

L1

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Mini-dungeon Module L1

The Alchemist's Task

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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The Alchemist's Task is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module L1

The Alchemist's Task

An alchemist has a proposition for the group. She needs help recovering a hidden stockpile of magic potions and in exchange she'll split whatever's found with them. Sounds simple right? There are a few obstacles of course; otherwise she wouldn't need a group of fearless adventurers to help collect the potions now would she?

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Alchemist's Task is designed for 4-6 adventurers of level 1-3. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

Alayna Lurio moved to Summervale with the intent of opening up her own little potion shop. Shortly after opening she experienced a few setbacks. Her alchemy books were stolen, rats got into her ingredients, and she had a small fire which claimed the few remaining notes she owned on the craft. On top of that, Alayna really wasn't that good an alchemist. But then that's why she moved to Summervale. It's not like there were any other potion shops around. She had the market cornered. And the sales she made prior to her string of misfortunes were enough to convince her she could still make a go of it.

Then fate intervened in the form of a stranger with a treasure map for sale. The stranger stated that the map lead to a stockpile of magic potions hidden in an abandoned alchemist's workshop at the rear of a large cave. Alayna had heard tales of Raho the Mad, a reclusive alchemist who was rumored to have a hidden laboratory somewhere near Summervale. Purchasing the map Alayna quickly set off for the cave, only to find its entrance was guarded by a bear. A very large bear. She realized she was going to need help getting to the potions so she's taken to hanging out at the local tavern hoping to encounter some adventurers who would be up to the task. She hopes to convince someone to help her recover the potions, either through the promise of treasure, her womanly charms, or some other way...

Set Up

The group stops at the small town of Summervale enroute to some other adventure looking to rest for the night and possibly pickup some supplies. On their way to the local tavern they pass a small shop bearing the sign "Alayna's Elixirs" with its door boarded up.

At the tavern they're approached by an attractive young woman who introduces herself as Alayna the owner of the potion shop. She relays her tale of misfortune to the group as well as her possible salvation in the form of the hidden stockpile of potions at the end of her treasure map.

She asks the party to escort her to the cave and help her recover the potions. In exchange she'll split whatever she finds with the party 50/50 (one share for her, one share for them.)

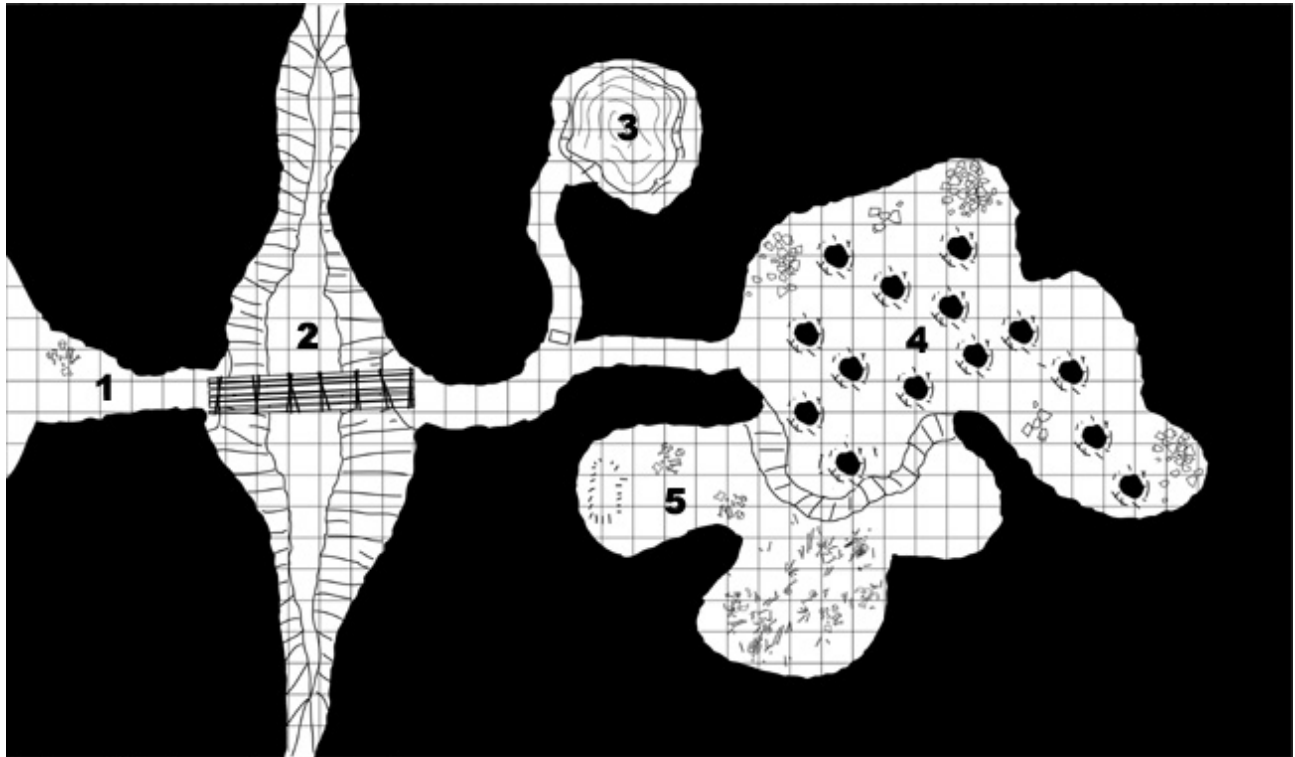
There is of course the matter of the bear. And who knows what else waits for them once they're inside the cave...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Alayna could claim she poisoned the group's ale. She'll insist that the only cure lie within the hidden alchemist's lair.





