



2004 WORLDWIDE D&D GAME DAY  
DEMO ADVENTURE

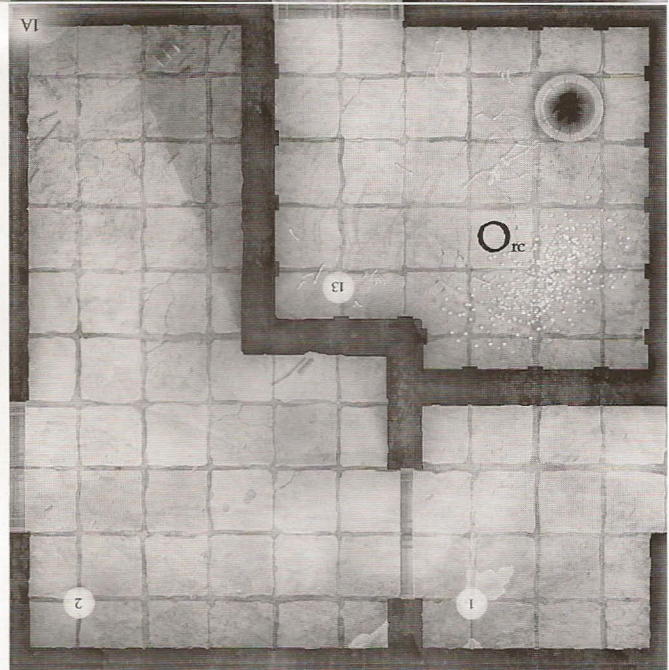
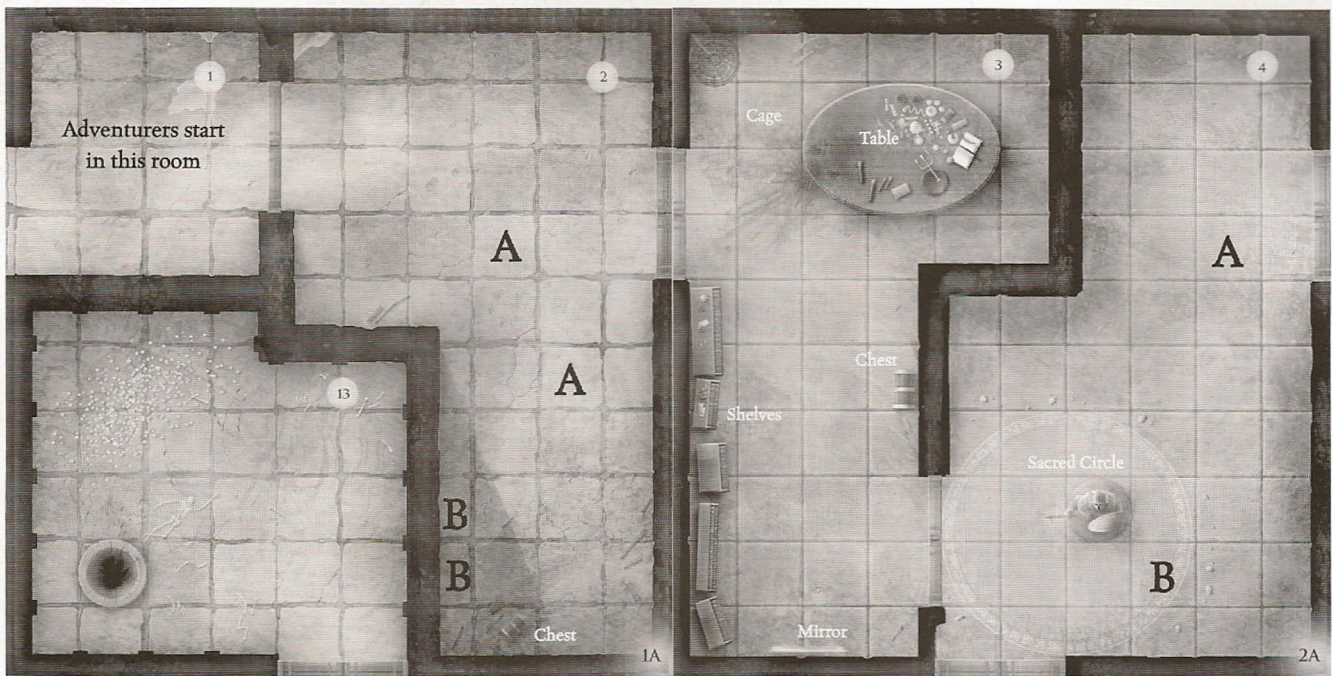


