



OP24 – MADAM ZOLOFT

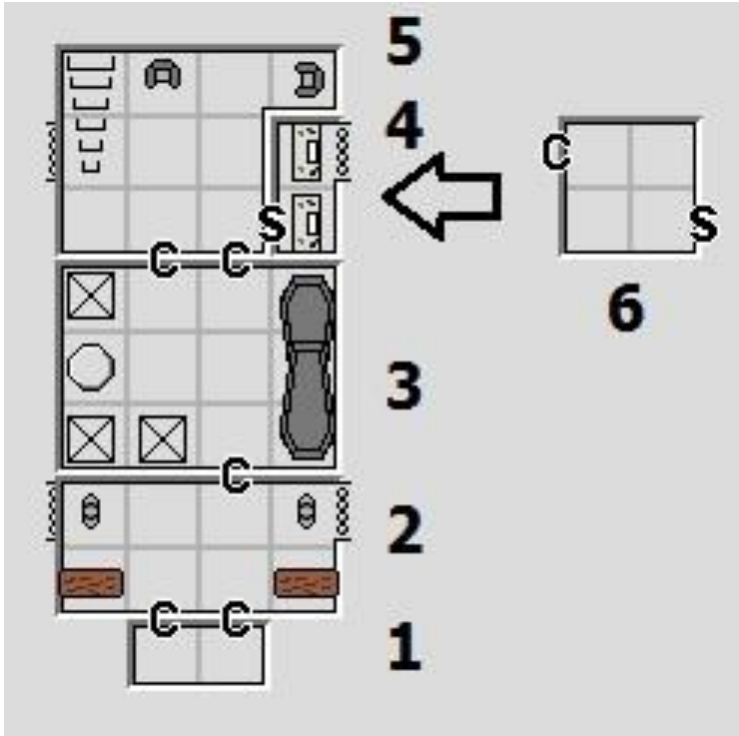
An Adventure in Filbar™

With a ruckus in the street outside, you pay your bar tab and wander out to see what the issue is. A strange “circus wagon” has appeared in the street and is currently surrounded by the local guards who look nervous...

A scenario for one, 4th level PC

By Frank Schmidt
@FilbarRPG

OP24 – MADAM ZOLOFT



Player's Info: Wiping the ale froth from your lips, you hear a ruckus outside the Falax Tavern. You settle your tab and wander out into the street where a strange sight greets you. A brightly colored wagon sits in the center of the street and a pair of chickens and pike-armed guards surround it giving commands that go unanswered. As you exit, you notice there are no animals present that would usually pull the wagon. One of the guards spots you and beckons you to come over. Recognized as a budding hero, they ask if you could get the occupant, Madam Zoloff out of the wagon. The commander offers you 50gp to "bring the witch out" pointing out that two chickens in the square were his men!

DM Info: Madam Zoloff is a frequent visitor to town but has worn out her welcome by failing to pay a merchant's tax and angering the business owners in town. The guards have given her a trespass warning but her wagon has once again appeared in the town square. This scenario was designed for a single, 4th level PC that is in between adventures and/or waiting for their friends. The challenge will be to enter a 'circus' wagon, find the gypsy and bring her to the guards. Optionally, the PC could try and convince the woman to pay the 100gp merchant tax and be allowed to pitch her wares. Zoloff used a Wand of Polymorph to change the 2 guards into chickens but the wand is now 'empty'.

Gypsy Wagon: Bright, swirling colors decorate the 10' long wagon. Wooden awnings are secured to the side of the wagon and hide Madam Zoloff's wares. The slats are locked and cannot be picked. Any attempts to garner an opinion from the guards will result in a shrug.

1. **Entrance** – After examining the exterior of the wagon, it appears the only entrance to the interior of the wagon is on the steering deck. As you move to this area, you notice raised sigils on the small doors leading to the back. The mystical symbols are painted in ostentatious manner. Two door handles (left & right) are present and appear to be lightning bolts. Entry to the wagon is as simple as pushing the doors in. Touching either handle will result in an electric shock of 1d4 +1. Candles light the interior.
2. **Kitchen** – The doors glide open and a dimly lit area sits before you. Two tables sit to either side and appear to have standard kitchen items present. Two statues stare at each other and a beam of light goes back and forth from their eyes. The beam travels in one eye, across the room to another eye, then is reflected out of the other eye in the same statue and back again. A hatch leads to the next section of the wagon but is positioned behind the orbital light. A switch on the hatch shows that it is locked. A quick glance around the room shows a key in a butcher's block. Pulling this key will trigger a pull cord in the block and cause several items to animate in the area. A Frying Pan (d8), a butcher knife (d6), and a pair of wooden spoons (d4). These magical items are AC12 and have 20, 12, and 6x2 hit points respectively. All stats are base 10 for these items.
3. **Living Quarters** – A hammock resides on the wall to the right and small, iron stove on the left side. Several piles of clothing and fabrics are present in this room along with a hanging, bronze bird cage. Inside is a copper, Bardic Parrot behind it, is a tapestry of strange symbols. If examined closely, the bird will begin to speak random accolades. If the PC attempts to get by the bird the accolades will change to Vicious Mockery. A DC14 vs. Wisdom will be required or the adventurer will suffer 2d4 psychic damage. The bird can do this three times or be destroyed (AC 17, 28 HP).
4. **Threaded Curtain** – An ornate, green tapestry hangs on the far wall and covers the entrance to the next section. This item is actually Vine Blight that Madam Zoloff has painted in garish colors. Any attempt to examine or pass through to the next section will result in it attacking the PC. **Vine Blight** AC12 HP26 D +4 2d6+2 – DC12 vs. Strength or grappled +2/-1/+2/-3/0/-4 Small trinkets are present in this room with a combined worth of 50gp.
5. **Workshop** – With the entry guardian destroyed you reach the back section of the wagon. This area will have several experiments in progress involving a small burner with glass concoctions of various colors. A book titled "Homer's Guide to Alchemy" is opened to a page showing a gaseous form potion. If the pages are flipped they will all show up blank including the initial one. Only Zoloff knows how to make the words appear (or a sage). The Gypsy is in a hidden compartment under an irregular desk that is a **Mimic** AC12 HP55 D +5 1d8 +3 Grappled DC13 to escape or D +5 1d8 +3 acid bite +3/+1/+2/-3/+1/-1 There is a Potion of Extra Healing (marked) here for 2d8 +4 hit points. This item can be found on the workbench.
6. **Hidden Compartment** – With the Mimic slain, a trap door is located. As you open it, the diminutive Halfling Gypsy points an ash wand directly at you. "You smell like chicken". The wand is 'empty' but she does not know that. Fast talking or punishing melee will be required at this point. She is a simple botanist with some alchemy skill. She has an amulet that controls the wagon.