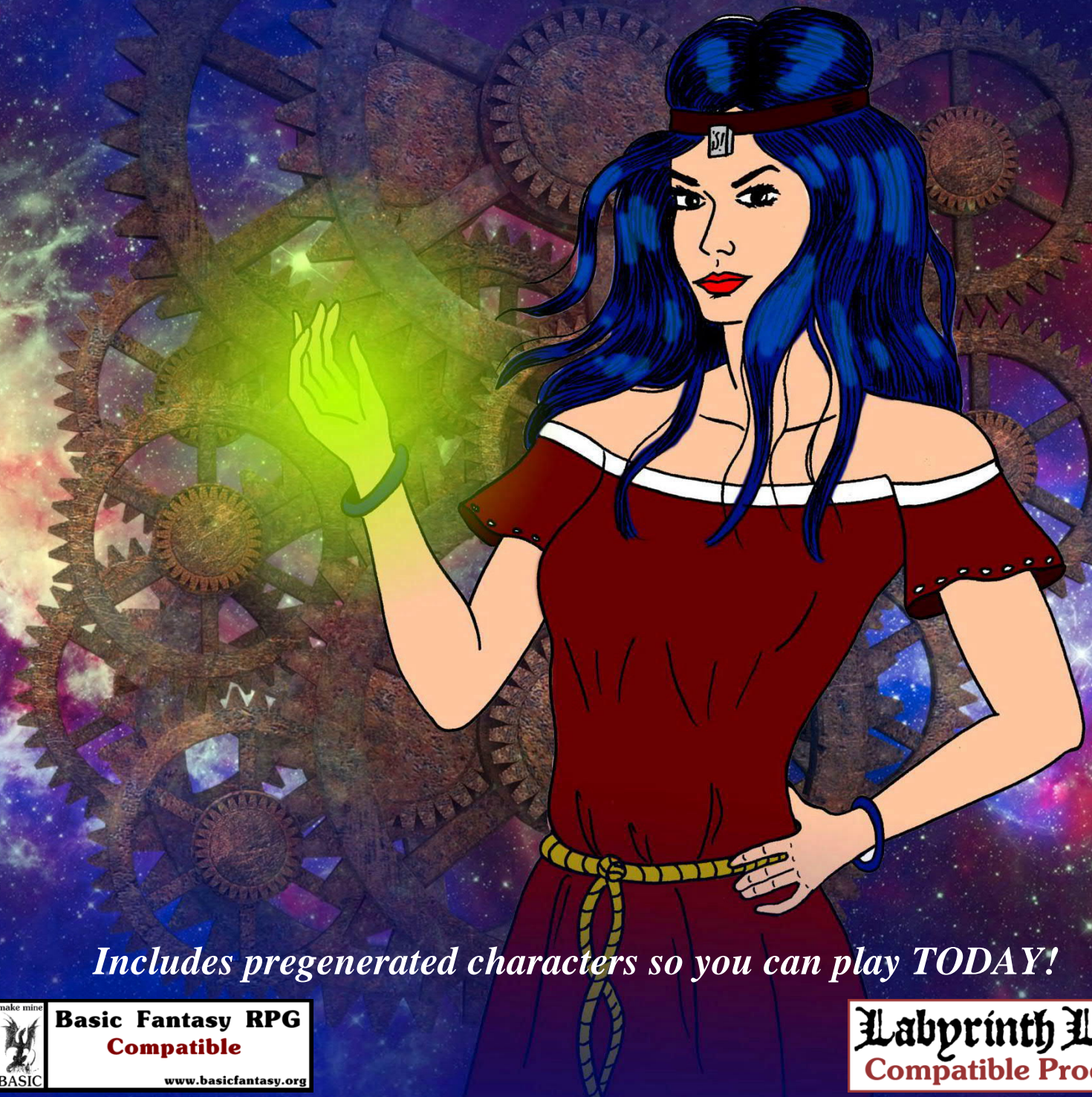


An Adventure for Characters of Levels 3-6

THE SORCERESS OF MEKALOARE

By John Fredericks



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In this adventure, your players will journey to the Mekaloare, a plane of mechanical beings and monsters. There they will confront the evil sorceress who controls this plane.

This adventure can be used with your favorite old school fantasy ruleset or retrogame right out of the box. It can also be used with later editions with a little tweaking.



"GAMING LOOKS EVEN SWEETER FROM SHARP MOUNTAIN!"

THE SORCERESS OF MEKALOARE

Written and Illustrated by John Fredericks



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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school (or perhaps new school) game. Pre-generated characters are provided at the end of the adventure. Print them, pass them out, and you're ready to go. Also, three bonus characters are featured from our other supplements. You do not need to purchase those supplements to use the characters in your game. Of course, your players can use their own characters if you prefer.

In this adventure, player characters (PC's) will try to rescue 17 villagers who mysteriously vanished during a powerful thunderstorm. This will lead them to travel to Mekaloare, a plane of mechanical beings and monsters. Suggestions for extending the adventure are provided at the end of the adventure.

Here are a few things for the Gamemaster (GM) to know before running this adventure.

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8 (12), 8 is descending, and 12 ascending.

Monsters: Monster stat blocks are provided for each encounter. Both a "to hit" chart (descending armor class) and an attack bonus (ascending armor class) are provided for each opponent.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For larger or smaller parties, feel free to adjust the number of opponents.

BEGINNING THE ADVENTURE

This adventure begins in the port town of **Swoyer's Haven**. It sits on the shore of **Lake Luserna**, an enormous lake whose rivers link to other major towns and cities. Goods from

far and wide pass through the town. In the center of the lake stands **Warlock's Isle**.

The adventuring party may be in Swoyer's Haven for any number of reasons. They may have been travelling through by boat, visiting friends or relatives, or perhaps just looking for work. If this is the start of a new campaign or a convention game, simply start things in Swoyer's Haven and go from there.

If a gamemaster (GM) wishes to change the setting or adjust any of the details, they are certainly free to do so.

To begin, the party is asked to meet with the mayor's wife, **Anna Hamelton** at the town hall. Mrs. Hamelton is a woman in her mid-thirties. She is dressed in fine, but not ostentatious, clothing. Her eyes are dark as though she has not slept in some time.

She invites the party to sit in the council room, and offers to hire them for a dangerous task. Three days ago, seventeen men from the town went missing during a massive thunderstorm. They were all men in the prime of life, and were all outside in different parts of Swoyer's Haven. A great clap of thunder sounded and lightning struck the ground. Afterwards, the men were simply gone. She suspects the wizard **Artaigon** may know something about their disappearance. Artaigon is the sole human inhabitant of Warlock's Isle. She offers a reward of 1500 gold pieces (negotiable up to 2000).

This is a good point to pause and allow the PC's to ask questions. Here's some information Mrs. Hamelton can provide. They can also get information by asking around town later.

- Artaigon is rumored to be centuries old, and to have dealings with beings from other planes.
- Strange noises, perhaps made by monsters or unknown beasts have been heard by fisherman who go near the island.

- The island is quite overgrown, but Artaigon does maintain a small dock for supply deliveries.
- Said deliveries are made by the sailor Segar, the only one allowed to dock there.

Mrs. Hamelton is willing to front the party 10% of the fee for supplies. She will also pay Segar to ferry the party to the island.

