THE OLD ARTIFICER'S DUNGEON

The old artificer is well known for collecting gems. However, he was never seen wearing some. Local folks say there should be a hidden cache below his house full of precious gems! As the guy was not out of his house for a month, you are going to check what happened and if the rumors are true. One night you decided to try your luck. Inside the house you found the path downstairs.

GREMLINS – artificial beings similar to goblins. Can see in the dark. Can talk on common.

Guard: +SRT +CON +ARMOR, vibroblade.

Technic: +INT +DEX, tranquilizer dart handgun (save vs paralysis or be stunned for 1d6 hours).

Operator: +INT +WIS +DEX, wired helmet with psychic power – read mind, mind control (1 target).

LIBRARY - Book shelves with knowledge about creating mechanical life, artificial intelligence studies, etc. Guides to the world with detailed maps of distant locations and information about the creatures living there.

Rusty iron golem – the holder of the history of this place and the first creature created by the Master is sitting at the main table. He can barely move but will gratefully answer questions to anyone able to get and apply some mechanical oil to him.

DINNER ROOM – Big table in the middle. Cooking machine is creating any food you can imagine and describe to it.

1d4 technics and 1d6 guards at the table.

ENTRY HALL – One gremlin operating a big stationary tranquilizer darts machine gun. 1d4 darts per round, multi target.

1d6 gremlin guards.

CONTROL ROOM

A big black chair along the opposite wall. Who sits in this chair – controls the complex and all gremlins have to obey his orders.

The chair now occupied by the old gremlin (operator).

The master ordered clearly in the codex when he should pass the control. And then this woman came and tried to get him out. He have to calm her by the guards and put her into the stasis.

ENTRANCE blocked by huge boulder. INT to hack or WIS to find fingerprints to the right code for the Console.

THE PICTURE

An old man staying near the beautiful lake and the forest. His eyes seems to follow you!

THE WOMAN

The woman in stasis field is a witch who charmed the artificer to learn his secrets. Combining her magic and his knowledge, they created a picture of a beautiful place to hide from the world when they need to. Cowardly, she trapped the old man inside and got a key to the complex.

However, stupid gremlin refused to obey her orders! Instead, he put her here in motionless stasis.

THE MACHINE

In the center of the room. Can rise the INT, DEX or STR of any person up 1 point.

Also, it can fill new empty shells with basic INT and put the CODEX into their brains. Needs gems to operate.

Can rise the stat only if it's below the average, otherwise all gems will be wasted with no effect.

At least 2 creatures needed. 1 put inside and one to run the machine. INT check to recognize the correct sequence of actions to start a successful run. Real good INT roll can give a clue how to change the CODEX.

1d6 technics, 1d4 guards

STORAGE. It's dark here.

Four containers with pre-gremlins. They are just shells with little brain and basic instincts. One is broken - 2d4 creatures are free and very hungry.

A barrel of mechanical oil is here. Be careful – it is very flammable!

Two stasis containers. One with beautiful woman holding the strange key in her hands. Second is empty. STR to break or INT to open.

Small chest with firetrap contains 2d8 gems (the fuel for the machine).

CODEX OF SERVANTS
Can be found in the library.

1. Always obey the one in the CONTROL CHAIR.

2. Operator should pass the control to any MAN with a KEY.

3. Any person not following the codex should be treated as INTRUDER,

4. Protect the complex from INTRUDERS at all costs. Put them into stasis if possible or kill them all!