The Alchemist's Lair

Key to the Alchemist's Lair

Alayna insists on going with the group. She has the following stats:



Alayna: HD 1; HP 6; AC: 7 [12];
Atk 1 weapon (1d4); Move 12;
Save 17; CL/XP 1/15; Gear:
Leather Armor, dagger, *Potion of healing*.

After an hours' journey Alayna's map leads the group to the entrance to the cave that holds the hidden lair.

1. Very Large Bear Den

You stand before a wide entrance to a cave. A large pile of something lies in the shadows of the cave entrance just beyond where the sun can reach it.

Alayna will whisper "That's the very large bear..." while pointing to the large pile. In truth it's an average size bear. Alayna never saw a bear before so she really didn't have anything to compare it to. She accidentally got a little too close to it while searching for the cave on her own. To her it was a very large bear...

It would be difficult to get pass the bear without disturbing it. Even if the group succeeded, chances are the noise they make on the bridge in **Area 2** will wake it. The group could wait until the bear decides to go off to hunt however chances are they'll still have to deal with it on their way out.



Bear: HD 4+1; HP 19; AC: 7 [12];
Atk 2 claws (1d3) and bite (1d6);
Move 9; Save 13; CL/XP 4/120



2. Creaky Bridge

A bridge comprised of several rotten logs lashed together with old moldy rope spans a thirty foot wide chasm. It doesn't look very safe.

The bridge proves to be surprisingly sturdy if tested, however it creaks and groans horribly the moment any weight is put on it. If the Gamemaster determined that the characters could sneak pass the bear each time someone sets foot on the bridge there's a chance that its creaking could wake the creature (roll 1d6 a result of 3 or lower means the bear awakens.)

The bear doesn't trust the bridge to hold its weight so it never ventured further back into the caves, choosing to lair at its opening instead. It won't pursue the party over the bridge but it will eagerly await their return.

The chasm itself is home to a group of fire beetles. They'll move to attack anyone attempting to cross the bridge.

Doing battle on the bridge has the added danger of the possibility of falling. Unless a character states that they are being mindful of the edge of the bridge while in combat (suffering a -1 penalty to their attack rolls) each time they are dealt damage from a melee attack there is a

30% chance that they'll fall. Characters that fall into the chasm take 2d6 damage and may require assistance from above to climb back up.



Giant Fire Beetles (9): HD 1+3; HP 10,8,7,6,6,6,5,5; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: Light glands.

3. Natural Spring

The passage to this area is blocked by a locked steel door set into the cave wall. The key can be found in **Area 5**.

An underground spring bubbles to the surface here, filling a wide natural pool with crystal clear water.

One of the reasons Raho created his laboratory within this cave was due to this natural spring and the easy access to clean water it provided.