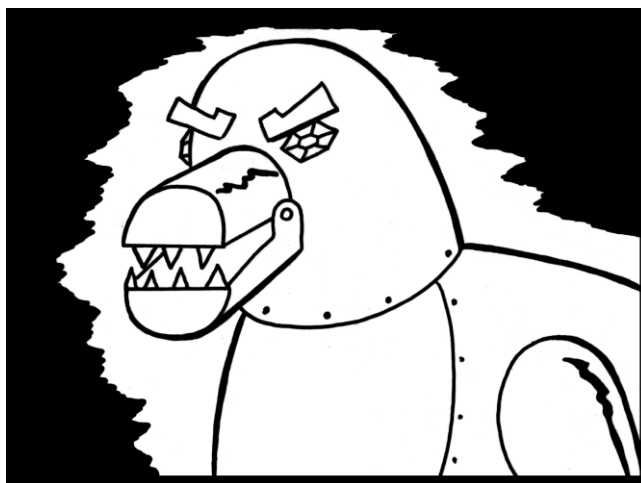
Any mundane items (rope, food, etc..) are easily found in the shops of Swoyer's Haven. Non-magical weapons and armor (up to chainmail) are also available. Magic items are not available for purchase. The one exception is that 1d6 healing potions may be purchased from local temples for 50 gp each.

Segar will be available to take the party aboard his boat. Segar is a short man with massive forearms from working aboard his fishing boat. He smokes a pipe and often chuckles to himself. His boat is littered with fishing nets and pots, but he does have benches on which the PC's can sit while he works the sails.

The voyage to the island will take several hours. Along the way Segar can be questioned by the party if they like. He will reveal that Artaigon always pays him well for his services, though Artaigon can be a bit distracted by his magical research. Segar has never seen any animals or monsters on the island, though he generally only stays on the dock or has a quick drink with Artaigon at his tower. If asked, Segar will agree to accompany the party to the island to make introductions. If he is not asked, he will return once Artaigon contacts him to pick them up. The encounters on the island all take place on **Map 1**.

MAP 1, AREA 1

When the boat approaches the island, the party will see dense deciduous trees and bushes. A small hill rises near one shore, and a tower stands overlooking the lake. Segar will guide the boat to the dock that is near the tower.



As the party makes their way up the path to the tower, they will hear a series of squeaks and rattling noises from either side of the path. Players will have one round to decide what to do, and then they will be attacked by three **mekahounds**. If Segar accompanied the party, treat him as a fighter and use the fighter character sheet from Appendix B. He can also serve as a replacement PC if needed.

MEKAHOUNDS (3 HD)									
15 hp AC 3(17)									
# At 3, DMG 1d6/1d6/1d6, Save F3, ML 8									
<i>Mekahounds are metal attack dogs from the plane of Mekaloare. They are vicious in battle, though the noise from their bodies makes it difficult for them to hide their approach. Their insides are filled with various fluids, tubes, and wires.</i>									
<i>They are immune to sleep spells and can use their sharp claws to slice out of Web spells in one full round.</i>									
<i>Their eyes are made of red gems worth 60 gp each.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	16
Ascending AC combat information									
+3 (1d6/1d6/1d6) claw/claw/bite									

At the end of the battle, Artaigon will appear and say "What strange cargo has Segar brought me this time?"

MAP 1, AREA 2

Artaigon's tower is location at **Area 2.** on **Map 1.** Artaigon is a tall man of indeterminate age. He is clean shaven with gray hair, and it is clear that he was once a handsome, muscular man. He moves confidently and his voice is strong and clear.

He will greet Segar and ask the party to introduce themselves. If the party is respectful, he will invite them into his tower for refreshments. If they are not, they'll have to parlay outside.

GM's Note: No statistics are provided for Artaigon. He is a 20th level magic user, and has access to just about any spell he needs. If the party decides to attack him, he will use spells like **Web** to hold them or **Wall of Stone** to protect himself.

The first floor of Artaigon's tower contains a large round table with a number of chairs around it. Tapestries depicting unknown beasts are hung on the wall. With a wave of his hand, Artaigon can make wine, glasses, cheese, and a candelabra appear.

If questioned, Artaigon can reveal the following information. However, he will occasionally look off into the distance and begin figuring something else in his head and on his fingers. He may need to be gently brought back on topic.

- He had nothing to do with the disappearance of the men from Swoyer's Haven.
- He suspects the mekahounds came to this plane during the same thunderstorm.
- The beasts probably came from the plane of Mekaloare, a place of clockwork, mechanical life.
- It is possible that the men of Swoyer's Haven were taken there as well.



ARTAIGON

Artaigon is willing to send the party to Mekaloare through the portal in his tower. Segar and Artaigon will not accompany them. The portal will send them to Mekaloare, and they can return by passing through it in the same place that they enter. If the party has been polite to Artaigon, he will allow them to stay one night in his tower to rest and regain spells.

The portal is located on the back wall of the first floor of his tower. It is hidden behind several tapestries that Artaigon will magically roll up like window shades. The portal is a ring of runes, about ten feet in diameter, carved into the stones of the tower. A smoky, rainbow colored haze can be seen through the center of the ring.

Artaigon will ask all members of the party to close their eyes, and raise their arms towards the portal. He will chant for about twelve minutes in an unknown language. Then he will quietly whisper, "Open your eyes and go. Mekaloare awaits."

THROUGH THE PORTAL

As the party enters the portal, the temperature drops a few degrees and a slight smell of metal fills the air. They will walk through a circular tunnel whose walls are made of the rainbow smoke they saw before. As they walk, they will begin to feel refreshed. After some time, the smoke will begin to clear and their feet will touch solid ground. They have arrived in Mekaloare.

GM's Note: Travelling through the portal will restore all lost hit points to all characters. Additionally, magic-users and clerics will regain all of their spell slots as though they had slept for a full eight hours.

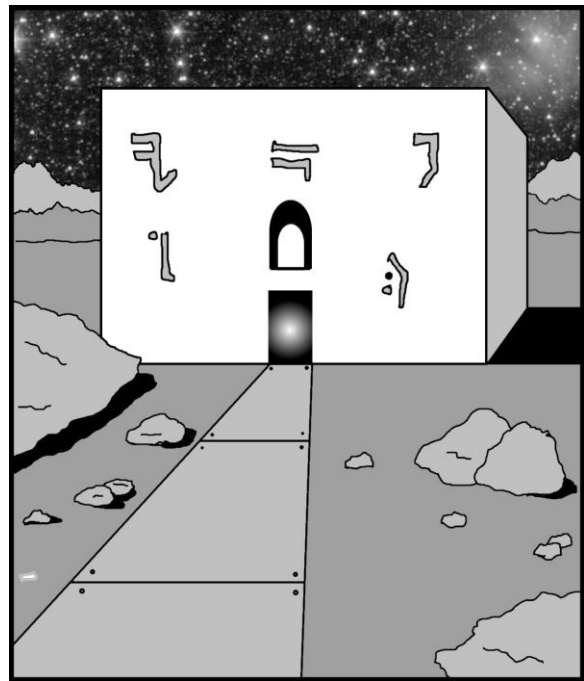
MAP 2, AREA 1

The party will find itself on a rocky plain, with no vegetation in sight. Silver and copper veins glint through the soil and the numerous large boulders in the immediate area. Above them, multicolored nebular gases swirl. Faint shapes that resemble gears can be seen spinning through the gases. In front of the party is a path made of flat metal sheets. The sheets are secured to the soil with spikes, however, they can be pried up and carried by four characters with **STRENGTH** scores of 12 or higher.

MAP 2, AREA 2

Ahead of them stands a huge structure which appears to be made of a huge block of dull metal. Runes in the shape of gears and other mechanical devices are inscribed on the front wall of the structure. The structure stands about 40 feet tall, and there are no visible windows. A single doorway stands at the end of the path. Above the doorway there is a strange statue or pillar in an alcove. There is no door blocking the entrance to the structure.

The statue is metal and stands about eight feet tall. It has a domed top with three tubes protruding from it. It will immediately begin firing its fire spray upon spotting any character.



