
Micon's Hideout

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Background Information and Adventure Summary

While the PCs are enjoying the activities of the city market and fair and explosion rocks up through a sewer gate and the PCs are enlisted to check it out. An investigation reveals a blown, warded doorway leading away from the sewer channel into an ancient labyrinth. The labyrinth was designed to hide an old rebel wizard and his experiments. The wizard has since changed and some of his materials and guardians remain.

Adventure Start

This adventure begins with an in-action start. If you suspect your PCs will object to this feel free to roleplay the material covered below or use a different hook of your own. This adventure is merely an opportunity for the PCs, and the in-action start in no way railroads the PCs in a negative manner.

The City offers an intoxicatingly rich tapestry of sights and odors. The busy market area is a buzz with the late morning activity of trading. An explosion rocked the section of the market you were in and a number of cries went up from those nearby. The explosion originated from a sewer grate that had been knocked aside. A pair of vigils (city guards) rushed to the area and they quickly ascertained no one had been seriously wounded.

One of the vigils called out to you, "I do not suppose you would want to duck in there and figure out what that was about?" You and your companions quickly worked your way down an iron rung ladder into the sewer. Following the charred path of the main sewer line, you quickly came upon a section of wall blown outward and the remains of a man lying next to it. A tunnel leads away from the blown out section.

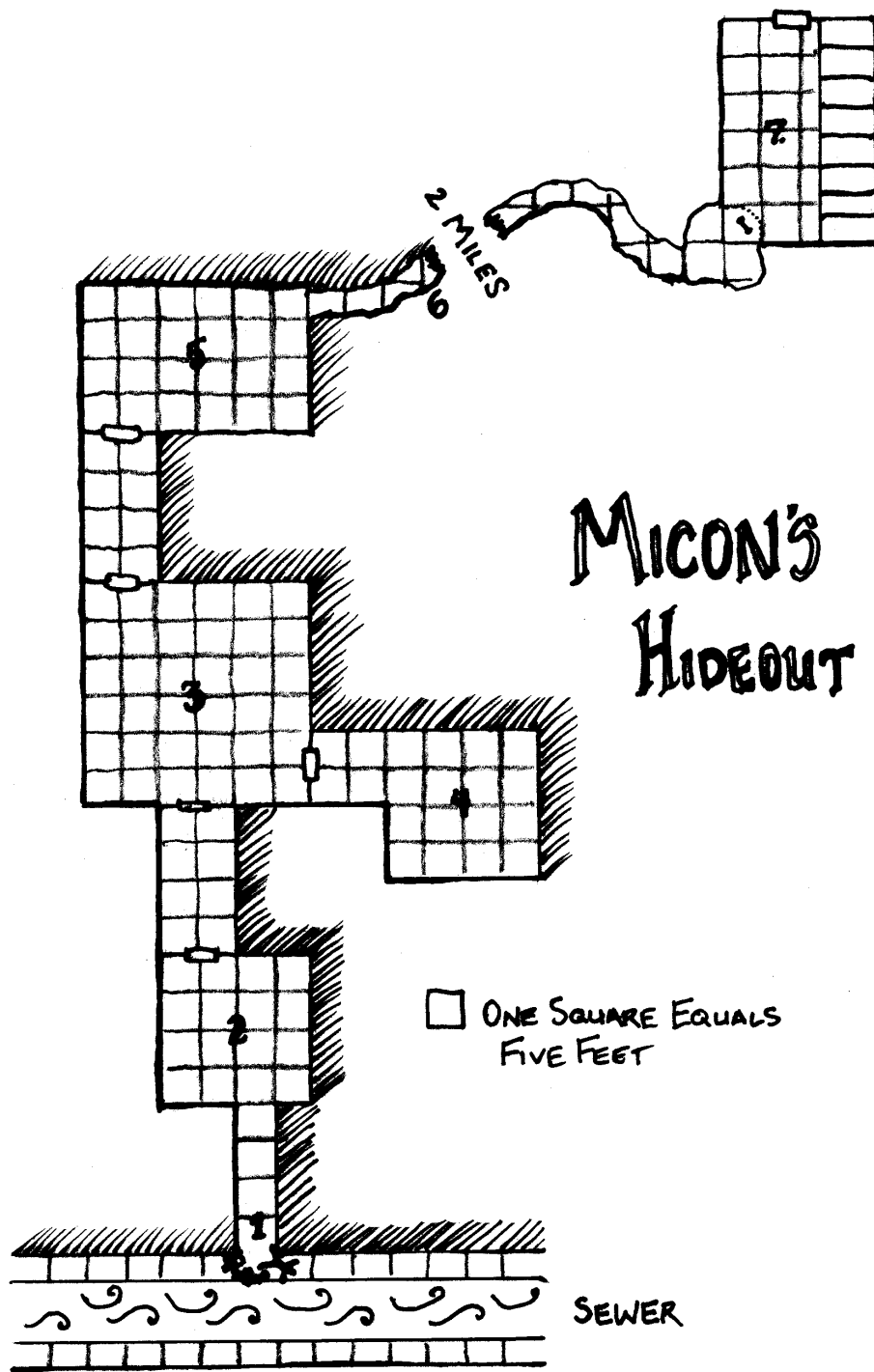
Strictly speaking the PCs have done everything the vigil asked them to do. It is totally up to them whether they continue exploring the area. The dead man at the gap in the wall has a purse with 12 sp and 4 gp. He also has a pouch with a set of masterwork thieves' tools.