## Lair of the Mad Alchemist

An Adventure for Four 1st-Level Characters

by Jonathan Tweet

# DM MAP



Troglodyte



## Credits

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## INSTRUCTIONS

Before **WORLDWIDE DUNGEONS & DRAGONS GAMEDAY**, read this adventure. If you are working with a group of **Dungeon Masters**, or you have some friends that would enjoy playing this short adventure, feel free to play a practice game to help you prepare for the event.

Keep in mind that this is a demo. As the **Dungeon Master**, you're not trying to beat the other players. While this is true of **D&D** in general, it is especially true for this event. This will be many peoples' first **D&D** experience. If you make the adventure exciting, and as fast-paced as possible—your players will have more fun, and so will you.

You'll notice some differences in the rules presented here with the normal **D&D** rules. These differences are made to ease new players into the rich full **DUNGEONS & DRAGONS** play experience. Pay close attention to how well your players catch on to the rules. If they have trouble with some concepts, continue to use the basic rules for as long as possible.

Speaking of complication, in early encounters don't use attack of opportunity. If you players catch on quickly, feel free to introduce the basics of this rule in later encounters, but do not slow the exciting game experience with extra details. If players enjoy the game and want to play more, there's plenty of time to learn attacks of opportunity later.

## BACKGROUND

Kobolds have stolen the baron's ring and the baron has offered a reward for its return. Once the adventurers have defeated the kobolds and found the ring, they'll be further tasked to explore the alchemist's laboratory and the dungeon beyond.

## SETTING UP

Gather the game components and follow the following steps before game play.

**Step 1. Dungeon Tile.** Find **Dungeon Tile 1A** and put it on the table. That's the battle grid for **Rooms 1** and **2**. You'll also need **Tile 2A**, but you'll place it in the play area later, after the characters have explored **rooms 1** and **2**.

**Step 2. Players' Miniatures.** Have the players put their miniatures in **Room 1**.

**Step 3. Your Miniatures.** Take the 4 monster miniatures (two kobolds, a troglodyte and the mountain orc) and keep them near you. You're only going to need the 2 kobold warriors right now, but the players don't know that.

**Step 4. Dice.** Keep the dice where everyone can get to them.

## INTRODUCTION

When you're ready to begin, read aloud the following text. After reading the above introduction, have the players arrange their miniatures in **Room 1**.

"Lizard creatures called kobolds attacked the local baron while he was out hunting. He escaped, but the monsters robbed him of his ring—the symbol of his power—and then scattered into the wilderness. The baron offered a reward of 300 gold pieces to anyone who brings the ring back to him.

"You are brave adventurers, and you've heard that kobolds were sighted near some old ruins. The ruins were once an alchemist's secret laboratory, and rumor has it that the alchemist's chambers lead to an ancient underground dungeon. No one has seen the alchemist for many years, and some say that he was killed by monsters that came from the dungeon.

"You have formed an adventuring party to investigate the ruins.

"Deep in the forest, you have come to a cliff, and in the cliff is an entryway cut into the stone."

**Light:** Ask them who has a light of some kind, such as a torch or *light* spell. (Dwarves can see in the dark, but humans, halflings, and elves can't.)

When the players are ready, go to **Room 1** and read the scene.

## ROOM 1: ENTRYWAY

**Summary:** This is the entryway. The adventurers figure out how to get through the door. If they get through without alerting the monsters in **Room 2**, they catch the monsters out in the open.

Read this scene out loud to the players.

"The entryway is empty, except for clutter. At the end of the entryway are double doors that lead further back into the cliff. The heavy wooden doors are shut tight."

Once you stop reading out loud, the players choose what to do next. They can discuss their options. If they need help, suggest some of the ideas below. While adventurers are exploring, players don't have to take turns. Just find out what each adventurer is doing. This style of play is **exploration style**.