GUARDIAN EMPLACEMENT (4 HD)

24 hp AC 3(17)

At 3, DMG 1d6/1d6/1d6, Save F1, ML 12

The Guardian Emplacement is a fixed form of the Living Statue. It stands eight feet tall, and has a domed head with three tubes attached to it. It is immobile, except for the tubes which can swivel to shoot a spray of fire (40' range). On a Natural 20, the victim must make a Saving Throw vs. Death Ray or suffer continuing fire damage of 1d6/round.

They are immune to Charm, Sleep, and Hold spells.

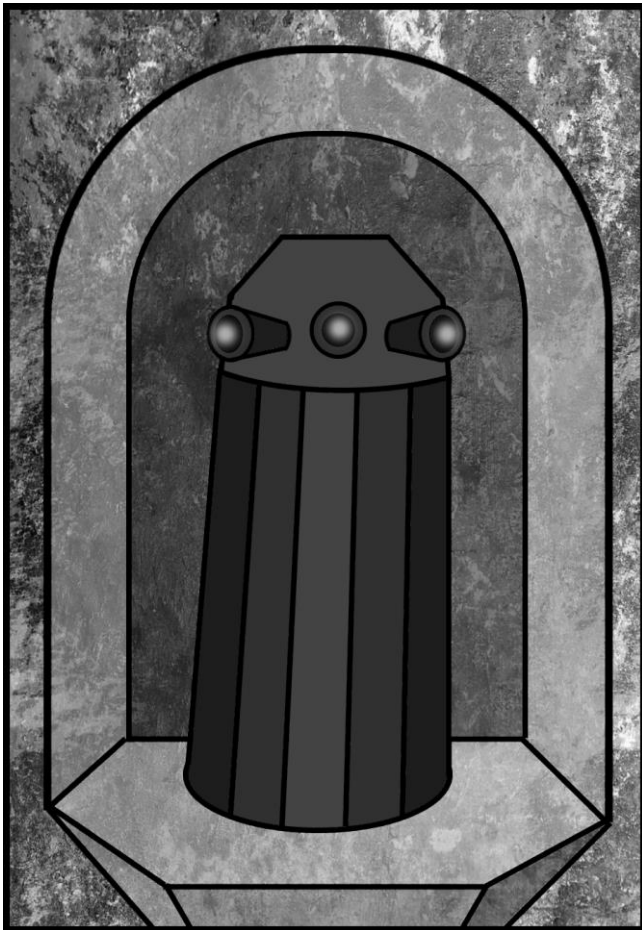
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15

Ascending AC combat information

+4 (1d6/1d6/1d6) firespray

If a thief can climb up to the guardian emplacement, they will spot the switch mechanism that can shut down the guardian emplacement. A successful **Remove Traps** roll

will allow them to turn it off. A non-thief character may attempt to simply bash the mechanism. Eight points of damage versus AC 9(11) will accomplish this. The GM may allow other options such as trying to short the mechanism with water or oil.



MAP 2, AREA 3

As the party enters the structure, they will see that the walls are made of the same metal as the outside. Mechanical runes are enscribed on the walls and ceilings. They give off faint green or violet glowing light. This will provide low light for the party to proceed, and it continues throughout most of the interior of the structure.

As the party proceeds down the entryway, they will see a doorway to their right. There is a heavy metal door that is ajar. Inside the room are cabinets and tables. They are all made of metal

and contain alchemical equipment such as scalpels, glassware, and mortar and pestles. There are a number of heavy glass bottles labelled as containing acids, bases, and flammable liquids. An alchemist's furnace sits in the center of the room. On a table next to the furnace are molds for pouring metal rune blocks about an inch long.

One large table in the room has dark red-brown stains on it, and a set of chains with manacles lies below the table. As the party explores the room, they will hear a bumping sound from one of the larger cupboards.

The sound is one of the men of the village, **Merrick**. He is very weak and his clothes have been torn. A closer inspection will reveal a small scar on the back of his neck. If the party can provide him with food or water, he can answer a few questions. Here's some information he can provide:

- He disappeared from Swoyer's Haven during the thunderstorm.
- He and the other men of the town were herded into a room upstairs by some living metal creatures. He is unsure whether they are golem or something else.
- He was the first one brought down here. He saw a woman enter the room, wave her hands, and then he remembered nothing.
- When he woke up, there was a scar and a small lump on the back of his neck. He hid in the cabinet until he heard you enter.

The lump on the back of his neck is a small metal rune block that was sewn in. If the party wishes, they may remove it, but a CURE LIGHT WOUNDS spell or a healing potion would be needed to staunch the bleeding. The rune block was clearly cast in the mold next to the alchemist's furnace.

Merrick is too weak to accompany the party. However, if a replacement PC is needed, the GM is free to allow Merrick to be used. Simply use

one of the character sheets from the back of this product. Since he is human, he can be a Cleric, Fighter, Magic-User, or Thief.

MAP 2, AREA 4

As the party proceeds down this hall, they will hear the whirring of some machine. Ahead of them, there is a twenty foot gap in the walkway. Numerous large gears are rotating horizontally over the gap as a sort of moving bridge. The teeth of the gears appear quite sharp and there is a distinct smell of oil in the air. Below the three gears is another gear-like mechanism that is rotating horizontally (much like the mechanism of a pencil sharpener).

There are several options for getting across. The gears are spinning, but not so fast that one couldn't try to jump on each one. Crossing to the other side will require three DEXTERITY checks. Consult the following chart to see the result.

Successes	Result
3	Safe crossing
2	1d4 damage from scraping against the gears
1	1d8 damage from scraping against the gears
0	Character falls down into the lower gears, 1d8 <i>CONTINUING</i> damage until rescued or dead

There is a shutoff switch hidden on the far side. It's a simple switch, but well hidden. A successful FIND SECRET DOORS check will reveal its location. Each character who crosses may attempt the check. Once switched off, all gears stop turning and can be safely walked across.

If players wish to try to jam the mechanism, they may throw rocks, spikes, weapons, etc... into the works. One option for resolving this is to ask for a RANGED ATTACK check vs AC 7(13). On a

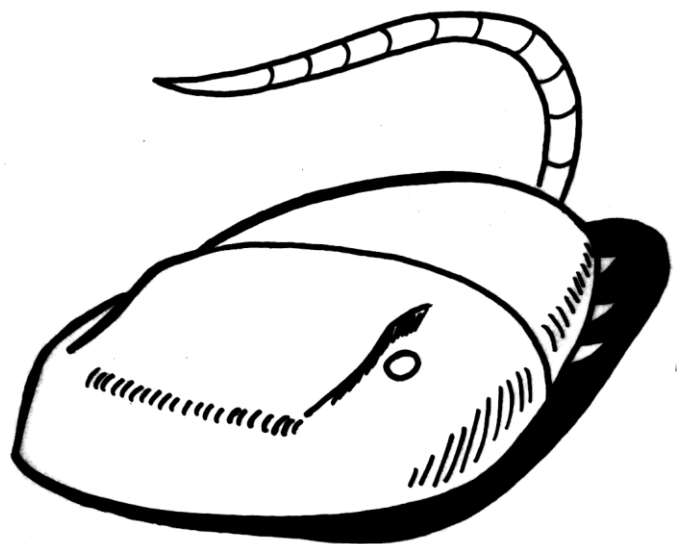
successful check, reduce the number of successful dice rolls needed on the table above by one. Note that any items jammed into the gears are permanently damaged and will not function until they are repaired by a blacksmith.

After braving the gear trap, the party will have two choices. Ahead of them, is a large, well-lit room. To their right, the corridor becomes dark. A loud, constant whirring sound comes from the darkness.

MAP 2, AREA 5

The well-lit room is quite large. The ceiling stretches to the entire height of the structure. On the far side of the room is a wooden ship. The boat has a large deck with two masts and sails, though the sails are down at the moment. At the prow of the boat is a bridge with windows on three sides. At the aft of the ship is another cabin, though this one has only small windows. A gangplank extends to the floor. A faint outline can be seen on the wall behind the boat, perhaps indicating a large door.

