MOLOGIA

**Ten thousand fists:**

**Act 1 first encounter**

5 Pesants:

HP: 15

AC 10

8 in all stats,

Melee Hand Axe: 1d6 + 3, +2 to acc;

Range Rock: 1d4 + 3, +2 acc

Oil: throw oil to cover 4x4 square with flames 5dmg upon contact once per round.

Mask

HP: 25

12 in all stats

Warcry: Reckless attack every turn to all allies

Mad Crown: upon death choose the strongest foe, he should make dc12 check or attack closest target with reckless attack active

Sword 2d6 + 2 dmg, +3 to acc

Bow 1d8 + 1 dmg, +3 to acc

LOOT : 20 gp on each corpse, mask of madness

Mask of madness: dc 15 wisdom to resist Mad Crown effect.

Upon success reveal the white tower with a mage Valerian inside it. Than the vision ends and mask is no longer active, but still emits some kind of magic force

**Act 2 Curiosity and punishment**

Valerian – apprentice illusionist

Upon presenting the mask in White Tower investigation against Valerian starts. After 1 day Valerian is found guilty and is exiled to Astral “country”, because of his negligence(неосторожность) towards magical artefacts.

Reward: 150gp

**Act 3**

Finding more mad peasants +2 dmg to everything, mask now has no effect and emits magic force

If players present it to white tower give them 50gp and ivite them to Grand Mage *Alfrani*

**Act 4 The ruins**

Alfrani thanks PCs for their fine job and give them quest for investigation in ruins in Menerica (see chambers of menerica 03 EACH ROOM HAS LIGHT-ORANGE CRYSTAL IN IT, they must be destroyed as all the masks in the dungeon)

Previously this was a temple of Ghanadaur the god of madness, but it was destroyed and scavenged long ago, but recent Astral wind awakened elder powers and recharged old crystals.

Room 9: <https://www.dandwiki.com/wiki/Firesweep_Bow_(5e_Equipment)> uncommon

Room 8: Book of Hadar can only be used if you have Int or Wis >= 15 or abyssal as language

Upon use short-term madness effect <https://roll20.net/compendium/dnd5e/Madness#content>

After 3 uses long-term madness effect

After 5 uses indefinite madness + curse

Has 5 spells of warlock (each level needs research of the book and spell level = level of PC - 1)

Each research after 1st requires a Wis check DC 12, 14 , 16, 18 or suffer madness effect short-term or long-term upon crit fail

0 – eldritch blast,

1 – arms of hadar , masks can be used by wealder of the book as mind control on peasants to lead them to destruction

2 – Crown of madness

3 – hunger of hadar

4 – Hallucianary terrain

You can go to warlock eldrich class completely after 3rd research, book will give you bonuses.

Quest Rewards: 1200 gp, and a magic weapon +2