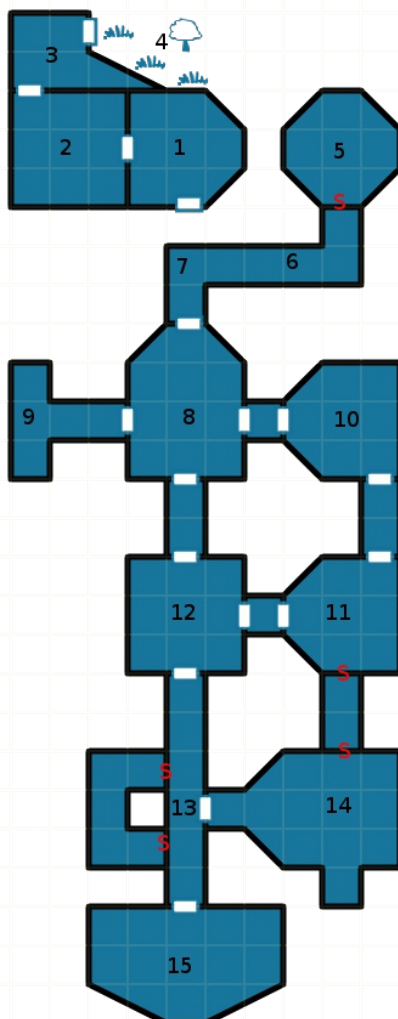


# Lair of the Mad Alchemist

## Premise

**Fizzy Fitzwater**, the "Mad Alchemist" of Scholars' Square, is holed up in his underground bunker. His latest concoction turned the **burgomaster's only daughter** into a warty, hair-lipped troll. With her wedding to the baronet just days away, the burgomaster is desperate to have his daughter restored to her former beauty. He urges the party to infiltrate the **Mad Alchemist's Lair** and return with an **antidote** before the baronet learns of the girl's transformation and calls off the wedding.



## The Mad Alchemist's Shop

1. The shop: The door is locked (unlock DC medium). Inside room 1 are **random potions** ready for sale, a desk, and a **lockbox** (unlock DC hard) containing **125 coins** and **two banded agates**.

2. The Alchemy Lab: The room is filled with ingredients for making potions. There is a **book of potion recipes** on one of the shelves.

3. Workshop: This room contains gardening tools and fertilizer. There is a **trapdoor**, which conceals a passage leading down to 5. It is hidden beneath a rug, which is an **animated object / rug of smothering**.

4. Garden: Herbs used in potion making are grown here. The plants are guarded by **three scarecrows**.

## The Mad Alchemist's Lair

5. Cellar: This stonewalled cellar is cold and dark. There are no obvious exits. Perception (DC hard) to locate **secret door** leading to 6.

6. The Dark Hall: The stone hallway is unlit. Perception (DC very hard) to notice that a **loose brick** in the wall at 6 is a switch. If depressed, the switch deactivates the trap at 7.

7. Poison Dart Trap: The first PC to step on the square

marked 7 springs **the poison dart trap** unless it has been disabled.

8. The Antechamber: Two suits of **animated armor** flank the southern door.

9. Privy: Two of the three holes lead to the city sewers. The third conceals a **black pudding**.

10. Pantry: There is enough food and drink here for two people to survive for months.

11. Kitchen: There is a **letter** on the counter from Fitzwater's mother asking when he will give her grandchildren. Perception (DC very hard) to notice secret door.

12. Dining Room: **Two golems** are cleaning this room. On the table is a **letter** addressed to Fitzwater from Lydia, the burgomaster's daughter. In the letter, she confesses her love for him and begs him to find a way to stop the wedding.

13. Pit trap: There is a **10' spiked pit** here covered by an illusory floor. Perception (DC very hard) to notice the trap and the secret passage around it.

14. The Shrine: Upon the southern wall of this candlelit room is an **oil painting of Lydia**, depicted in a salacious pose that leaves nothing to the imagination.

15. Bedroom: **Fitzwater** is here. He is a lover, not a fighter. He will immediately surrender and give the PCs the **antidote**.