Between the party and the boat are 6 creatures that resemble metal horseshoe crabs. They crawl about in fast, random patterns. They will attack as soon as anyone enters the room. They will not enter the corridor unless they are somehow tricked to come out.



MEKAHORSHOE CRAB (1 HD)

24 hp AC 3(17)

At 3, DMG 1d4 + special, Save F1, ML 12

Mekahorseshoe crabs strongly resemble their organic namesakes. However they have metal shells and a stinger at the end of their long, flexible tail. On a successful hit, the victim takes 1d4 points of damage and must make a SAVING THROW VS. PARALYSIS. On a failed roll, the victim is paralyzed for 1d4 rounds.

They are immune to Charm, Sleep, and Hold spells.

AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

Ascending AC combat information
+1 (1d4 + special) stinger and paralysis

If the PC's investigate the ship, they will find the door to the forward cabin is unlocked. A large, throne-like chair sits in the middle of the room. Underneath the windows are bookshelves. They contain books of star charts and diagrams that show stars inside great glass spheres. On the top of the front bookshelf, is a chart with hand written annotations and arrows. Near the center of the chart is a rocky area that seems to show the rune building that the party is in.

The door to the rear cabin is locked, but not trapped. Inside is a large, luxurious bed, a table with silver utensils and crystal plates, a locked desk, and a chair. There are two smaller rooms. One is a closet containing fine women's clothing. They are cut for a tall, slender woman. The other room contains a bathtub, washing basin, towels, a fine red robe, and what appears to be a large porcelain chamber pot filled with clear water.

Inside the locked desk are several items. Paper, pens, and ink bottles are there. In a notebook is a list of prominent citizens and mages from the party's world. They will recognize Mayor

Hamelton's name on the list. (The GM should feel free to add other names if they wish). Also in the desk are three **Healing Potions** (1d6+1), a scroll containing the spell **Invisibility**, and a bottle which contains the potion **Rust Metal**. A description of the spell that the potion mimics is given below:

Rust Metal	Range: Touch
Magic-User 2	Duration: Instantaneous

The spell causes a three foot by three foot by three foot cubic area to rust immediately. Any organic matter in the cube is left unharmed. It may also be used against metal constructs such as iron golems or metal living statues. Magical items will lose one +1 effect every time they are affected by this spell.

The lower deck contains a single cabin with austere furniture, and men's clothing and personal items. There are empty crates labelled "Runes" there as well.

MAP 2, AREA 6

This corridor is completely dark. Ahead of the party, they will hear a whirring sound that gets louder as they approach. At the end of the corridor is the stairwell to level 2 (**MAP 3**). However the bottom landing is trapped. The whirring sound is caused by moving circular blades embedded in the floor, much like table saw blades. The landing is about eight feet wide, and requires a successful DEXTERITY check to jump over. On a failed attempted, characters will still make it across, but will take 1d8 damage from the blades.

A shutoff switch is hidden at the top of the stairs. It requires a successful FIND SECRET DOORS check to find it and switch off the blades.

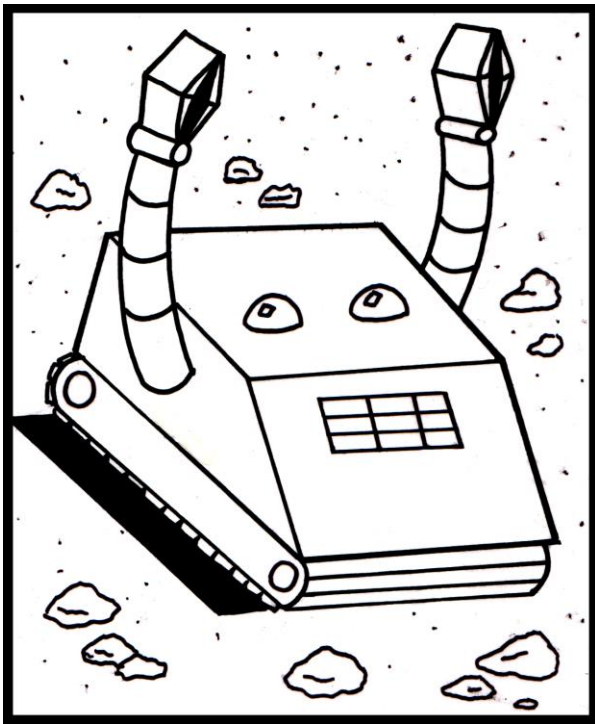
The PC's may try to throw something to jam the mechanism. This requires a RANGED ATTACK vs. AC 5(15). For each successful attempt, subtract 2 from their DEXTERITY check roll

(this is effectively a +2 bonus). On a failed attempt, there is a 50% chance (1 to 3 on a 1d6) that the object will fly back and hit one of the party members inflicting 1d6 damage.

At the top of the stairwell, the lighting returns.

MAP 3, AREA 1

As the party approaches *AREA 1*, they will hear the loud banging of tools. This area serves as an ore processing room. Inside, eight **mekaminers** are placing raw ore into large processing machines. The small empty room in the corner is an elevator/lift to the mines below the surface.



If any of the party members enter the room, the mekaminers will come over, grab one of their arms, and force them towards the nearest shovel. They will say "New worker, shovel ore." It requires a successful **OPEN DOORS** check to break free of their grip.

The constructs will only fight if they are attacked. However, they move fast and will try to block the path of anyone trying to leave the room. It will

require two successful **DEXTERITY** checks to leave the room. Failing either check means they will try to grab the PC again. However, this second time, the mekaminers must make a successful **MELEE ATTACK** roll.

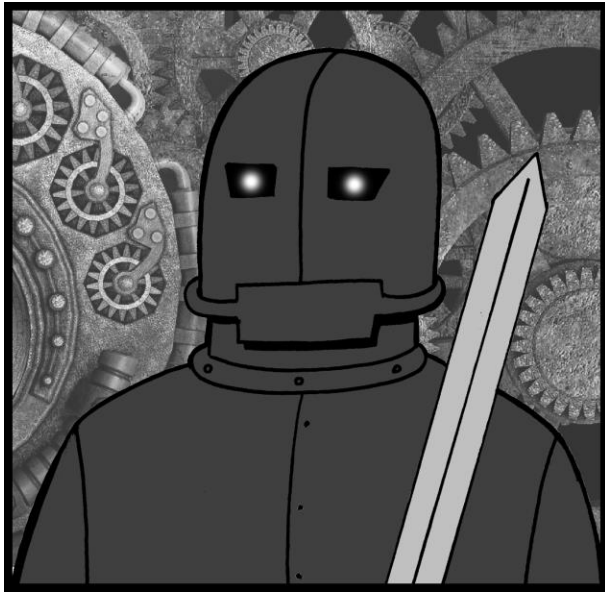
MEKAMINER (4 HD)									
18 hp AC 5(15)									
# At 2(blow), DMG 1d6/1d6, Save F4, ML 8									
<i>Mekaminers are boxy constructs that move on treads. They have been built but the mekautoms to serve as servants. As such, they only have rudimentary intelligence and a limited vocabulary.</i>									
<i>They are immune to Charm, Sleep, and Hold spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15
Ascending AC combat information +4 (1d6/1d6) limb/limb									

MAP 3, AREA 2

This area houses the men brought from Swoyer's Haven. The door is shut, but not locked. Inside the doorway stand two **mekautom** guards. They are quietly conversing in their machine language. Behind them, 15 men lie on bunks. They have no blankets or possessions, and appear malnourished. A barrel of water and dipper is in one corner. A large bucket that serves as a chamberpot is in the alcove in the far corner.