**Listen:** If an adventurer listens at the door, the player rolls the 20-sided die, checks skills on the back of the character card, and adds the character's Listen bonus. On a DC 10 success, the adventurer hears some creatures walking around on the other side of the door.

**Picking the Lock:** If Lidda tries to pick the lock, success is on a DC 20. Lidda can keep trying until she succeeds or gives up. While the concept of "take 20" may be a little advanced for this demo, feel free to suggest it if players become frustrated. Taking 20 alerts the kobolds beyond to the characters' approach.

**Kicking the Door Down:** If an adventurer tries to kick the door down, have the player roll a Strength check. On a DC 18 success, the door opens. Two adventurers can try to kick in the door at the same time if they stand side-by-side. Adventurers may try as many times as they like, but they make noise each time they do. Lidda get a -4 penalty to this roll because she's Small.

## Opening the Door

When the door opens, first make sure the players have their miniatures where they want them. The adventurers opening the door have to be right in front of it, but the other adventurers can be anywhere in Room 1.

**Surprise:** If the adventurers open the door without making noise first, then the kobolds in Room 2 are out in the open. (The adventurers have to pick the lock or kick open the door on their first try to avoid alerting the kobolds.) If the characters took more than one try to kick the door in, then the kobolds are waiting around the corner. See Room 2.

## ROOM 2: KOBOLDS

**Summary:** Here, the adventurers fight two kobolds and find a trapped treasure chest.

When the adventurers first open the door, they might see the kobolds and might not.

If the adventurers have surprised the kobolds, place the 2 kobold warrior miniatures on the dungeon tile on the squares that are marked "A" on your map. Then read this scene to the players:

"Two short lizard creatures with spears turn, look at you, and hiss threateningly."

If the adventurers made noise before they opened the door, read this scene to them:

"Your light spills into an empty room. You can see most of the room from the door but not all of it."

Don't place the kobolds on the dungeon tile until the adventurers can see them. The kobolds are hiding around the corner, in the squares marked "B" on your map.

## Initiative

For this first encounter, initiative works a little differently than what you're probably used to. Basically everyone takes 10 on their initiative, and the Dungeon Master wins ties. For simplicity, here is the initiative order for this combat: Lidda 17, Aramil 13, both kobolds 11, Regdar 11, Eberk 9.

In future encounters, the players get to roll their initiative, but it's best to ease them into more and more complication as play continues.

## Move

**Adventurers:** Adventurers can move 4 or 6 squares each. Check **Speed** on the character cards.

**Kobolds:** Each kobold can move 6 squares per turn and attack an adventurer; see below. When it's the kobolds' turn, both of them act, not just one.

**Diagonals:** Moving diagonally costs 2 squares (again, this is a different than the regular D&D game). Judge you group as you play. If they become comfortable with rules quickly, feel free to spring the fluctuating square cost for diagonal movement in later encounters.

**Combat:** Small and nimble, the kobolds attempt to flank opponents gaining a +2 to their attack rolls when they

## Kobold Warrior

**Hit Points:** 4      **Initiative:** 11  
**Armor Class:** 15    **Speed:** 6 squares  
**Spear:** Attack d20+1  
           Damage: d6-1  
**Saving Throws:** Fortitude  
 d20+2, Reflex d20+1,  
 Will d20-1



As kobolds take damage, keep track here:

<b>Kobold Warrior 1</b>	<b>Kobold Warrior 2</b>
hit points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	hit points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

do. When you use this tactic, explain flanking to the players and point out way in which they can use such tactics. Point out that when Lidda engages in a flanking maneuver she can sneak attack.

## Exploring Room 2

Once combat is over, the characters can play **exploration style** again. They don't have to keep taking turns in the same order.

## Treasure Chest

The treasure chest is not locked, but it's trapped.

**Trap:** Anyone who opens the chest springs the trap. Roll the d90 (the die numbered 00 to 90) and the d10 (the 10-sided die), adding the numbers together to get a number from 1 to 100. Then see what the trap does by looking at the random trap table in the sidebar.

**Avoiding the Trap:** Lidda might be able to avoid the trap. Only a rogue can find and defeat the trap.

**Noticing the Trap:** If a rogue searches the chest for traps before anyone opens it, she can notice the trap if she rolls 21 or better on her **Search** check. (See the back of her character card for her Search bonus.)