Unfortunately years of use led to the water being contaminated by residue left behind from the bottles and equipment that the alchemist rinsed off in the pool. These residues eventually lead to the creation of a potion weird (see New Monsters.)

This creature was created while Raho was rinsing off a vial which held a *potion of healing*. As a result the potion weird regenerates 1 HP each round. This regenerative property ceases to function once the potion weird has been reduced to zero hit points or less.

Characters venturing to the edge of the pool will see a large discoloration heading towards them through the water just before the creature attacks.



Potion Weird: HD 4; HP 17; AC 4[15]; Atk 1 strike (1d6); Move 8 (Swim 18); Save 8; CL/XP 4/120; Special: potion properties.

4. The Potion Pools

The passage here opens up into a large cavern whose floor seems to be dotted by pools filled with strange liquids.

Upon seeing this room Alayna will mutter "uh oh..." She's afraid that this is the alchemist's "stockpile", that the basins here hold the potions she seeks. She's reluctant to inform the party of her suspicion right away, choosing instead to remain quiet and explore a bit more before voicing her concern. If prodded she'll reluctantly share her thoughts, that these fourteen pools contain the potions.

The pools were in fact used by Raho the Mad to create and store his potions (and also to hold some of his mistakes.) The only way to determine the properties of the liquid in each pool is by interacting with it, either through examination by Alayna (or possibly a party member who may have some knowledge concerning potions), or as a last resort, drinking a dose and seeing what happens...

At this point the Gamemaster should take 14 slips of paper, mark them with the letters 'A' through 'N' and place them in a container that they can be easily drawn from. This will create a random way of determining the contents of each pool the players interact with.

The Pools:

A- This pool contains *potion of animal control*. Alayna has an 80% chance of being able to identify this potion.

B- This pool contains *potion of skinscale armor* (see New Magic.) Alayna won't be able to identify this potion. She has no knowledge of it as it's a creation of Raho the Mad.

C- This pool contains *potion of diminution*. Alayna has a 50% chance of being able to

identify this potion.

D- This pool contains *potion of retaliation* (see New Magic.) Alayna won't be able to identify this potion as it's a creation of Raho the Mad.

E- This pool contains *potion of gaseous form*. Alayna has an 80% chance of being able to identify this potion.

F- This pool contains an inert potion, one of Raho's failures. It behaves like water when interacted with in all ways but taste. The potion tastes like nothing, even more "nothings" than water. The imbiber won't even feel the sensation of drinking a liquid. Alayna won't be able to identify this potion because there's nothing to identify.

G- This pool contains *potion of giant strength*. Alayna has a 50% chance of being able to identify this potion.

H- This pool contains a foul smelling liquid. Alayna has a 30% chance of recalling that Raho the Mad was rumored to have created a *potion of stench* (see New Magic.) and assume that this is it.

I- This pool contains *potion of heroism*. Alayna has an 80% chance of being able to identify this potion.

J- This pool contains *potion of copper spewing* (see New Magic.) Alayna won't be able to identify this potion as it's a creation of Raho the Mad.

K- This pool contains *potion of levitation*. Alayna has a 50% chance of being able to identify this potion.

L- This pool contains another of Raho's failures. Alayna has an 80% chance of identifying its contents as *potion of invisibility* however in addition to becoming invisible the imbiber falls fast asleep for the potion's duration.

M- This pool contains *potion of healing*. Alayna should be able to easily identify this potion since she was carrying a vial of

it at the start of the adventure.

N- This pool contains *potion of blade's bane* (see New Magic.) Alayna won't be able to identify this potion as it's a creation of Raho the Mad.



For every third pool the group interacts with there's a chance of a random encounter. Roll 1d6 on the following table:

Die Roll	Random Encounter
1	No encounter.
2	Piercers (1HD) (5): HD 1; HP 5,4,4,4,3; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15
3	Stirges (7): HD 1+1; HP: 7,6,5,5,5,4; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.
4	Giant Centipede (small, lethal) (3): HD 1d2hp; HP 2,2,1; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).
5	Giant Spider (1ft diameter): HD 1+1; HP 7; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)
6	Giant Bats (vampire bat) (2): HD 1; HP 7,4; AC 8[11]; Atk 1 bite (1d6); Move 4 (fly 18); Save 13; CL/XP 3/60; Special: sucks blood.