If the party defeats or neutralizes the mekautoms, they may wish to question either the mekautoms or the men. The mekautoms do speak common and will ask to be freed in exchange for information. Here's what both they and the men know.

- The mekautoms are working for the sorceress **Harmonia Rose** and her bodyguard, **Sir Vankin**.



- She plans to use these metal runes to control the will of important people on her world, the PCs' world.
- The runes will eventually be implanted in all people, giving her total control.
- The mekautoms are working for her because she has told them she plans to end war and strife on her world.

The men are quite weakened, as they have not been fed in three days. If the party can provide some nourishment or healing, they will be able to provide information. Possible names for the men are **Arnald**, **Lethold**, and **Jaralus**. The mayor, **Cornoth Hamelton** was recently taken by the sorceress and Sir Vankin.

Since the men are so weakened, they will not be able to provide much help. They may be able to make noise to create a distraction, if the PC's suggest this.

GM's Note:

If needed, the men can act as replacement PC's. You are certainly free to allow a **Cure Light Wounds** spell or a **Healing Potion** to restore them. Then just use one of the character sheets from Appendix B.

MEKAUTOM (3 HD)

15 hp AC 2(18)

At 2(blow), DMG 1d6/1d6, Save F3, ML 8

*These mechanical sentients are the most numerous inhabits of the plane of Mekaloare. They resemble walking suits of armor, and are intelligent and self-aware. The build metal ships to traverse the various planets of Mekaloare. They are immune to **Sleep** spells and do not require sleep. Also, they only receive one half healing from healing potions and spells.*

AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	19

Ascending AC combat information

+3 (1d6/1d6) limb/limb or weapons

MAP 3, AREA 3

A short set of stairs leads up to the next chamber. Three mekautom guards carrying swords can be seen from the bottom of the stairs. A man's painful groaning can be heard, as well as a woman's voice. A **HEAR NOISE** or **LISTEN** check will allow a PC to make out the words: "Bind the rune to him, bind his will to mine forever!"

When they enter the room, the party will find the mayor is strapped to a table in the center of the room. The table is surrounded by four pillars and a short railing. There is a large circular opening in the roof above the table. Glowing tendrils of gas encircle his head and stretch out to the starry sky above. The sorceress Harmonia Rose is inside the railing chanting a spell, and Sir Vankin is outside for protection.

Harmonia is a slender, attractive woman about thirty years old. She wears a band around her forehead with a small metal runestone attached at the front. The rune casts a faint green glow over her face and long black hair.

Sir Vankin is outfitted in black plate metal armor. Beneath his helmet, he has rugged features and wears his hair in a mullet to pad his helmet. He carries a large, flaming sword. This is a magic sword described below.

Upon seeing any of the party, Sir Vankin will command the mekautoms: "Get them, they must not be allowed to disrupt the spell!" He will also join the fight, as will the sorceress.

HARMONIA ROSE (5 HD)									
20 hp AC 8(12)									
# At 1, DMG 1d4, Save M5, ML 9									
<i>Spells Memorized:</i>									
Level 1: Magic Missile, Magic Missile, Light									
Level 2: Mirror Image, Invisibility									
Level 3: Dispel Magic									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d4) dagger									

SIR VANKIN (4 HD)									
16 hp AC 2(18)									
# At 1, DMG 1d8, Save M5, ML 9									
<i>Uses his FLAMES ON COMMAND SWORD</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15
Ascending AC combat information +4 (1d8+1) FLAMES ON COMMAND SWORD									

FLAMES ON COMMAND SWORD
Under ordinary circumstances, this sword acts as a normal, 1d8 damage sword. However, it also has the ability to be shrouded in flames when the user desires it. The user simply must hold the sword and say "Flames". The sword then bursts into flames and provides a +1 bonus "to hit" and

to damage. Additionally, victims who are especially vulnerable to fire (trolls, treants, the Carven) must make a **SAVING THROW vs. DEATH RAY** or catch fire and take continuing 1d6 damage.

MEKAUTOM (3 HD)									
15 hp AC 2(18)									
# At 2(blow), DMG 1d6/1d6, Save F3, ML 8									
<i>Immune to Sleep spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	19
Ascending AC combat information +3 (1d6/1d6) limb/limb or weapons									

If Harmonia is restrained, she will collapse and say nothing. A closer look at any wounds will reveal that her insides are made of wires, tubes, and oil. Harmonia was never really there. She was only channeling her spells through this mechanical simulacrum. As a last sentence, the simulacrum will utter: "We're not through. I will be seeing you again."



HARMONIA ROSE

GM's Note: This allows you to use Harmonia Rose in future adventures as a recurring villain. Thwarting her other plans and eventually confronting her in person can be a mini-campaign in itself.

If Sir Vankin is captured, he will offer the following information in exchange for his life:

- Harmonia used the ship to travel to this planet and use its special metals to create the rune blocks.
- He does not know how to pilot the ship, only that she sat in the large chair and concentrated while they were travelling among the stars.
- He claims that he only wanted to help her because he wanted to bring peace to the world. She could do this if she was its complete mistress.
- He will disclose the location of the real Harmonia's tower if offered the chance to return to with the party. This location is left to the GM's discretion.

Harmonia has a dagger on her, a **RING OF PROTECTION**, and the rune attached to the band on her forehead. Sir Vankin has his **FLAMES ON COMMAND SWORD** and 200 gp. The mekautoms carry nothing but their swords.

After (hopefully) the threat of the sorceress is neutralized, any remaining mekautoms will stop fighting. They will say "Her plan to bring peace to your world is ended." They will permit the party to leave and attempt to leave the structure as well.

CONCLUDING THE ADVENTURE

The men of Swoyer's Haven may be led back through the portal to Warlock's Isle. Segar will

gladly make several trips to ferry the men and the party back to the mainland. Merrick and the mayor were the only ones who had the runes implanted. The clerics at Swoyer's Haven can remove them safely. If asked, Artaigon can also remove them using a **Teleport** spell.

If the party is able to return at least some of the men safely, they will be paid the agreed upon reward. They will be honored with a feast held in the town council hall, and asked about their plans for the future.

EXTENDING THE ADVENTURE

Here are some suggestions for extending this adventure:

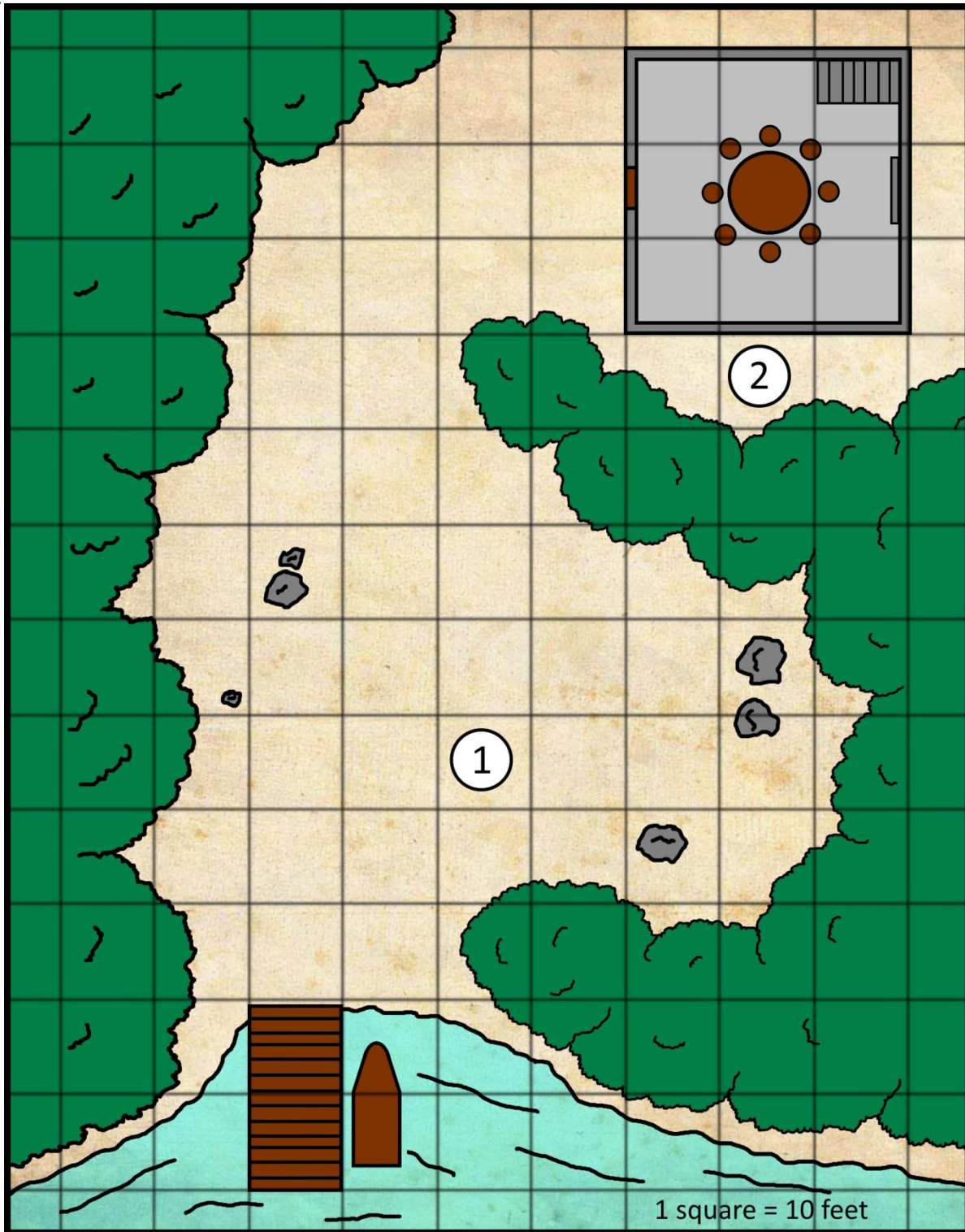
- The party may wish to return to Mekaloare for further adventures. The sorceress's ship at the structure may be used for travel to other parts of the plane.
- The mine under the rune structure may contain hidden treasure or peril.
- Mayor Hamelton may hire the party as special operatives for Swoyer's Haven. They may be called on to infiltrate a criminal gang, clean out a nest of orcs harassing caravans to the town, or to protect visiting dignitaries. Most importantly, he may hire them to track down Harmonia Rose.
- Sailor Segar may invite the party on his next seagoing mission. He hopes to find lost treasure on an island rumored to be populated by prehistoric beasts. (Just stay off tall buildings when you get back!)

CONCLUSION

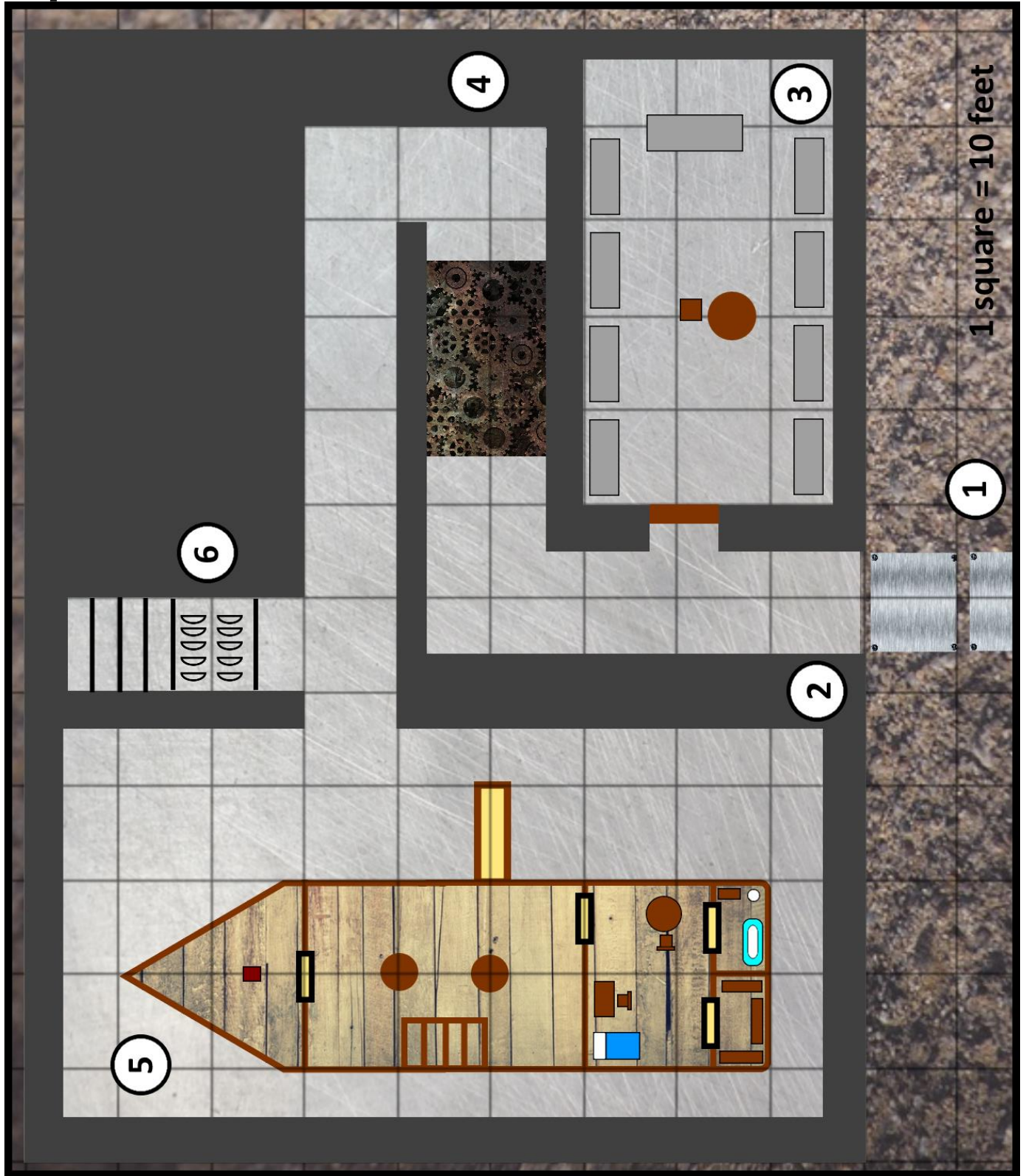
Thank you for purchasing this adventure. Change what you like and make it your own. Most importantly, have a great time with your players!