**Defeating the Trap:** If she notices the trap, a rogue can try to disarm it so it won't go off. If she tries this, she makes a **Disable Device** check. (See the back of her character card for her Disable Device bonus.) If she rolls 20 or better, she jams the trap and opens the chest safely. If she rolls 15 or less, she springs the trap on herself. If she rolls 16 to 19, nothing happens and she can try again.

**Ring:** Once the chest is open, the adventurers find the baron's ring inside.

**Scroll:** Also inside the chest is a magical scroll. If a spell-caster casts the *read magic* spell, he can see that the scroll has the sorcerer spell *magic missile* written on it. A sorcerer can use this scroll one time to cast *magic missile*, and it doesn't count against the sorcerer's limit of how many spells he can cast.

## INTERLUDE: MISSION ACCOMPLISHED!

Once the characters have secured the key, their initial task is complete. They may want to immediately return the ring to the baron and retrieve their reward.

When they return, the baron, impressed with their daring, asks them to further explore the Mad Alchemist's Laboratory.

"It's obvious that you are brave heroes worth of great deeds. It's obvious that the Lair of the Mad Alchemist is being used as a hideout for dangerous creatures. Please explore the dungeon further and rid the place of any evil. You can keep any treasure you find, and may gain more reward from me based on what you face within."

On the back cover of this adventure, you'll find a short equipment list with prices and descriptions. Give the players a few minutes to decide how they want to spend their 300 gold pieces. When they are done shopping, have them return to room 2. No new monsters have moved in during their brief visit to town and they can immediately continue by opening the door to room 3.

Alternatively, the players may want to continue exploring the dungeon without coaxing. In this case, have them explore the door to room 3, place tile **2A** as shown on the DM Map, and proceed to that encounter.

## ROOM 3: ALCHEMIST'S LABORATORY

Read this scene to the players:

"The room is filled with dust-covered furniture: a table cluttered with strange equipment, a small iron cage, bookshelves, a chest, and a mirror. Nothing is moving, and it looks like no one has been here for years."

Let the players decide what the adventurers explore. When an adventurer examines something, read the scene for that thing.

**Detect Magic:** Don't tell the players to cast *detect magic* at first. But if the players can't find the key in the cage, drop them a hint. If a cleric or sorcerer casts *detect magic*, he can scan the whole room. These things are magical:

- Liquids and powders on the table.
- The door to the east.
- The mirror.
- A key at the bottom of the cage.

### The Cage:

"It's a big iron birdcage hanging from a bar that extends from the wall. Inside the cage is the skeleton of a big raven, still clutching its perch."

Ask the player what the adventurer wants to do. There's no list of options: an adventurer can do just about anything—pull the cage down, smash the raven skeleton, shoot arrows at the cage, or whatever.

The cage is latched shut but easy to open.

At the bottom of the cage is a magical key that opens the

### Random Trap Table

d%	Type of Trap
01–20	<b>Arrow Trap.</b> An arrow shoots out. The Dungeon Master tries to roll the adventurer's Armor Class or better on a d20. If he succeeds, the arrow hits the character and deals d6 points of damage.
21–40	<b>Fiery Trap.</b> Flames burst out and burn the adventurer, dealing d6 points of damage. The player rolls d20, checks the back of his character card, and adds his Reflex saving throw bonus. If he rolls 16+, he only takes half damage (round down).
41–60	<b>Sleep Trap.</b> A spell overcomes the adventurer. The player rolls d20, checks the back of his character card, and adds his Will saving throw bonus. If he rolls 16+, he resists the spell. Otherwise he falls asleep for 10 minutes (100 rounds). Elves are immune to magic sleep effects, so if the character is an elf, the trap has no effect. (If a sorcerer or cleric casts the <i>detect magic</i> spell ahead of time, he can tell that there's something magical about the chest, door, floor, or other place that's trapped.)
61–80	<b>Stink Trap.</b> A cloud of smelly gas washes over the character. The player rolls d20, checks the back of his character card, and adds his Fortitude saving throw bonus. If he rolls 13+, the adventurer resists the stink. Otherwise, the character becomes sick to his stomach for 10 rounds. A sickened character has a –2 penalty on all attack rolls, damage rolls, skill checks, ability checks, and saving throws. Characters resistant to poison, like dwarves, receive their normal bonus on the saving throw.
81–100	<b>Poison Arrow Trap.</b> An arrow shoots out. The Dungeon Master tries to roll the character's Armor Class or better on a d20. If he succeeds, the arrow hits the adventurer and deals d6 points of damage. The character is then poisoned. The player also rolls d20, checks the back of the character card, and adds his Fortitude saving throw bonus. If the character rolls 16+, he resists the poison. Otherwise he takes another d6 points of damage from the poison. Characters resistant to poison, like dwarves, receive their normal bonus on the saving throw.