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All of the ceilings in this complex are only 7 feet high. PCs using large two-handed weapons should incur a to hit penalty of -2.

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1. Blown Entrance Way (EL 0)

The thief attempting to enter this secret door set off a ward that caused the explosion killing him. A search (DC 15) may reveal the secret door's original mechanism, which is now badly mangled.

2. Guard Chamber (EL 1)

This foul smelling area has a pair of stools where two men dressed in ancient fighting garb rest. The fighting men's skin are a sickly gray and they rise in unison to face you.

Only those knowing Micon's passwords – peaceful rest – will be able to bypass the guardians. There is no reason the PCs would have this knowledge.

2 Human Commoner Zombie Medium Undead ; CR 1/2; HD 2d12+3; **hp 16**;

Init -1; **Spd** 30 ft.; **Space/Reach** 5 ft./5 ft; **AC** 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; **Base Atk** +1; **Grp** +2; **Atk Slam**+2 melee (1d6+1) or club +2 melee (1d6+1); **Full Atk Slam**+2 melee, (1d6+1) or club +2 melee (1d6+1); **SA** -; **SQ** Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; **AL** Always neutral evil; **SV Fort +0, Ref -1, Will +3**; **Str** 12, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1

Skills: -

Feats: Toughness

Single Actions Only(Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

3. Experimentation Room

A large broken down table dominates the center of this room. There is a bookshelf on one wall and two doors leading out. A desk and chair are in the remaining corner.

The bookshelf has several books, but damp air and age has ruined them. The title to a few of the books may still be read: *Keeper of Destiny, The Druids of Lore, Wizard of the Spring Fire, The Shining Dragon, Apprentice of the Mage's Amulet, Twilight of the Summoned, El-Winbin's Spell, and The Heart of Entrope*. The books quickly fall apart upon inspection of any sort.

The desk contains several pages of parchment, which detail experiments of a wizard named Micon trying to reach lichhood. The notes seem to suggest the author may have succeeded. DMs should feel free to leave treasure maps or other handouts for future scenarios in this area. There are a number of old quills and a dried inkpot here also.

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4. Sleeping Chambers

A broken down bed rests against the far wall of this room. There is a large wooden chest at the foot of the bed. An empty candlestick is lying on the ground near the entrance.

The chest contains a few rags that were once cloaks. The candlestick is plated silver and might bring 5 sp on the market. There is nothing else of interest in the room.

5. Store Room (EL 1.33)

A number of crates and barrels are piled high in this area. Four skeletons stand at attention in the area and animate as you near the room.

The barrels and crates are full of mostly rotting foodstuffs. There may be a few nonperishable items found here at the DM's option. The skeletons are programmed to only let those who know Micon's password to pass.

4 Human Warrior Skeleton Medium Undead ; CR 1/3; HD 1d12; **hp 6 ea.**; **Init +5**; **Spd 30 ft.**; **Space/Reach 5 ft./5 ft.**; **AC 15** (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; Base Atk +0; Grp +1; **Atk** Scimitar +1 melee (1d6+1/18-20) or claw +1 melee (1d4+1); **Full Atk** Scimitar +1 melee (1d6+1/18-20) or 2 claws +1 melee (1d4+1); **SA -**; **SQ** Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; **AL** Always neutral evil; **SV Fort +0, Ref +1, Will +2**; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1

Skills:

Feats: Improved Initiative

6. Long Passage

This narrow carved passage winds around under the city for a couple of miles. It stops at a small chamber with a ladder going up to a trap door in the ceiling. This trapdoor leads to area 7 (the crypt).

7. The Crypt (EL 3)

The trapdoor opens into a large stone-walled room. A pitiful looking creature in a dark cloak rises. It speaks out to the PCs, "The burning hunger consumes me and now you have found me! All of these years of waiting - Either I shall feed or you shall end the miserable existence of Micon the Wizard!" The horrible odor of death pervades the room as the creature opens its cloak to reveal its entrails.

Reduced to a ghoulish existence, Micon the wizard became trapped in this crypt by his own foul magics. Fortunately for the PCs, he retains very little of his original abilities, but they may think he is a liche!

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Micon the Ghast Medium Undead ; CR 3; HD 4d12+3; **hp 24**; **Init +3**; **Spd 30 ft.**; **Space/Reach** 5 ft./5 ft.; **AC 17** (+3 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +2; Grp +5; **Atk Bite +5** melee (1d8+3 plus paralysis); **Full Atk Bite +5** melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); **SA** Ghoul fever, paralysis, stench; **SQ** Darkvision 60 ft., undead traits, +2 turn resistance; **AL** Always chaotic evil; **SV Fort +1, Ref +4, Will +6**; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Treasure: Hidden in one of the crypt's vaults is Micon's remaining treasure. The wizard sold most of his valuables in pursuit of his experiments. A small sack contains all that remains: 3 jade gems (worth 100 gp each) and six flasks of acid.

The stone door [*Hardness 8, hp 60*] to the Crypt is barred from the outside *Break* (DC 30). Beyond the door is a short flight of stairs that leads up to the city's largest and oldest graveyard.

Conclusion

The PCs may report back to the vigils. Eventually the vigils will make their way through the complex as well. The PCs are under no compunction to return any of the materials or treasures they have gathered. The vigils may ask to inspect parchments or other writings the PCs may have found – if the PCs mention the objects to them. If the PCs ask for a reward the vigils will give them a couple gp each and a hearty handshake.

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