APPENDIX A: MAPS

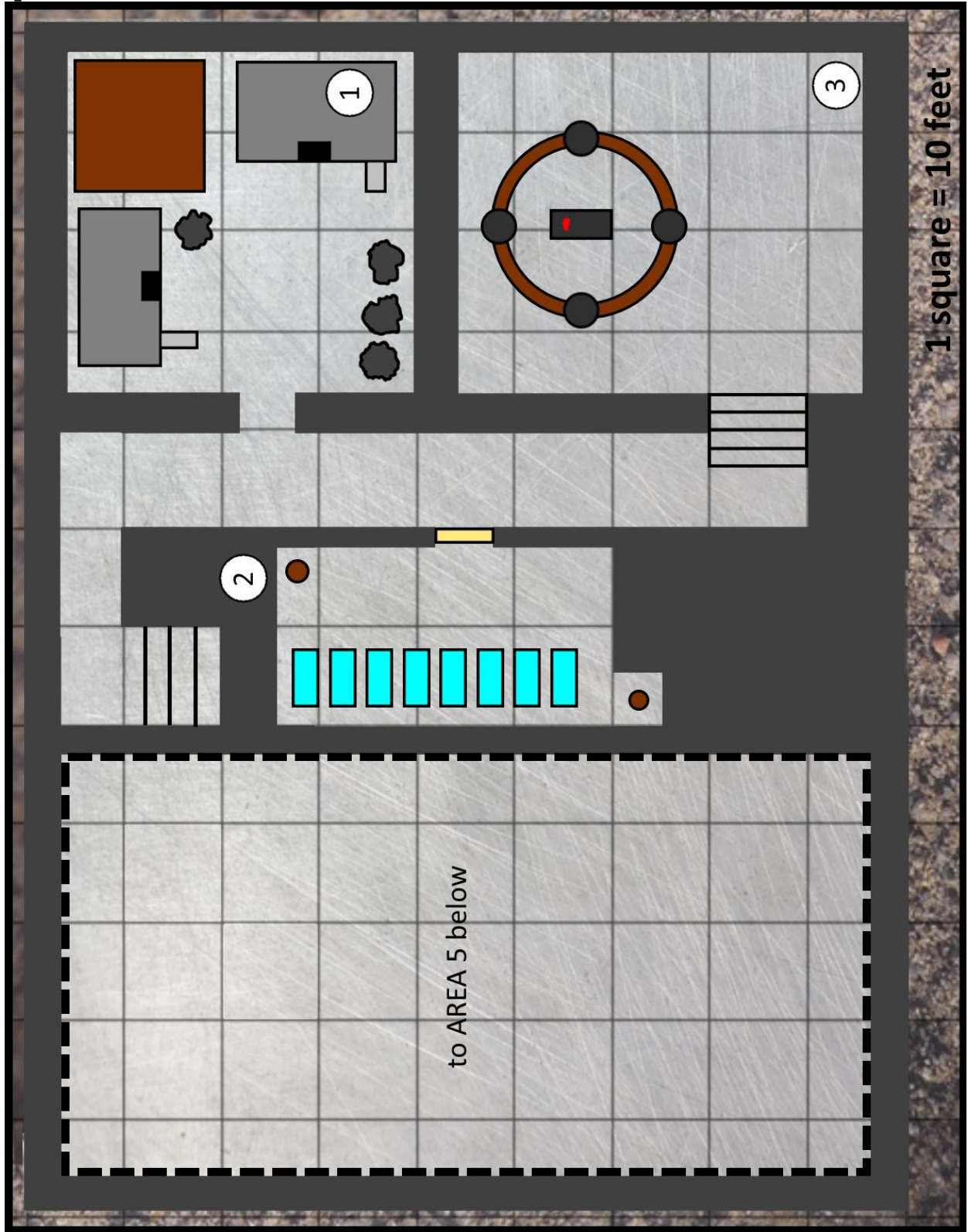
Map 1.



Map 2.



Map 3.



APPENDIX B:

PREGENERATED CHARACTERS

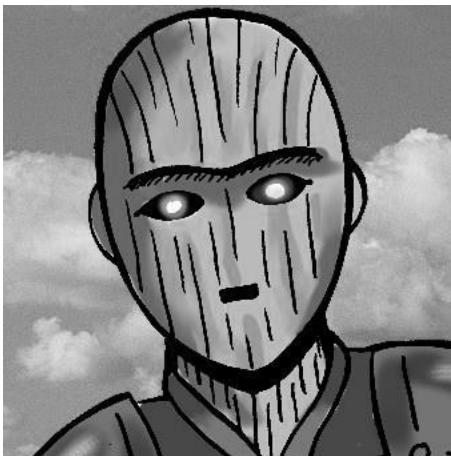
The pregenerated characters that appear on the following pages are all third level characters. Maximum hit points were given for each character. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

Three BONUS character sheets are provided to give you a taste of some of our other supplements (which are pretty cheap, too!).

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF – A classic for all time! A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.



Carven



Halfling Thief



Wanderwood

CLERIC (Level 4)

AC 6(14) HP 24

Abilities

			Adj.
STR	14	(To-Hit, Damage, Open Doors)	+1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	16	(Save vs. Spells)	+2
CHA	13	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	12
PARALYSIS/PETRIFY	14
DRAGON BREATH	16
SPELLS	15

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

Mace: (1d6)
Sling: (1d4)
Unarmed: (1d2)

Turn Undead

Skeleton	D
Zombie	T
Ghoul	T
Wight	7
Wraith	9
Mummy	11

Spells

First level (2/day)
Second Level (1/day)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Mace: +2 (1d6 +1)
Sling: +1 (1d4)
Unarmed: +2 (1d2+1)

DWARF (Level 4)

AC 5(15) HP 36

Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	12	(Missile To-Hit, AC, Initiative)	
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	6
MAGIC WANDS	7
PARALYSIS/PETRIFY	8
DRAGON BREATH	10
SPELLS	10

Special Abilities

Infravision
Find traps and mining (2/6)

Gear

Chainmail, Healing Potion

Weapons

2-handed Axe: (1d8)
Dagger: (1d4)
Unarmed (1d2)

Languages

Dwarvish
Gnomish
Kobold

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Axe:: +5 (1d6+2)
Dagger: +5 (1d4+2)
Dagger(thrown): +3 (1d4)
Unarmed: +5 (1d2+2)

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	13	(Languages)	+1
WIS	8	(Save vs. Spells)	-1
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	10
MAGIC WANDS	11
PARALYSIS/PETRIFY	11
DRAGON BREATH	13
SPELLS	12

Gear

Spellbook, Chainmail armor, Healing Potion

Weapons

Sword: (1d8)
Bow: (1d6)

Special Abilities

Infravision
Find secret doors (2/6)
Immune to ghoulish paralysis

Languages

Elvish, Orc, Hobgoblin, Gnoll

Spells

First level (2/day): *Magic missile, Sleep*
Second level (2/day): *Invisibility, Knock*

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword +3 (1d8)
Bow: +5 (1d6)
Unarmed: +3 (1d2)

FIGHTER (Level 4)

AC 4(I6) HP 36

Abilities

			Adj.
STR	16	(To-Hit, Damage, Open Doors)	+2
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	14	(Hit Points)	+1
INT	12	(Languages)	
WIS	10	(Save vs. Spells)	
CHA	8	(Reactions)	-1

Saving Throws

POISON/DEATH RAY	10
MAGIC WANDS	11
PARALYSIS/PETRIFY	12
DRAGON BREATH	13
SPELLS	14

Gear

Chainmail armor, Healing Potion

Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Sword:: +5 (1d10+2)

Bow: +4 (1d6)

Unarmed: +5 (1d2+2)

HALFLING (Level 4)

AC 3(I7) HP 24

Abilities

			Adj.
STR	8	(To-Hit, Damage, Open Doors)	-1
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	10	(Hit Points)	
INT	12	(Languages)	
WIS	13	(Save vs. Spells)	+1
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	6
MAGIC WANDS	7
PARALYSIS/PETRIFY	8
DRAGON BREATH	10
SPELLS	10

Special Abilities

-2 (+2) to AC against large opponents
 Hide Outdoors (90%)
 Hide Indoors (33%)

Gear

Chainmail armor, Marbles, Healing Potion

Weapons

Short sword: (1d6)

Bow: (1d6)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	8	9	10	11	12	13	14	15	16

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +2 (1d6-1)

Bow: +5 (1d6)

Unarmed: +2 (1d2-1)

MAGIC-USER (Level 4)

AC 8(I2) HP 16

Abilities

			Adj.
STR	8	(To-Hit, Damage, Open Doors)	-1
DEX	13	(Missile To-Hit, AC, Initiative)	+1
CON	10	(Hit Points)	
INT	16	(Languages)	+2
WIS	12	(Save vs. Spells)	
CHA	14	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Spells