door to Room 4. The adventurers won't see the key unless they specifically look at the bottom of the cage. The cage is latched shut but easy to open.

### The Chest:

"It's a big, wooden chest with a latch. It doesn't appear to be locked."

The chest contains old musty clothes, a razor, candles, slippers, bowls, and other things that the alchemist owned.

"Old books, thick candles, and strange tools are piled on these dusty shelves."

### The Shelves:

The books have mostly been eaten by bookworms, but there are some intact books that would be valuable to an alchemist back in town.

"A large mirror with a fancy silver frame hangs on the wall."

### The Magic Mirror:

"Venzor, is that you? It's been a long time."

If an adventurer comes close to the mirror, the image of a woman appears in it and says,

## LAIR OF THE MAD ALCHEMIST

Ask the player what the adventurer says to the image in the mirror. You can have a pretend conversation, where you talk as if you're the image in the mirror and the player speaks "in character."

The spirit in the mirror was the alchemist's friend. Now it will talk to the adventurers. She asks where "Venzor" is, meaning the alchemist. If the adventurers tell her that he's dead, she bursts into tears.

If the adventurers are polite to her, she introduces herself as "Alyssa," and she asks them what they're up to. She can answer some questions, if the adventurers ask. Here's what she knows:

- There's a magical key that opens the east door, but she doesn't know where Venzor kept it.
- There's a black dragon that lives in the dungeon. Instead of breathing fire, a black dragon shoots a stream of acid.
- Venzor used to explore the ruins on the other side of the east door, where there are ancient treasures and dangers.
- Some hallways in the dungeon lead deep underground, farther than Venzor dared to explore.
- There are poisonous mushrooms of some kind in the dungeon. Venzor used to harvest them for his potions.

If the adventurers are mean to Alyssa, she says

"I'll get the last laugh when the dragon that lives in this dungeon eats you all."

Then she disappears, and the mirror returns to normal.

**Development:** The adventurers can talk to Alyssa whenever they return to the dungeon. She might give them more hints about what's in the dungeon. Or she might disappear and never be seen again. She might even invite one of the characters to come into the mirror and keep her company, but if he does so, he disappears and is never seen again.

### Table:

"On the table are dozens of jars and little clay pots filled with strange liquids and powders. They are all covered with dust."

This is the alchemist's workplace. The liquids and powders are the raw ingredients for various magical potions. This stuff is all so old now that it's no longer useful. If adventurers explore the table, ask what they do. Don't give them a list of options; the adventurers can do whatever they want.

**Mixing Ingredients:** If the adventurers mix the ingredients, roll  $d\%$  ( $d90+d10$ ). An explosion occurs on a roll of  $01-20$  and deals  $d6$  damage to the adventurer doing the mixing.

**Drinking Potions:** If an adventurer tries drinking any of the liquids, the player rolls  $d20$  and adds his Fortitude saving throw bonus. If he rolls  $15+$ , he's fine; otherwise he takes  $d6$  points of damage.

### Scorch Marks:

"On the floor are burn marks, apparently the site of a powerful explosion."

**East Door (Room 4):** The player should make a Listen skill check with a Difficulty Class (DC) of 15. If the adventurer rolls  $15+$  on the Listen check, read aloud the box below; if not, he doesn't hear anything.

"You hear claws scraping the stone, like something walking around."

This door is magically sealed. The key in the bottom of the cage opens it. If the adventurers try to pick the lock or force the door open, they soon find that they can't make the door budge. They can't even hack through it with weapons.

**West Door (Room 2):** The kobolds in this room are probably gone by now.

**Treasure:** The alchemist back in town would pay 100 gp (gold pieces) for everything on the bookshelves that's still in good shape.