Piercers- A colony of these creatures have made their home on the ceiling high above the pool the party is inspecting.

Stirges- A collection of stirges made their home among the cave's stalactites they attack players carrying light sources first.

Giant Centipedes- A small group of centipedes rush out towards the party from their nest along the cave wall.

Giant Spider- This creature scurries down the cave wall and heads for the nearest hero.

Giant Bats- A pair of giant bats, startled by the group's presence wake from their slumber and attack.



After the players have retrieved empty flasks from **Area 5** they can attempt to retrieve the contents of the pools. Each pool contains enough liquid to fill two vials using the "dunk and fill" method. An additional 1d3 potion bottles could be filled at each pool provided the players can come up with some other way of gathering up the liquid, such as siphoning it, or ringing out material that's been soaked in the pool's contents. However these alternate methods could prove dangerous, especially if the potions mix with one another...

5. Ruined Workshop

This section of cave's contents look as though they've been incinerated by dragon fire. What little remains suggest the shelves, worktables and furniture of the alchemist's former living space. And look, there's the charred remains of the formerly living alchemist...

This area bore the brunt of Raho's final failed potion. He was experimenting with a potion which let its imbibers breathe fire. Unfortunately what he discovered was a *potion of spontaneous combustion*. The burning alchemist staggered blindly about his workshop, coming into contact with things a burning alchemist shouldn't come into contact with, which was pretty much everything in his workshop. His collection of volatile ingredients started a chain reaction which engulfed this whole section of cave in an explosive ball of fire.

His meager furnishings were reduced to charred piles of splintered wood and ash.

However, there may still be something of value beneath the rubble.



The charred body of the alchemist is slumped against the south wall. If searched the players find the key to the door to **Area 3**.

Searching the rubble thoroughly will produce 18 serviceable glass vials. One must take considerable care not to cut oneself on the score of unserviceable glass vials which are scattered everywhere. Chances are some of these may have to be rinsed out or off before used. The inert liquid or the spring in **Area 3** could both be used to accomplish this.

There are also a couple of slightly singed notebooks of Raho's that miraculously survived the blast, hidden under a pile of ash which used to be his bed. If Alayna isn't the one to find them she'll ask nicely for them. If that fails she'll offer 50 to 100gp a piece for them. If that fails she'll resort to trickery, deceit, or outright theft to get a hold of them.

Wrapping Up

If all 18 vials are recovered from **Area 5** it's assumed that 9 potions will go to Alayna and 9 to the party. Alayna will be sure to take samples from pools whose contents she couldn't identify first.

Alayna will be happy with her haul from this adventure (provided she's survived it.) She believes she can reproduce Raho's potions using her equipment (especially if the slightly singed notebooks are in her possession) and doesn't seem at all deterred by the alchemist's charred remains.

Alayna believes her potion store is saved and will say as much to the players.

If asked she can scrounge up a few extra flasks for the players if they wish to make another trip back to the potion pools, she may even have a tool capable of retrieving additional liquid from the pools that she'll let the group borrow. She'll turn down an offer to journey back to the caves if it's made, eager instead to start analyzing her finds.

Given time (and access to Raho's notes) she'll be able to identify any unidentified potions that she or the party retrieved.



Continuing the Adventure

Here are some suggestions for further adventures:

✕ After going over Raho's notes Alayna discovers that the alchemist was intentionally trying to create a potion weird, referring to the creature as a "potion golem". She recreates the alchemist's experiment, setting a potion weird loose in Summervale. She sends word to the party requesting their assistance with stopping the beast.

✕ The party returns to the cave to gather additional potions. As it turns out the bear wasn't completely dead. It pulled itself across the bridge (no longer fearing the possibility of falling), made it to the pool containing the healing potion, and managed to restore some of its health. It got into some of the other pools as well. Now the players have a smelly, levitating, copper spewing bear to contend with...

✕ Alayna contacts the players asking them to help her acquire some difficult to acquire ingredients. She's deciphered how to create some of Raho's new potions and she offers to brew some for the party in exchange for their assistance. She'll insist on tagging along again.