First level (2/day): *Magic missile, Charm person*

Second level (1/day): *Web*

Weapons

Dagger: (1d4)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +0 (1d4-1)

Dagger(thrown): +2 (1d4)

Unarmed: +0 (1d2-1)

THIEF (Level 4)

AC 5(15) HP 20

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	13
MAGIC WANDS	14
PARALYSIS/PETRIFY	13
DRAGON BREATH	16
SPELLS	15

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Thieves' Abilities

Open Locks (30%)

Climb (90%)

Hide in Shadows (25%)

Hear Noise (50%)

Remove Traps (25%)

Pick Pockets (35%)

Move Silently (35%)

Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +1 (1d4)

Dagger(thrown): +3 (1d4)

Unarmed: +1 (1d2)

CARVEN (Level 4)

AC 3(17) HP 36

Abilities

STR	12	(To-Hit, Damage, Open Doors)	Adj.	
DEX	13	(Missile To-Hit, AC, Initiative)		+1
CON	14	(Hit Points)		+1
INT	16	(Languages)		+2
WIS	10	(Save vs. Spells)		
CHA	8	(Reactions)		-1

Saving Throws

POISON/DEATH RAY	10
MAGIC WANDS	11
PETRIFY/PARALYSIS	12
DRAGON BREATH	12
SPELLS	9

Special Abilities/Restrictions

Scout (45%)
 Identify Potions (40%)
 Limited Healing
(Only receive 1/2 hp from healing spells)
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Leather Armor, Healing Potion

Weapons

Sword: (1d8)
 Bow: (1d6)

Languages

Treant, Gnome

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	9	10	11	12	13	14	15	16	17

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword: +2 (1d8)
Bow: +3 (1d6)
Unarmed: +2 (1d2)

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF (Level 4) AC 5(15) HP 26

Abilities

			Adj.
STR	12	(To-Hit, Damage, Open Doors)	
DEX	16	(Missile To-Hit, AC, Initiative)	+2
CON	14	(Hit Points)	+1
INT	10	(Languages)	
WIS	8	(Save vs. Spells)	-1
CHA	13	(Reactions)	+1

Saving Throws

POISON/DEATH RAY	7
MAGIC WANDS	8
PETRIFY/PARALYSIS	9
DRAGON BREATH	12
SPELLS	11

Special Abilities

-2 (+2) to AC against large opponents
 Hide Outdoors (90%)
 Hide Indoors (33%)

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)
 Dagger: (1d4)

Thieves' Abilities

Open Locks (30%)
 Climb (90%)
 Hide in Shadows (25%)
 Hear Noise (50%)
 Remove Traps (25%)
 Pick Pockets (35%)
 Move Silently (35%)
Backstab +4 to hit and double damage

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	10	11	12	13	14	15	16	17	18

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +1 (1d6)
Dagger: +1 (1d4)
Dagger(thrown): +3 (1d4)
Unarmed: +1 (1d2)

HALFLING THIEF – A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD (Level 4) AC 5(15) HP 40

Abilities

STR	13	(To-Hit, Damage, Open Doors)	Adj. +1
DEX	8	(Missile To-Hit, AC, Initiative)	-1
CON	16	(Hit Points)	+2
INT	14	(Languages)	+1
WIS	12	(Save vs. Spells)	
CHA	10	(Reactions)	

Saving Throws

POISON/DEATH RAY	11
MAGIC WANDS	10
PETRIFY/PARALYSIS	12
DRAGON BREATH	14
SPELLS	8

Special Abilities/Restrictions

Tracking (45%)
 Hide in wooded area (95%)
 Find Healing Herbs (1d6)
 Photosynthetic
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

AC:	9	8	7	6	5	4	3	2	1
"TO HIT" ROLL NEEDED	9	10	11	12	13	14	15	16	17

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Great Staff: +3 (1d6+1)

Sling: +1 (1d4)

Unarmed: +3 (1d2+1)

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.

APPENDIX C:

OPPONENTS REFERENCE PAGE

MEKAHOUNDS (3 HD) 15 hp AC 3(17)									
# At 3, DMG 1d6/1d6/1d6, Save F3, ML 8									
<i>Mekahounds are metal attack dogs from the plane of Mekaloare. They are vicious in battle, though the noise from their bodies makes it difficult for them to hide their approach. Their insides are filled with various fluids, tubes, and wires.</i>									
<i>They are immune to sleep spells and can use their sharp claws to slice out of Web spells in one full round.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	16
Ascending AC combat information +3 (1d6/1d6/1d6) claw/claw/bite									

GUARDIAN EMPLACEMENT (4 HD) 24 hp AC 3(17)									
# At 3, DMG 1d6/1d6/1d6, Save F1, ML 12									
<i>The Guardian Emplacement is a fixed form of the Living Statue. It stands eight feet tall, and has a domed head with three tubes attached to it. It is immobile, except for the tubes which can swivel to shoot a spray of fire (40' range). On a Natural 20, the victim must make a Saving Throw vs. Death Ray or suffer continuing fire damage of 1d6/round.</i>									
<i>They are immune to Charm, Sleep, and Hold spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15
Ascending AC combat information +4 (1d6/1d6/1d6) firespray									

MEKAHORSHOE CRAB (1 HD) 24 hp AC 3(17)									
# At 3, DMG 1d4 + special, Save F1, ML 12									
<i>Mekahorseshoe crabs strongly resemble their organic namesakes. However they have metal shells and a stinger at the end of their long, flexible tail. On a successful hit, the victim takes 1d4 points of damage and must make a SAVING THROW VS. PARALYSIS. On a failed roll, the victim is paralyzed for 1d4 rounds.</i>									
<i>They are immune to Charm, Sleep, and Hold spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d4 + special) stinger and paralysis									

MEKAMINER (4 HD) 18 hp AC 5(15)									
# At 2(blow), DMG 1d6/1d6, Save F4, ML 8									
<i>Mekaminers are boxy constructs that move on treads. They have been built but the mekautoms to serve as servants. As such, they only have rudimentary intelligence and a limited vocabulary.</i>									
<i>They are immune to Charm, Sleep, and Hold spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15
Ascending AC combat information +4 (1d6/1d6) limb/limb									

MEKAUTOM (3 HD) 15 hp AC 2(18)									
# At 2(blow), DMG 1d6/1d6, Save F3, ML 8									
<i>Immune to Sleep spells.</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	8	9	10	11	12	13	14	15	19
Ascending AC combat information +3 (1d6/1d6) limb/limb or weapons									

SIR VANKIN (4 HD) 16 hp AC 2(18)									
# At 1, DMG 1d8, Save M5, ML 9									
<i>Uses his FLAMES ON COMMAND SWORD</i>									
AC	9	8	7	6	5	4	3	2	1
To Hit	7	8	9	10	11	12	13	14	15
Ascending AC combat information +4 (1d8+1) FLAMES ON COMMAND SWORD									

HARMONIA ROSE (5 HD) 20 hp AC 8(12)									
# At 1, DMG 1d4, Save M5, ML 9									
<i>Spells Memorized:</i> Level 1: Magic Missile, Magic Missile, Light Level 2: Mirror Image, Invisibility Level 3: Dispel Magic									
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
Ascending AC combat information +1 (1d4) dagger									

FLAMES ON COMMAND SWORD									
Under ordinary circumstances, this sword acts as a normal, 1d8 damage sword. However, it also has the ability to be shrouded in flames when the user desires it. The user simply must hold the sword and say "Flames". The sword then bursts into flames and provides a +1 bonus "to hit" and to damage. Additionally, victims who are especially vulnerable to fire (trolls, treants, the Carven) must make a SAVING THROW vs. DEATH RAY or catch fire and take continuing 1d6 damage.									

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