## ROOM 4: TROGLODYTE

A lizardlike monster lurks in this room.

If the players opened the door without warning, also

"You smell a powerful stench, like the smell of dead snakes that have been left out in the summer sun. In front of you stands a stone statue depicting a warrior armed with a spear and shield."

tell them:

"You see a human-size reptilian creature holding a big, stone club."

### Troglodyte

**Hit Points:** 13      **Initiative:** -1 (or 9 if using basic initiative)

**Armor Class:** 15      **Speed:** 6 squares

**Club:** Attack  $d20+1$       **Damage:**  $d6$  and

**Claw:** Attack  $d20-1$       **Damage:**  $d4$  and

**Bite:** Attack  $d20-1$       **Damage:**  $d4$

**Saving Throws:** Fortitude  $d20+5$ , Reflex  $d20-1$ , Will  $d20+0$

### Special Attacks:

**Club, Claw and Bite:** If the troglodyte moves no more than 1 square (5 feet) on its turn, it can attack with all three of its attacks. If it moves more than this, it makes only one attack—with its club.

**Stench:** When a troglodyte is angry, frightened, or excited it secretes a toxic musklike oil whose smell sickens other creatures. All living creatures within 6 squares (30 feet) of a troglodyte must succeed on a Fortitude save (DC 13) or be sickened for 10 rounds. A sickened character takes a -2 penalty on all attack rolls, weapon damage, skill checks, ability checks, and saving throws. Characters and creatures who successfully save cannot be affected by the same troglodyte's stench for 24 hours. Creatures with immunity to poison are unaffected by the stench, and characters resistant to poison receive their normal bonus on their saving throw.

As the troglodyte takes damage, keep track here:

**Troglodyte:**

And place the troglodyte miniature on the dungeon tile.

If the adventurers made noise before they opened the door, the troglodyte is hiding behind the statue. Don't put the miniature on the dungeon tile until at least one adventurer notices it.

Roll initiative even if the troglodyte isn't on the dungeon tile yet.

**Hiding Troglodyte:** If the troglodyte is hiding behind the statue, roll the d20 and add +13 (its Hide bonus). Whenever an adventurer takes his first turn, the player makes a Spot check (Spot is listed on the back of the character sheet). If the roll is higher than the troglodyte's Hide check, tell the player that there's a monster hiding behind the statue and place the miniature on the dungeon tile. If an adventurer fails the Spot check, don't reveal the troglodyte.

Also, if an adventurer moves far enough into the room that the troglodyte doesn't have cover against him, he can see the troglodyte automatically.

**Troglodyte Attacks:** On the troglodyte's turn, it comes around the statue and attacks, giving off its stench at the same time (see the monster entry for the stench's effect).

**Sacred Circle:** An adventurer or monster standing on any of the 16 squares that make up the Sacred Circle gets a +2 bonus on attack rolls so long as he stays in the circle.

**Statue:** A statue slows movement and provides cover. A character can move through an area with a statue, but the statue square counts as 2 squares for movement, and you can't end your movement in a statue square. Statues provide cover against ranged attacks just like characters do.

**Treasure:** The troglodyte carries a sack of mixed coins: gold, silver, copper, and a few precious platinum pieces (worth 600 gp altogether).

**East Door (Room 14):** The east door does not open. It can't be broken down, nor can the lock be picked. The key from the alchemist's lab doesn't even open it.

**South Door (Room 5):** Listen, DC 15 (an adventurer needs to roll 15+ on a Listen check to hear anything). If he succeeds, read aloud the boxed text. Otherwise, tell the player his character hears nothing.

"You hear claws scraping the stone, like some creature is walking around."

The door is solid iron and locked. It must be picked (DC 20), broken open (DC 25), or opened with the alchemist's key. When the characters open the door, proceed to the bonus encounter below. Use room 13 on tile 1A for the encounter.

### Dangerous Prisoner (Bonus Encounter--room 13)

Once the heroes open this door, they encounter a dangerous prisoner—a mountain orc. Read the following aloud

In the room beyond a yelling angry tusked creature moves toward the door. While obviously malnourished, the large gray-skinned humanoid is still fierce, flailing large and vicious axe wildly over its head.

