

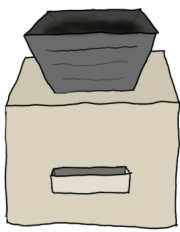
The Mad Artificer's Invention

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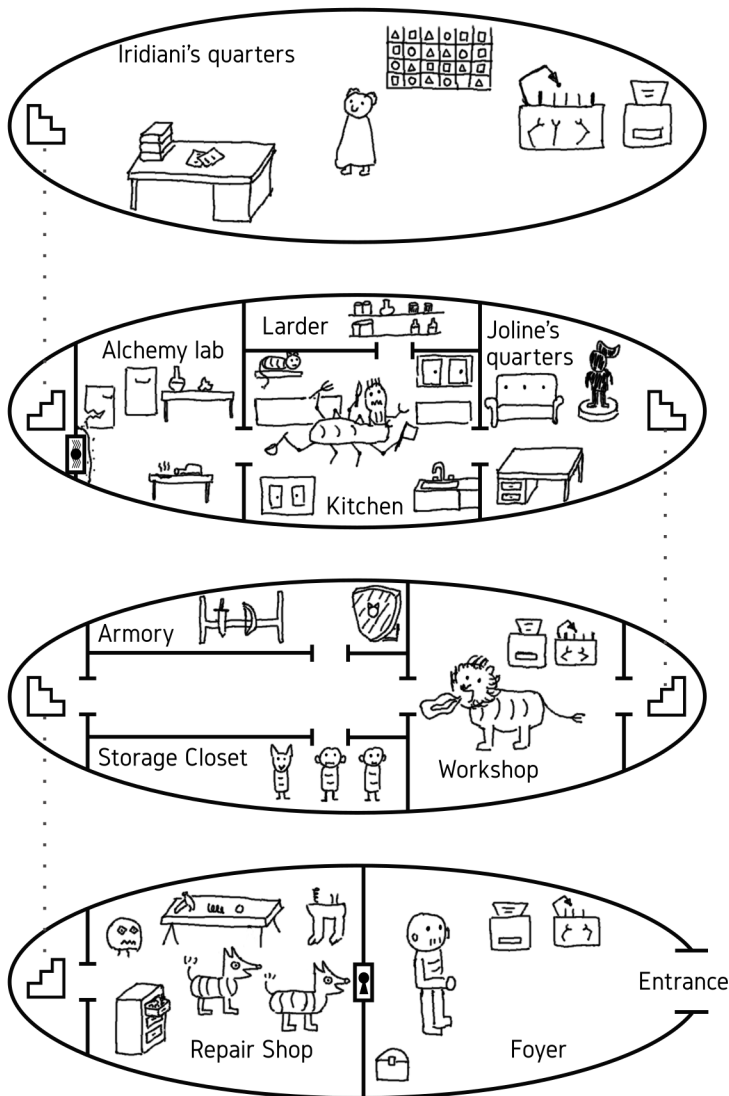
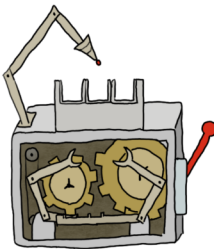
The party is tasked to retrieve the **Crimson Dragon**, a powerful magical artifact stolen by the mad artificer Iridiani. They arrive at his tower, where he has worked for years in solitude on inventions unknown.

Iridiani's Inventions

The **Deconstructor** is a big, box-shaped machine with a large opening at the top, and a small tray in the front. When an object is fed into the opening, it breaks it down into its component Alchemical gems, which are deposited in the tray. Many objects in the dungeon can be broken down this way. For example, if the party puts in the small key (🔑) from the foyer, they get a red orb and a blue cube.



The **Assembler** combines alchemical gems to create new objects. It has 2-4 slots for alchemical gems. When gems are put in the slots, it consumes the gems to build a new object combining the attributes represented by the gems used. It could be a useful item, a useless item, or another construct that attacks the party. For example, if the party puts in a black tetrahedron (ice) and an orange orb (sword), they get a sword that deals extra cold damage.



Alchemical Gems

Each shape/color combination corresponds to a feature:

	Red	Orange	Yellow	Green	Blue	Purple	Black	White
● Orb	key	sword	friendly	potion	fire	cursed	large	cat
■ Cube	electric	wolf	bow	invisible	small	dragon	shield	guard
Tetrahedron	poison	stone	healing	Joline	flying	spider	ice	wood

The party will learn the correspondence over the course of the adventure by experimenting with deconstructing and assembling objects.

Iridiani's Tower

Note: All creatures in the tower are mechanical constructs, except Iridiani himself.

Foyer – Guarded by an 8-foot mechanical humanoid (◼◻). A chest contains a healing potion (▲●). The Mk. 1 Assembler (the earliest design, with only 2 gem slots) and a Deconstructor are here. The door forward is locked, and has an exceptionally large keyhole. A tiny key (●◼), far too small for the lock, hangs on the door. The party must assemble a large key (●●) to unlock the door.

Repair shop – Various parts and incomplete robots are strewn about. Two finished robots attack: an electric wolf (🐺) and a flying electric wolf (🐺🦋).

Armory – Contains various equipment: A small wooden sword (●■△), a cursed ice bow (■●▲) (deals cold damage to the wielder), and a stone shield, too large to carry, engraved with a cat (▲●■○). An animate invisible flying sword (●■▲) attacks anyone who tries to take the items.

Storage closet – Contains an assortment of robots, which attack when the closet is opened. A guard with fire and ice attacks (●▲□), a guard with electric attacks (■□), and a guard with a head of a wolf (□■).

Workshop – Burning heat radiates from a huge fire-breathing lion (●●○). The lion guards the Mk. 2 Assembler (a newer model, with 3 gem slots) and a Deconstructor.



Joline's quarters – Contains a stone statue of Joline (▲●●▲). In a desk drawer is Joline's diary, describing her last days working on the Assembler before being turned to stone by Iridiani.

Kitchen – A huge drider (human head and torso with a spider

body) with health regeneration (▲●◻) attacks the party, wielding various cutlery in several arms. A friendly cat (●○) watches them from a high shelf.


Larder – Among the provisions are 3 potions: a potion of invisibility (●■), a cursed potion of petrification (▲●●), and a poison potion (▲●).

Alchemy lab – A messy room with benches covered in glass vials and other alchemist's supplies, and stained with chemicals. 2 vials of poison (▲●) can be salvaged. A flying guard who shoots poison arrows from his arms (▲■▲□)

lurks on the ceiling. Near the door is a broken freezer. Magical coolant leaks onto the door and covers it and the lock in ice. If melted with heat, the ice quickly refreezes. The lock has a visibly unusual shape:  The party can construct a flaming spider-shaped key (●●▲) to  open the door.

Iridiani's quarters – Iridiani stands beside the Mk. 3 Assembler (the latest model, with 4 gem slots) and Deconstructor, and a rack of assorted alchemical gems, including exactly one ■. He fights the party by using the

Iridiani created the mechanical creatures in the tower using his Assembler. He stole the Crimson Dragon to make a dragon gem to build the greatest robot ever.



gems to create various new constructs to fight at his side. Upon defeating Iridiani, the party does not find the Crimson Dragon in his quarters because he has deconstructed it. They must rebuild it using the combination ▲●■□ in the Mk. 3 Assembler.



*The **Crimson Dragon** is a stone dragon statuette. It grants the wielder the power to channel fire magic.*