✕ Shortly after another potion shop opens in a neighboring village one of Alayna's customers become violently sick and dies after drinking one of her concoctions. She's placed under arrest by the village magistrate, accused of imbibicide. She manages to send word to the party of her current predicament. She suspects the owner of the new shop's hand in this and requests the party help in clearing her name.

✕ A party member turns invisible and falls asleep after drinking one of Raho's failed potions, staying invisible and asleep long after the potion's duration has expired. Maybe Alayna can help...

NEW MAGIC

Potion of Blade's Bane

The imbiber of this potion only suffers half damage rounded up from attacks made against them by foes armed with bladed weapons, such as swords, daggers, axes, etc.

Potion of Copper Spewing

Shortly after drinking this concoction the consumer will feel sick to their stomach. They will violently spew 1d2x50 copper pieces out of their mouths each turn for the potion's duration. This condition makes it difficult to do anything other than spew copper coins.

Potion of Retaliation

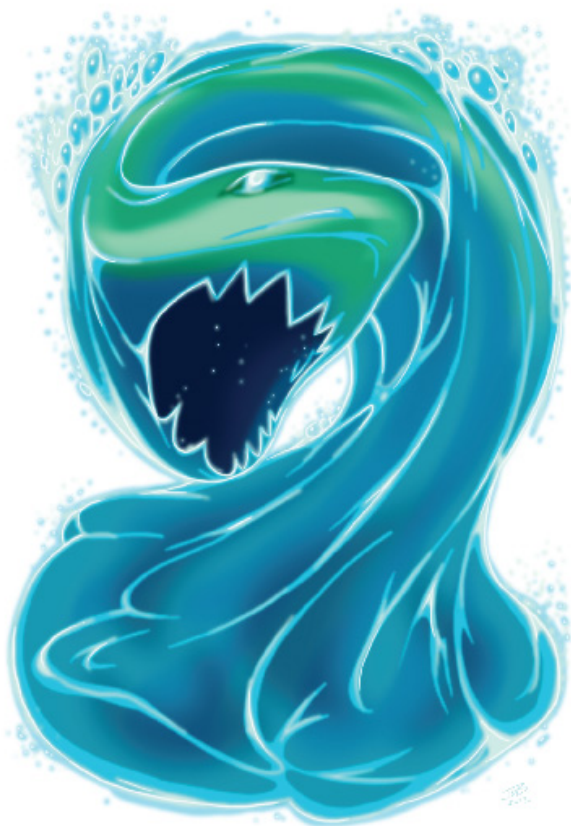
While this potion is active, each time the imbiber is dealt damage from a melee attack magic energies will lash out from their body dealing 1d4 damage to their attacker.

Potion of Scalescale Armor

The imbiber gains a +1 bonus to their AC and all attacks made against them by non magical weapons have their damage reduced by 1. The skin of the consumer takes on the appearance of scales for the potion's duration.

Potion of Stench

Creatures coming within 10' of the imbiber of this potion become sick to their stomach, suffering a -1 penalty to their attack rolls. Creatures without the ability to smell are unaffected. It's strongly recommended that consumers of this potion refrain from interacting with polite society for its duration.



NEW MONSTERS

Potion Weird

These extremely rare creatures manifest themselves only when specific types and quantities of enchanted liquids merge together. These liquids form a conduit to the elemental plane of water, creating an animated potion.

While a potion weird is comprised of elemental water and traces of several types of potions it usually exhibits some properties of the last potion to be added to the mix, since this is the last bit of magic required to trigger the creature's creation. For instance a potion weird whose creation was triggered by a *potion of invisibility* will be transparent and harder to hit, while one triggered by a *potion of giant growth* will be larger than normal and have additional Hit Dice.

Potion Weirids look just like a pool of liquid when dormant. They can also exhibit chameleon like properties to blend in with other liquids they're merged with. As a result they almost always surprise their prey. When active they resemble large snakes comprised of liquid. Their coloration in this form usually matches the color of their triggering potion.

Potion Weird: HD 4; AC 4[15]; Atk 1 strike (1d6); Move 8 (Swim 18); Save 8; CL/XP 4/120; Special: potion properties.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

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The map for our "old school" alchemist's lair was provided by Oone Games. The cavern of potion pools was slightly modified to better suit this adventure.

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