The orc has been here a long time, and is so starved and angry his first reaction is to try and fight his way out. Unlike the

### Mountain Orc

**Hit Points:** 5      **Initiative:** +0 (or 10 if using basic initiative)

**Armor Class:** 13      **Speed:** 6 squares

**Greataxe Attack:** d20+4      **Damage:** 2d8+4

**Saving Throws:** Fortitude d20+3 Reflex d20+0 Will d20-2

As the mountain orc takes damage, keep track here:

**Mountain Orc:**

other foes the heroes have faced, they have a chance to get out of this one without fighting. If offered food, the creature may take the time to listen to the heroes' words, and avoid a fight.

**Diplomacy:** Diplomacy can be opened with any offering of food (either a day's worth of trail ration or a chunk of meat or cheese), which the orc takes hungrily. During the round he eats, he is willing to listen to the characters. As long as the characters don't do anything to antagonize the orc, they have a chance to win him as a friend. For each hero who tries, have them make a Diplomacy check. On a DC 15 success, the orc sees the heroes as his savior, and even promises to pay them back some day. Grant a +2 bonus if the players gave the orc a chunk of meat. A -2 bonus if they gave him a hunk of cheese, and no bonus for trail rations.

**Giving the Miniature and the Die:** You'll notice that a number of Mountain Orc miniatures and scarlet 20-sided dice came with the Worldwide D&D Game Day kit. For as long as supplies give one to each player who participated in this demo. And don't forget to thank them for playing. If you had a good time with the group, don't forget to tell them so.

### THE END?

After the heroes defeat or befriend the mountain orc, the demo is over. Still, there are many unanswered questions. Where's the black dragon? Why won't the east door open? How will the mountain orc pay the heroes back? And most importantly, when's the next game?

The DUNGEONS & DRAGONS Basic Game continues the adventure started here. If you have a copy of this game, interested players, and the time to spare, feel free to continue on. Have the heroes return to the baron's castle and restock, they may have even gained a level. Use the Advanced Rule Book in the Basic Game to continue the adventure. Also point out that while the task may seem daunting at first, being the DM is fun and easy, and the Basic Game contains instructions on being a DM as well.

When the heroes return to the Lair of the Mad Alchemist they find startling changes to the dungeon. For one, the room they where they found the mountain orc is gone. That doorway now leads to a room with a false dragon. That and the east door can now be opened it leads to a room with skeletal guards. These are odd, but strange occurrences are common in dungeons.

Alternatively, if your group caught on to the game with ease, and your store is running sessions of *The Forgotten Forge* (the Eberron D&D adventure that came with in the Worldwide D&D Game Day kit), feel free to invite them to play that adventure as well.

## THE BARON'S STORE

Weapons	Cost	Special
Masterwork greatsword	325 gp*	+1 attack
Masterwork longsword	306 gp*	+1 attack
Masterwork rapier	310 gp*	+1 attack
Masterwork shortbow	315 gp*	+1 attack
Masterwork warhammer	306 gp*	+1 attack

Armor	Cost	Special
Masterwork leather armor	155 gp*	Reduce armor check penalty by one.
Masterwork scale mail	175 gp*	Reduce armor check penalty by one.
Masterwork heavy shield	153 gp*	Reduce armor check penalty by one.

\*Cost assumes the character sells back its older, lesser equipment.

Equipment	Cost	Special
Mirror	10 gp	Use to look around corners.
Flint and steel	1 gp	Use to make sparks that light touches.
Pole, 10-foot	1 gp	Sometimes you don't want to touch something with your hands (and sometimes you don't want to touch it with one of these).
Rope (50-feet)	1 gp	Use rope to tie up prisoners, pull open doors that might be trapped, and secure a comrade who is trying something dangerous.
Thieves tools, masterwork	100 gp	Grant a +2 bonus on Disable Device and Open Locks checks
Torch (10)	1 gp	Torches let humans, elves and halflings see in the dungeon. Each torch burns for one hour.

Food	Cost	Special
Trail rations	1 gp	Feeds one creature modestly for a day.
Chunk of meat	1 gp	One large meal's worth of meat.
Chunk of cheese	1 gp	One large meal's worth of cheese.

Magic	Cost	Special
<i>Potion of cure light wounds</i>	50 gp	Cures 1d8+1 points of damage,



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